### Term 1

**Humanities**

#### Unit 1: Narratives: Superheroes
Discuss moral and teaching stories from varied culture, identifying and comparing their central message. Describing the features of narrative texts, settings, characters, plot.

#### Unit 6: Exploring Informative Texts
View a range of literary imaginative texts that contain certain structural elements and language features that reflect an informative text.

#### Diagnostic Assessment: PM Benchmark
#### Summative Assessment: All about me: Speaking Task

**Maths**

#### Unit 3 and 4: Number and place value
- Recalling the 1 s, 2 s, 5 s and 10 s number sequences, representing two-digit numbers, shows standard and non-standard place value partitioning, represent addition and subtraction, use part-whole reasoning to solve problems, add and subtract 2-digit numbers (without bridging), rounding numbers to the nearest ten, adding strings of single-digit numbers, representing multiplication and division, solving simple multiplication and division problems using units of measurement – Calendars, connect seasons to the months of the year, compare lengths, measure lengths using informal units of measurement and interpretation – recording data in lists and tables, displaying data in a picture graph, describing outcomes of data investigations.

#### Chance - describe events as likely, unlikely, certain, impossible

#### Diagnostic Assessment: Summative Assessment: Number Test: Adding and Subtracting Data: Collecting, Comparing and Ordering

### Term 2

**Design Technology**

#### What is a place? How are people connected to their places and other places? What factors affect my connection to other places?

#### Assessment:
Evaluating the accuracy of designs in terms of function, practicality, safety, costs, and appearance.

#### Diagnostic Assessment: Summative Assessment: Number Patterns
Geometry: 2D shapes and 3D objects

#### Term 3

**Maths**

#### Diagnostic Assessment: Summative Assessment: Secret Number: Identifying 3 digit numbers Tell time to the quarter hour

#### Digital Technologies: Typing skills

#### Design Technology: Assessment: Making a lunchbox (science)

#### Digital Technology: power point of living things

#### Design Technology: Assessment: Toy design

#### Digital Technologies: Coding on apps (code.org)

### Term 4

**Text**

#### Drama
- Using movement, voice, performance space, cues and turn-taking
- Purpose and context being in role and building storydramas.

#### Visual Arts
- Mixed media: Artworks

#### Drama: Fairyland Recreation
- Students will learn about performance techniques including movement, voice, performance space, being in role, expression and timing.

#### PE

#### Personal Hygiene Plan
- Students will learn that basic hygiene is essential to promoting the health and wellbeing of self and others.

### Surfing Paradise State School – Curriculum Overview 2017- Year 2