

Year 2 - Semester 2

Learning area	Unit Summary	
English	<p>How do living things grow and change over time? Students understand that different types of texts have identifiable text structures and language features that help the text serve its purpose.</p>	<p>Exploring plot and characterisation in stories Students create a written imaginative event using the 7 Steps, with appropriate images that match the text. Present their written text to their peers.</p> <p>Poetry – Poems to Celebrate Year 2</p>
Mathematics	<p>Students will be involved in learning the following mathematical concepts:</p> <ul style="list-style-type: none"> • Number and place value — count to and from 1 000, represent three-digit numbers, compare and order three-digit numbers, partition three-digit numbers, read and write three-digit numbers, recall addition number facts, identify related addition and subtraction number facts, add and subtract with two-digit numbers, represent multiplication and division, use multiplication to solve problems and count large collections • Fractions and decimals — divide shapes and collections into halves, quarters and eighths, solve simple fraction problems • Money and financial mathematics — count collections of coins and notes, make and compare money amounts, read and write money amounts • Using units of measurement — compare and order objects, measure length, area and capacity using informal units, identify purposes for calendars and explore seasons and calendars • Location and transformation — describe the effect of one-step transformations, including turns, flips and slides, identify turns, flips and slides in real-world situations. 	<p>Students will be involved in learning the following mathematical concepts:</p> <ul style="list-style-type: none"> • Number and place value — recall addition and subtraction number facts, use the inverse relationship, identify compatible numbers, add single-digit and two-digit numbers, add three-digit numbers and subtract two-digit numbers, identify related addition and subtraction facts, use place value to solve addition and subtraction problems • Fractions and decimals — identify halves, quarter and eighths of shapes and collections • Patterns and algebra — describe number patterns, investigate addition pattern sequences • Using units of measurement — directly compare mass of objects; use informal units to measure mass, length, area and capacity of objects and shapes; compare and order objects and shapes based on a single attribute; tell time to the quarter-hour • Shape — draw and describe two-dimensional shapes, describe the features of three-dimensional objects • Location and transformation — identify half and quarter turns, represent flips and slides, interpret simple maps • Chance — predict the likelihood of an event based on data
Science	<p>Biological Science - How do living things grow and change over time? Students will describe, represent, compare and communicate changes to a living thing as it grows.</p>	<p>Earth Science- Our Resourceful World Students will explore types of earth's resources and how we use these in our everyday lives</p>
HASS	<p>History - Changes Over Time Students pose questions to gather information about a site of significance in the local community and prepare a narrative describing what the site reveals about the past and its importance today.</p>	
HPE	<p>Physical Education: Students will practice fundamental movement skills and movement sequences using different body parts. They will participate in games with and without equipment.</p> <p>Perceptual motor program: Students will develop motor skills and coordination. These include:</p> <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. <p>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.</p>	
Technologies	<p>Digital Technology Students code the Lego WeDo and work through a progression of lessons completing the response to the coding in Book Creator tasks</p>	
The Arts	<p>Media Art Students will explore the features of Keynote. They will use this knowledge to create a Keynote presentation to persuade their friends, classmates and families to reduce landfill. The main character in the Keynote will be a personified image.</p> <p>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.</p>	