Stage 2 Term Overview - Term 2 2024

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.

Creating Written Texts: 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 and Digital Transcription: 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 Continued

Material World

Students will continue to question, plan and conduct scientific investigations, collect and summarise data and communicates using scientific representations.

Students will describe how adding or removing heat causes a change of state and investigate the suitability of natural and processed materials for a range of purposes.

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. Through the use of school provided technologies, students will define problems, describe and follow algorithms to develop solutions to a range of problems. Specifically, students will be demonstrating their knowledge and understanding of programming to create a video game on the digital coding platform Scratch.

PDHPE Continued

Personal Development & Health

Students will continue to build their knowledge and understanding of the key concepts of The Resilience Project. Students will investigate how emotional responses vary in depth and strength, and describe and practise ways respect, empathy and valuing diversity can positively influence respectful relationships.

Physical Activity

During sport and fitness lessons, students will participate in games and activities that develop the fundamental movement through Athletics. This is complemented by the 8-week program run by Zing Athletics during class fitness time.

History Continued

First Contacts

Students will be focusing on and describing people, events and actions related to world and describe and explain effects of British colonisation in Australia. Throughout the unit students will also apply skills of historical inquiry and communication.

Mathematics

Representing Numbers Using Place Value
- Whole numbers: Read, represent, and order numbers to thousands
- Whole numbers: Apply place value to partition and regroup numbers up to 4 digits
- Whole numbers: Order numbers in the thousands
- Whole numbers: Apply place value to partition, regroup and rename numbers up to 6 digits
- Whole numbers: Recognise and represent numbers that are 10, 100 or 1000 times as large
- Decimals: Extend the application of the place value system from whole numbers to tenths and hundredths
- Decimals: Make connections between fractions and decimal notation

Additive Relations
- Use the principle of equality
- Select strategies flexibly to solve addition and subtraction problems of up to 3 digits
- Partition, rearrange and regroup numbers to at least 1000 to solve additive problems

Multiplicative Relations:
- Represent and solve problems involving multiplication fact families
- Generate and describe patterns
- Use arrays to establish multiplication facts from multiples of 2 and 4, 5 and 10
- Recall multiplication facts of 2 and 4, 5 and 10 and related division facts
- Investigate number sequences involving related multiples
- Use known number facts and strategies
- Use the structure of the area model to represent multiplication and division
- Operate with multiples of 10
- Represent and solve word problems with number sentences involving multiplication or division
- Use number properties to find related multiplication facts

Partitioned Fractions
- Create fractional parts of a length using techniques other than repeated halving
- Model and represent unit fractions, and their multiples, to complete a whole on a number line
- Represent fractional quantities equal to and greater than one

Geometric Measure
- Position: Interpret movement on a map
- Position: Locate positions on grid maps
- Position: Create and interpret grid maps
- Position: Use directional language and describe routes with grid maps
- Angles: Identify angles as measures of turn
- Angles: Compare angles to a right angle

Two-Dimensional Spatial Structure
- 2D Shapes: Transform shapes by reflecting, translating and rotating
- 2D Shapes: Compare and describe features of two-dimensional shapes

Three-Dimensional Spatial Structure
- 3D Objects: Connect three-dimensional objects and two-dimensional representations
- 3D Objects: Make models of three-dimensional objects to compare and describe key features
- Volume: Measure and order containers using litres
- Volume: Use scaled instruments to measure and compare capacities (internal volumes)

Non-Spatial Measure
- Time: Represent and read analog time
- Time: Represent and interpret digital time displays
- Time: Use am and pm notation

Chance
- Identify possible outcomes from chance experiments
- Describe the likelihood of outcomes of chance events
- Identify when events are affected by previous events

Data
- Collect discrete data
- Organise and display data using tables and graphs
- Interpret and compare data

Creative Arts

Music

In Music, students will have the opportunity to sing, play and move to a range of music and have a basic understanding of melody, rhythm, pitch and tempo/dynamics. They will improvise and organise sound to create music and give reasons for their choices.