



Year 2 Curriculum Outline Term 2, 2022



ENGLISH

Unit 2 - Exploring Characters

Students read, view and listen to a variety of literary texts to explore how characters are represented in print and images. Students identify character qualities in texts. They compare how similar characters are depicted in two literary texts and write a text expressing a preference for one character, giving reasons.

HEALTH AND PHYSICAL EDUCATION

PE - **Ball Skills** - Students demonstrate two handed throwing and catching using a basketball in a variety of movement situations.

Health - **Our Culture** - Students explore what shapes their own, their family and classroom's identity. They examine strengths and achievements in individual and groups and ways to include others to make them feel they belong.

MATHEMATICS

Students develop understandings of:

Number and place value — recall addition, subtraction number facts, represent two-digit numbers, partition two-digit numbers into place value parts, represent addition situations, describe part-part-whole relationships, add & subtract single and two-digit numbers, solve addition and subtraction problems, represent multiplication, represent division, solve simple grouping and sharing problems.

Fractions and decimals — represent halves and quarters and eighths of shapes, represent halves and quarters of collections, represent eighths of shapes and collections, describe the connection between halves, quarters and eighths, and solve simple number problems involving halves, quarters and eighths.

Money and financial mathematics — describe the features of Australian coins, count coin collections, identify equivalent combinations, identify \$5 & \$10 notes, count small collections of coins and notes

Patterns and algebra — identify the 3s counting sequence, describe number patterns, identify missing elements in counting patterns, and solve simple number pattern problems.

Using units of measurement — identify the number of days in each month, relate months to seasons, tell time to the quarter hour, compare and order area of shapes and surfaces, cover surfaces to represent area, measure area with informal units.

Shape — recognise and name familiar 2D shapes, describe the features of 2D shapes, draw 2D shapes and describe the features of familiar 3D objects.

Location and transformation — interpret simple maps of familiar locations, describe 'bird's-eye view', use appropriate language to describe locations, use simple maps to identify locations of interest

HASS (Semester Unit)

Present connections to places

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

SCIENCE Toy Factory

Students understand 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.

TECHNOLOGIES (Semester Unit) Digital Systems Today

Students will explore and investigate digital systems used in today's society in familiar environments. They will use the design process to create an improvement on a digital system to meet future needs.

MUSIC (Semester Unit) Beat vs Rhythm

Students explore the relationship between two of music's fundamental elements. They will compose patterns of rhythm, and use percussion instruments to perform 2 part ensemble.

THE ARTS (Semester Unit)

Students will make and respond to visual descriptors in the Visual Arts in artwork viewed and made.

Year 2 Term 2 Assessment Schedule

Week	English	Maths	Science	HASS	Technologies	Health and Physical Education	Music	The Arts
1					Data		Music assessment ongoing throughout Term 2	
2					Data			
3	Comprehension Task	Number Patterns Test		Part B: Describing Places				
4	Comprehension Task			Part B: Describing Places				
5	Comprehension Task	Telling the Time Test			Design Challenge	Part A & B		Assessment
6	Comprehension Task	Addition and Subtraction Test	Make a Toy Project and Report		Design Challenge	Part A & B		Assessment
7		Addition and Subtraction Test	Make a Toy Project and Report	Part C: Planning a town	Design Challenge	Part C		Assessment
8	Written Response Comparing Characters		Make a Toy Project and Report	Part C: Planning a town	Design Challenge			
9	Written Response Comparing Characters	Money Test						
10								

