

ENGLISH	<p>Expressing Opinions Students will create a spoken text to express a preference for a place or setting to peers. They will then do an oral presentation of their persuasive text.</p>
MATHS	<p>In this unit students apply a variety of mathematical concepts in real-life, lifelike and purely mathematical situations.</p> <p>Money and financial mathematics - represent, calculate and round amounts of money required for purchases and change.</p> <p>Number and place value - interpret number representations; sequence number values; apply number concepts and place value understanding to the calculation of addition, subtraction, multiplication and division; develop fluency with multiplication fact families, apply mental and written computation strategies, recall multiplication and division facts and apply place value to partition and regroup numbers to assist calculations.</p> <p>Fractions and decimals - partition to create fraction families; identify, model and represent equivalent fractions; count by fractions; solve simple calculations involving fractions with like denominators, model and represent tenths and hundredths, make links between fractions and decimals, count by decimals, compare and sequence decimals.</p> <p>Location and transformation - investigate different types of symmetry; analyse and create symmetrical designs.</p> <p>Using units of measurement - use scaled instruments to measure and compare length, mass, capacity and temperature, measure areas using informal units and investigate standard units of measurement.</p> <p>Shape - compare the areas of regular and irregular shapes using informal units of area measurement.</p> <p>Patterns and algebra - use equivalent addition and subtraction number sentences to find unknown quantities.</p>
SCIENCE	<p>Toy factory In this unit, students will understand how a push or a pull affects how an object moves or changes shape. They will ask questions about and describe changes in the way an object moves or can be moved and how this knowledge is used in their daily lives. They will pose questions and make predictions about changes that can affect how an object moves and investigate and explain how pushes and pulls cause movement in objects, comparing their observations with predictions. They will then apply this scientific knowledge in explaining how pushes and pulls can be used to change the movement of a toy or object they create.</p>
HASS	<p>Impacts of technology over time In this unit, students will learn how and why the lives of people have changed over time. They will explore and learn how changes in technology have shaped our daily life.</p>
TECHNOLOGY	<p>Spin it! In this unit, students will explore the characteristics and properties of different materials and parts that are used to produce designed solutions. They will put all this learning into action to design and make their own spinning toy.</p>
HPE	<p>This term students will be participating in tagging games, practising ball skills and playing team games.</p>
THE ARTS	<p>Drama – Poetry Alive This term the students in Grade 2 will be introduced to Drama. The children will be learning how to make and present drama using elements of role, situation and focus in a dramatic play. They will also learn how to improvise using poetry as stimulus.</p>
HOMEWORK	<p>Homework will be sent home on Monday and returned on Thursday each week. Homework tasks will be aligned with the key learning areas of maths and literacy and are designed to consolidate concepts learnt each week. Please make sure students remember to bring in their homework folders back on Thursday as this enables homework to be marked and glued in ready for the new week.</p>
EVENTS	<p>22nd July Year 2 and 3 Amaroo Excursion 22nd July NAIDOC Week Parade Week 6 Science Week 5th Aug Year 2 Parade Item Week 7 Book Week 28th Aug Father's Day Stall 30th Aug Pupil Free Day Week 9 Parent Teacher Interviews</p>