



## Stage 2 Term Overview - Term 3 2023

### English

**Oral Language and Communication:** Students will communicate with familiar audiences for social and learning purposes, by interacting and presenting.

**Vocabulary:** Students will extend their vocabulary knowledge through interacting, wide reading and writing, and by defining and analysing words

**Reading Fluency:** Students will develop their skills to independently read a variety of text with accuracy, automaticity, rate(speed) and prosody (rhythmic sound) suited to purpose, audience and meaning.

**Reading Comprehension:** Students will develop their knowledge and understanding of text structures and language and apply these skills to comprehend texts.

**Writing:** Students will plan, create and revise written texts for imaginative, informative and persuasive purposes, using text features, grammar and punctuation for a target audience.

**Spelling:** Students will apply phonological (sound structure of language), orthographical (the system of letters or group of letters used to represent spoken language) and morphemic (the smallest parts of words that carry meaning) knowledge to spell words in a range of writing concepts.

**Handwriting:** Students will form legible joined letters to develop handwriting fluency and use digital technologies to create texts using word-processing applications.

**Understanding and responding to literature:** Students will develop their skills in identifying and describing how ideas are represented in literature and be to apply this to their own written work.

### Science & Technology

Students will investigate the physical world, focusing on light, heat and electrical energy and how contact forces affect the behaviour of objects. Students observe how energy and forces are used in the manufacture of products and in systems.

In Digital Technologies, students will focus on digital systems and how data is transmitted. They will explore different types of data and have the opportunity to interpret patterns and develop skills in visual programming (coding). Students will extend their knowledge and understanding of computational thinking and abstraction

### PDHPE

During sport and fitness lessons, students will participate in games and activities that develop the fundamental movement skills in a tactical game.

In Personal Development and Health (PDH), students are learning about Emergency procedures. They describe strategies to make home and school healthy, safe and physically active spaces. As well as how contextual factors influence their health, safety and well-being.

### History

Students explore the historical features and diversity of their community. They examine local, state and national symbols and emblems of significance, and celebrations and commemorations, both locally and in other places around the world.

### Mathematics

#### Representing numbers using place value:

- Whole numbers: Apply place value to partition and regroup (4 – 6 digits)
- Decimals: Extend place value system from whole numbers to tenths and hundredths
- Decimals: make connections between fractions and decimal notation

#### Additive Relations

- Represent money values in multiple ways
- Apply addition/subtraction to familiar contexts (money and budgeting)

#### Partitioned Fractions

- Model and represent unit fraction, and their multiples, to complete a whole on a number line
- Represent fractional quantities equal to and greater than one

#### Multiplicative relations:

- Use number properties to find related multiplication facts
- Operate with multiples of 10
- Use known number facts and strategies (eg facts of 3 and 6 > 9, facts of 4 > 8)
- Represent and solve problems involving multiplication fact families
- Represent and solve word problems with number sentences involving Multiplication and Division

#### Geometric Measure + 3D Spatial Structure

- Position: Locate positions on grid maps
- Position: use directional language and describe routes with grid maps
- 3D objects: make models of three-dimensional objects to compare and describe key features
- 3D objects: connect three-dimensional objects and two-dimensional representations
- Volume: measure and order containers using litres
- Volume: Use scaled instruments to measure and compare capacities
- Volume: compare objects using familiar metric units of volume

#### Non-Spatial Measure

- Time: represent and read analog time
- Time: represent and interpret digital displays
- Time: Use am and pm notation

#### Chance + Data

- Describe the likelihood of outcomes of chance events
- Identify when events are affected by previous events
- Interpret and compare data
- Construct and interpret data displays with many-to one scales

### Creative Arts

In Drama, students will develop knowledge and understanding, skills, values and attitudes in making, performing and appreciating by engaging in role, dramatic contexts, elements and forms.

In making drama, students learn how to investigate their world through devising plays, role-plays and imagined situations.

In performance, they develop their skills and appreciation of dramatists, actors, playwrights, devisers, directors and designers.

In Dance, students will give their personal opinions about the use of elements and meaning in their own and others' dances. They will explore, select and combine movement using the elements of dance to communicate ideas, feelings or moods.

