



Year 2 Curriculum Overview

English

Persuasive Writing (Link to Media Arts)

Students examine a range of persuasive texts. They plan, write and edit a persuasive text using the appropriate structure and begin to use persuasive language devices in their writing. Students use ethos, pathos and logos to formulate their arguments.

Science

Push and Pull (Link to Technologies)

Students explore how a push or pull affects how an object moves or changes shape. They understand that science involves asking questions about and describing changes in the way an object moves or can be moved and how this knowledge is used in their daily lives. They pose questions and make predictions about changes that can affect how an object moves, and investigate and explain how pushes and pulls cause movement in objects, comparing their observations with predictions.

The Arts (Media Arts)

Media Alive! (Link with English)

Students explore characters and setting in media artworks inspired by advertisements. They respond to persuasive media artworks and own persuasive artwork. They plan and design (pre-production) using a story board to plan a media artwork production – make a media artwork using Seesaw.

Music

Simple Rhythms

Students recognise beat and rhythm on untuned percussion and simple rhythms using:

- Intro-Semiquavers
- Expressive Elements & Dynamics
- Forte and piano

Humanities and Social Sciences (HASS)

Present Connections to Places

Students explore how people connected to their place and other places. They draw on representations of the world as geographical divisions and the location of Australia, recognising that each place has a location on the surface of Earth, which can be expressed using direction and location of one place from another. Students represent connections between places by constructing maps and using symbols.

Chinese

Sport Preferences

Students indicate names of various sports and verbalise preferences in Chinese.

Technologies (Design)

Toy Factory (Link to Science)

Students apply their science knowledge in explaining how pushes and pulls can be used to change the movement of a toy or object they create.

Health

Our Culture (Link to HASS)

Students explore what shapes their own, their family and classroom's identity. Students explore the importance of celebrating who they are and respecting each other's differences.

Physical Activity

Sport Specific Movement

Students perform the refined fundamental movement skills and use these skills to solve movement challenges. They apply strategies for working cooperatively and applying rules fairly.

Term 3 2021

Positive Behaviour for Learning (PBL)



Mathematics

Measurement and Geometry

- Compare and order several shapes and objects based on length, area, volume and capacity using appropriate uniform informal units
- Name and order months and seasons
- Use a calendar to identify the date and determine the number of days in each month
- Identify and describe half and quarter turns
- Investigate the effect of one-step slides and flips with and without digital technologies

Number and Algebra

- Count and order small collections of Australian coins and notes according to their value
- Recognise and interpret common uses of halves, quarters and eighths of shapes and collections

Number and place value

- Explore the connection between addition and subtraction
- Group, partition and rearrange collections up to 1000 in hundreds, tens and ones to facilitate more efficient counting
- Recognise and represent division as grouping into equal sets and solve simple problems using these representations
- Recognise and represent multiplication as repeated addition, groups and arrays
- Recognise, model, represent and order numbers to at least 1000
- Solve simple addition and subtraction problems using a range of efficient mental and written strategies