

| | |
|-------------------|--|
| ENGLISH | <p>Unit 2 – Informative texts Students will read, view and comprehend simple informative texts. They will create a written and multimodal informative text on a topic.</p> |
| MATHS | <p>Number, patterns and algebra – Students will recall addition and subtraction number facts, represent and partition two-digit numbers into place value parts, solve addition and subtraction number stories, begin to represent simple multiplication and division, grouping and sharing. Fractions and decimals – Students will represent halves, quarters and eighths of shapes. They will begin to solve simple number problems involving these fractions. Monday and Financial Maths- Students will describe the features of Australian coins, count money collections, identify \$5 and \$10 notes and count small collections combining coins and notes. Time: Students will learn quarter past and quarter to time.</p> |
| SCIENCE | <p>Good to grow In this unit students examine how living things, including plants and animals, change as they grow. They ask questions about, investigate and compare the changes that occur to different living things during their life stages. Students consider how Aboriginal peoples and Torres Strait Islander peoples living a traditional lifestyle use the knowledge of life stages of animals and plants in their everyday lives. They conduct investigations including exploring the growth and life stages of a class animal and plant. Students respond to questions, make predictions, use informal measurements, sort information, compare observations, and represent and communicate observations and ideas.</p> |
| TECHNOLOGY | <p>Computers: Handy helpers In this unit students will learn and apply Digital Technologies knowledge and skills through guided play and tasks integrated into other subject areas. They will:</p> <ul style="list-style-type: none"> • Recognise and explore how digital and information systems are used for particular purposes in daily life • collect, explore and sort familiar data and use digital systems to present the data creatively to convey meaning • describe and represent a sequence of steps and decisions (algorithms) to solve simple problems in non-digital and digital contexts • develop foundational skills in systems and computational thinking, applying strategies such as exploring patterns, developing logical steps, and hiding unnecessary information when solving simple problems • work independently and with others to create and organise ideas and information and share these with known people in safe online environments. |
| THE ARTS | <p>Save the world In this unit students explore a range of songs, rhymes and chants based on the theme of Earth's resources and how they can be used and managed.</p> |
| HPE | <p>Students will participate in catching and throwing small balls to increase their skill. They will learn and practise techniques required for the athletics carnival.</p> |
| HOMEWORK | <p>Homework will be sent home on Monday and returned Thursday. This will ensure there is time for marking and also give students an extra day to bring in homework if they forget to bring it in on Thursday. Homework will be kept to a minimum with reading, simple maths and spelling revision.</p> |
| EVENTS | <p>17 April Cross Country 24 April ANZAC Day Service 25 April ANZAC Day 8 May Mothers' Day Stall 16 May Book Fair commences 22 May National Simultaneous Storytime 12 June P-2 Mini Carnival 14 June Report Cards go home</p> |