



CURRICULUM OVERVIEW

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ENGLISH: In reading, students will explore how characters are represented in print and images. They will also identify character qualities in texts and listen for and manipulate sound combinations and rhythmic sound patterns. In writing, students will compare how similar characters are depicted in two literary texts and write a text expressing a preference for one character, giving reasons. Students will also create and present an innovation of a known poem to a familiar audience.

MATHEMATICS: Students will recognise, model, represent and order numbers and group, partition and rearrange collections in hundreds, tens and ones. They will: tell time to the quarter-hour, using the language of 'past' and 'to', look at halves and quarters of shapes and collections, count and order small collections of Australian coins and notes according to their value, recognise and represent multiplication as repeated addition, groups and arrays, represent division as grouping into equal sets and solve simple problems using these representations, compare and order several shapes and objects based on length, area, volume and capacity using appropriate uniform informal units and compare masses of objects using balance scales.

SCIENCE: Students will design a toy that moves with a push or pull, describe a change to the toy and how it affects the toy's movement, pose an investigative question and make a prediction about an object's movement.

HASS: Students will continue to explore how people are connected to their place and other places.

DANCE: Students will respond to, choreograph and perform a dance sequence.

DRAMA: Students will devise, perform and respond to drama using picture books and poetry as a stimulus.

SPECIALISTS

MUSIC: "Save the World"

Year 2 students will continue in their exploration of songs, rhymes and chants based on the theme of Earth's resources as stimulus for music making and responding.

STEAM/TECHNOLOGIES: DESIGN

Students will explore how technologies use forces to create movement in products. They will investigate spinning toys from around the world and analyse construction and movement. They will generate design ideas, using simple drawings and produce a spinning toy. Students will be asked to video their toy working and evaluate its design and production.

HEALTH AND PHYSICAL EDUCATION: In Movement, students will demonstrate fundamental movement skills while using scooter boards. They will manoeuvre a scooter board along different pathways and through a range of obstacles. They will also work collaboratively with partners to solve team-based scooter board challenges.

In Health, students will continue to investigate the concept of what health is and which foods and activities make them healthy. They will also identify the actions that they can apply to keep themselves and others healthy and safe in their classroom.

CLASSROOM/ SCHOOL COMMUNITY UPDATES

WHOLE SCHOOL ASSEMBLY: WEEKS 4, 7, 10

JUNIOR SCHOOL ASSEMBLY: WEEKS 5, 8

SENIOR ASSEMBLY: 6, 9

P&C MEETING: WK 5 - 19/05 @ 6:30pm, WK 10 - 20/06 @ 9:30am

EVENTS/EXCURSIONS/INCURSIONS

Wk 2 - ANZAC Day holiday Mon 25/03
School Photos - Wed/Thur 27/03, 28/03

Wk 3 - Labour Day holiday Mon 2/05
Mother's Day stall Wed-Fri

Wk 8 - SRC Fundraiser "Wear your team colours" Wed 8/06
GPAC Finals Thurs 9/06

Wk 9 - Book Fair Mon - Fri
Under 8's day Fri 17/06 9:10 - 11:00

Wk 10 - PCL Celebration of Learning Thurs 23/06

POSITIVE BEHAVIOUR/SCHOOL RULES

| | Week | Rule | Focus |
|------------------|------|---------------|---|
| T E R M | 1-2 | Be Respectful | Use manners Let others learn |
| | 3-5 | Be a learner | Be confident and Have a go Be on time (before school; after lunch etc) Follow expectations during school activities (excursions, camp, sport etc) |
| 2 | 6-8 | Be Safe | Have good Hygiene Keep your hands & feet to yourself Be Cyber – safe at school and home |
| | 9-10 | Be Respectful | Caring for property (school, self, others). Care for your classroom and other learning spaces. Use electronic devices for an appropriate purpose |



**Earn a Bee Sting
for Positive Behaviour**



**Towards the Class Beehive
Rewards and Certificates**



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2022