



Year 2	Term 1	Term 2	Term 3	Term 4
English 7hrs/wk	U1: Exploring characters and plot. Retells of stories. Imaginative text. V9 AC Students engage with a variety of literature, including oral narrative traditions and literature of First Nations Australia. Student explore sequences of events and how characters and events are portrayed through language. Students retell events.	U2: Understanding and developing non-fiction texts. V9 AC (link to U3 Science) Students engage with a variety of non-fiction texts and information texts that include illustrations and diagrams that extend the text. Students explore how texts are organised differently and how authors use language features to related to purpose. Students create a report and a short oral presentation.	U3: Responding to creative literature. Imaginative text. V9 AC Students explore spoken, written and multi-modal texts for enjoyment. Students investigate the organisation of these texts, their use of language features to meet their purpose. Students construct a creative response to share with an audience (narrative).	U4: Expressing opinions with reasons. Persuasive text. V9 AC. Students engage with a variety of texts and may include topics of interest and topics from other learning areas. Students will explore how similar topics and information are presented in different types of texts. Students will create a multimodal text to express ideas and share their opinions. CCP sustainability
Maths 5hrs/wk	U1 <ul style="list-style-type: none"> number and place value order days of the week and months of the year, compare lengths identify every day events that involve chance, describe chance outcomes, describe events as likely, unlikely, certain, impossible. 	U2 <ul style="list-style-type: none"> number and place value represent halves and quarters and eighths of shapes and collections count small collections of coins and notes identify missing elements in counting patterns, and solve simple number pattern problems. 	U3 <ul style="list-style-type: none"> number and place value divide shapes and collections into halves, quarters and eighths make and compare money amounts, read and write money amounts, compare money amounts. compare and order objects, measure length, area and capacity turns, flips and slides 	U4 <ul style="list-style-type: none"> number and place value identify halves, quarter and eighths of shapes & collections. mass, length, area and capacity, time to quarter hour draw and describe two-dimensional shapes, describe the features of three-dimensional objects. interpret simple maps. predict the likelihood of an event based on data Use data to answer questions, represent data
Science 30mins/wk	Unit 3: Good to grow Students examine how living things, including plants and animals, change as they grow.	Unit 1: Mix, make and use Students investigate combinations of different materials and give reasons for the selection of particular materials base on their properties and purpose	Unit 2: Toy factory Students understand how a push or pull affects how an object moves or changes shape. [link with Design & Tech U1]	Unit 4: Save planet Earth Students describe how Earth's resources are used and the importance of conserving resources for the future of all living things.
Health 40 mins/wk	Unit 1: My classroom is healthy, safe and fun.	Unit 2: Personal, Social and Community Health. Culture.	Unit 3: Stay Safe	Unit 4: Message Targets
HASS 45mins/wk	Unit 1: Present connections to places Students explore the location and significant features of places and consider how people are connected to these and why they should be preserved. (link with English U1)		Unit 2: Impacts of technology over time Students interpret, compare and sequence objects from the past and present and investigate the impact of changing technologies on people's lives over time. (link with Science U2 and Design Tech U1)	
Technologies 10 hrs/sem	Digital Technologies Unit 1: Computers - Handy Helpers Students recognise and explore how digital and information systems and represent a sequence of steps and decisions to solve simple problems.		Design and Technologies Unit 1: Spin it! Students design, make and evaluate a toy for a child. [link with Science U2]	
The Arts 5hrs/term			Dance Footsteps -Students create, rehearse & perform a dance in front of a familiar audience.	Media Arts: Unit 3 Students create a Safety Message poster. (link with Health U4)