

Year 1 - Semester 2

Learning area		Unit Summary
English	Retelling Cultural Stories Students listen to, read, view and interpret picture books and stories from different cultures. They write, present and read a retelling of their favourite story to an audience of peers.	Creating digital procedural texts Students will create an even more disgusting sandwich that the seagulls definitely won't want to eat. Engaging with Poetry
Mathematics	Students will be involved in learning the following mathematical concepts: <ul style="list-style-type: none"> • Number and place value — recall, represent and count collections; position and locate numbers on linear representations; represent and record two-digit numbers; identify digit values; flexibly partition two-digit numbers; partition numbers into more than two parts; add single and two-digit numbers; represent, record and solve simple addition and subtraction problems • Money and financial mathematics - recognise, describe and order Australian coins according to their value • Patterns and algebra — recall the ones, twos and tens counting sequences; identify number patterns; represent the fives number sequence • Using units of measurement — compare and measure lengths using uniform informal units, order objects based on length, explore capacity, measure capacity using uniform informal units, order objects based on capacity, describe duration in time, tell time to the half hour, represent times on digital and analog clocks 	Students will be involved in learning the following mathematical concepts: <ul style="list-style-type: none"> • Number and place value - collections beyond 100; describe patterns created by skip counting; skip count in 1s, 2s, 5s and 10s; identify missing elements; identify standard place value partitions of two-digit numbers; record numerals and number names for two-digit numbers; position and locate two-digit numbers on a number line; partition a number into more than two parts; explain how the order of parts does not affect the total; identify compatible numbers to 10; use compatible numbers to ten to add, describe addition and subtraction processes; use addition facts to solve problems; subtract a multiple of ten from a two-digit number; identify unknown parts in addition and subtraction; solve addition and subtraction problems mental strategies for addition and subtraction problems; recall addition and subtraction number facts • Fractions and decimals — identify one half • Patterns and algebra — describe and represent growing patterns, apply a pattern rule to continue a growing pattern, describe patterns resulting from addition and subtraction, represent addition and subtraction number patterns • Chance — identify the chance of events occurring, predict outcomes of familiar events
Science	Chemical Science-Material Madness Students describe the effects of physically changing a material to make a boat that floats. To make a prediction, participate in a guided investigation and record and share observations.	Physical Science- Exploring Light and Sound Students explore sources of light and sound. Manipulate materials to observe how light and sound are produced, and how changes can be made to light and sound effects.
HASS	History Students explore how changes occur over time in relation to themselves, their own families, and the places they and others belong to. They examine their daily family life and how it is the same as and different to previous generations.	
HPE	Physical Education: Students will practice fundamental movement skills and movement sequences using different body parts. They will participate in games with and without equipment. Perceptual motor program: Students will develop motor skills and coordination. These include: <ul style="list-style-type: none"> • gross motor skills - the acquisition of large-scale movements e.g. walking, running, jumping, skipping, climbing, moving in and out of positions. • establishment of a preferred hand. Examples include ball games, building activities, pushing and pulling tasks. <hr/> Health: Students will engage in a range of tasks related to cyber safety, wellbeing and growth mindset, healthy food and lifestyle choices and growing and changing.	
Technologies	Digital Technology Students will use the App Scratch Junior where they will explore block coding. Students will investigate the various functions of Scratch Junior to create their own scene with a moving character.	
The Arts	Dance Student will explain how ideas are communicated in a dance they make and to which they respond. They work collaboratively to share a dance for audiences, demonstrating skills and techniques <hr/> Music: Students will develop their aural skills by exploring and imitating sounds, pitch and rhythm patterns using voice, movement and body percussion. They will be engaged in singing and playing untuned percussion instruments to improvise and practise a repertoire of chants, songs and rhymes.	