

Year 1, Semester 1 Overview 2024

Learning area	Unit Summary	
English	<p>My Opinion Matters Students explore a range of texts for different purposes and make a personal connection to a text. Students will create a presentation explaining their preference.</p>	<p>Exploring Character in Stories Students will listen to, read and view a range of picture books in order to analyse and explain a familiar story and to identify some features of character in these texts to create a character description.</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 numbers, represent the ones counting sequence to and from 100 from any starting point, represent and record the twos counting sequence, represent and order 'teen' numbers, show standard partitioning of teen numbers, flexibly partition teen numbers, describe teen numbers referring to the ten and ones, describe growing patterns, represent two-digit numbers, represent, record and solve simple addition and subtraction problems, investigate parts and whole of quantities, investigate subtraction and explore commutativity. • Using units of measurement - sequence days of the week and months of the year, investigate the features and function of calendars, record significant events, compare time durations, investigate length, compare lengths using direct comparisons, make indirect comparisons of length, measure lengths using uniform informal units. • Data representation and interpretation <ul style="list-style-type: none"> - ask a suitable question for gathering data, gather, record and represent data. • Chance - describe the outcomes of familiar events. 	<p>Students will be involved in learning the following mathematical concepts:</p> <ul style="list-style-type: none"> • Patterns and algebra - investigate and describe number patterns formed by skip-counting and patterns with objects • Number and place value - count collections to 100 by partitioning numbers using place value; develop confidence with number sequences to and from 100 by ones from any starting point; skip count by twos, fives and tens starting from zero; recognise, model, read, write and order numbers to at least 100 and locate these numbers on a number line; represent and solve simple addition and subtraction problems using a range of strategies including counting on, partitioning and rearranging parts • Fractions and decimals - recognise and describe one-half as one of two equal parts of a whole. • Money and financial mathematics -recognise, describe and order Australian coins according to their value; using units of measurement; describe duration using months, weeks, days and hours; tell time to the half-hour Location and transformation - give and follow directions to familiar locations • Measurement and Geometry Shape - recognise and classify familiar two-dimensional shapes and three-dimensional objects using obvious features
Science	<p>Biological and Earth & Space - Our local environment Students will investigate how external features of living things help them survive and what changes we observe in our environment.</p>	
HASS	<p><i>This learning area will be taught, assessed and reported on in Semester 2</i></p>	
HPE	<p>Physical Education: Students will perform fundamental movement skills in a variety of movement sequences and situations and create and participate in games using equipment such as scooter boards, various types of balls.</p> <p>Perceptual motor program: Students will develop motor skills and coordination. These include: 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> <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>Design Technology Students will engage in the design thinking process to plan and game using Scratch Junior. They will reflect and evaluate the effective of their design.</p>	
The Arts	<p>Visual Arts: Students will experiment with materials and processes in a variety of creative, imaginative and innovative ways. They will make artworks in different forms to express their ideas and observations. Students will describe artworks they make and view, and where and why artworks are made and presented.</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 sing and play using tuned and untuned percussion instruments to improvise, and practise a repertoire of chants, songs and rhymes.</p>	