Aspley State School		Year 2	Term 3 Overview
AUSTRALIAN CURRICULUM 2018			
ENGLISH	MATHEMATICS	HEALTH AND PHYSICAL EDUCATION (HPE)	THE ARTS
Students read, view and listen to a variety of texts to explore depictions of characters in print, sound and images. Students identify character qualities in texts. Integrated into the English unit will be a continuing focus on the correct and effective use of grammar, punctuation, vocabulary and spelling. Assessment: Students compare how similar characters are depicted in two literary texts and write a text expressing a preference for one character, giving reasons. Students write a character description giving reasons why they prefer this character over another. Boost Students will learn how to write sentence types that develop greater reader clarity. Assessment: Sentence writing samples	Number and Algebra: Number and Place Value (0-999) Double digit algorithms with regrouping Problem Solving: Measurement and Geometry: Money: recognise and make amounts in varied combinations Volume and Capacity, Length and area Time: 1/4 to and past Location (mapping) and transformation: Assessment: Mid and end of term test. HASS Impacts of technology over time Students will explore the following inquiry question: How have changes in technology shaped our daily life? Assessment: Ongoing - Students conduct an inquiry to answer the question: How and why have	Movement and Physical Activity This term students will be participating and learning all aspects of skipping (Ropes Unit). Students will build their skills in using ropes (skipping) of different sizes working individually and with a partner. Assessment: Students will be assessed on each component of their Ropes Unit. Skipping on one foot, both feet, forwards, backwards, running, with a partner and by themselves. Large and small ropes can be used. Observations and iPad footage will be used to assess the students. Personal, Social and Community Health Students develop movement skills, and social and emotional skills through physical play. Students develop skills to help keep healthy and active by participating in the Jump Rope for Heart skipping program.	Music This term students will be using tuned percussion instruments to create and perform ostinatos to known simple songs. They will be reinforcing their knowledge of Solfa pitches, applying them to accurate singing and writter notation on the music staff. Assessment: Perform a 4 beat rhythmic ostinato on tune percussion while class sings a known song Ongoing weekly singing assessment Rewrite a melody from stick notation to staff notation (using so la and mi) Visual Arts Students will apply the art elements of lin shape and colour in artwork. They will crea artworks expressing ideas by selecting ar combining art elements, techniques, skills ar processes. Students will experiment wirdifferent mediums to ensure consistency and clear overall presentation.
SCIENCE	changes in road transport affected the lives of people over time? JAPANESE	TECHNO	Drama/Dance Term 4 DLOGY
Students will developed an understanding and appreciation for a precious natural resource, water. They will explore how it is used, where it comes from and how to use it responsibly. Assessment: Book / journal work Formal written assessment task	The focus of term 3 language expressions are saying your name, greetings such as good evening, sorry and thank you. Students will also learn numbers 1- 10 including the kanji and vocabulary associated with Japanese festivals. The Hiragana focus will be a あ, i い, u う, e え, o お. Assessment:	Design Technology Students will explore how technologies use forces to create movement in products. They will design and make a toy for a small child that is fun and easy to use. Assessment: Design Technology - Students create a toy by applying their understanding of how forces create movement and by using skills of investigating, generating designs, producing.	Digital Technology Students will learn and apply digital technology knowledge and skills through guided play and tasks integrated into other subject areas. The will: • explore and describe how digital systems at used for particular purposes in daily life • collect, explore and sort familiar data and used digital systems to present the data creatively to convey meaning

These focus expressions and hiragana will be assessed with listening and reading tasks

investigating, generating designs, producing, evaluating and managing.

- describe, follow and apply a sequence of steps and decisions (algorithms) in non-digital and digital contexts
- develop foundational skills in computational and systems thinking when solving problems
- work with others to create and organise ideas and information
- share ideas, information and solutions in a safe online environment