

## Year 2- Term 2

### **English – Unit 3**

#### **‘Exploring Characters**

Students are learning to compare characters in two versions of the same story and express a preference for a character.

Throughout this unit students will:

- Make connections between texts
- Explain preferences for aspects of texts and give reasons referring to the text
- Accurately spell words and use punctuation accurately
- write words and sentences legibly using unjoined upper- and lower-case letters

#### **“Reading and Comprehension”**

Students are learning to read and respond orally to comprehension questions.

Throughout this unit students will:

- Understand how texts are similar and share characteristics
- Identify literal and implied meaning, main ideas and supporting detail in texts
- Read texts that contain varied sentence structure and some unfamiliar vocabulary
- Read accurately by monitoring for meaning and using knowledge of phonics, syntax, punctuation and context

### **Maths – Unit 2**

This semester, students are learning to:

- Identify and describe number patterns
- Read an Analog Clock to the quarter hour
- Identify and match time to the quarter hour using the language of ‘past’ and ‘to’
- Solve simple addition and subtraction problems using a range of strategies
- Join collections of Australian coins and notes to identify exact values
- Recognise and compare the value of items
- Solve problems involving money
- Investigate simple maps of familiar locations

### **Science – Unit 2 ‘Designing a Toy’**

Students are learning to:

- Design a toy that moved with a push or pull
- Describe a change to the toy and how it affects the toy’s moment
- Post an investigation question and make a prediction about an object’s movement

### **HASS (Humanities and Social Sciences) ‘Present Connections to Places’**

Students are continuing to learn to explore the location and significant features of places and consider how people are connected to these and why they should be preserved.

### **Technologies - “Innovators and Developers”**

Students are learning to develop a fun activity to use with Sphero. They are identifying how Sphero’s features help their design idea to work. Students communicate their design ideas using simple drawings and a sequence of steps. They will learn how to share information in a safe online environment.

### **Health ‘Our Culture’**

Students are learning to recognise how strengths and achievements contribute to identities.

**HPE - “Take your marks, get set, play” Part 1.** - Students are learning to demonstrate the fundamental movement skills of jumping and throwing and apply movement concepts in athletic events.

### **Arts - ‘Drama’**

Students will create a new adventure for the Max character from "Where the wild things are". They will need to decide where Max will go, develop new characters and play out a scene.

### **Arts- Music ‘Save Our World’**

Students are continuing to learn to compose, perform and respond to music using the stimulus of saving the environment.