

Year 1 & 2 Curriculum Overview

This newsletter briefly overviews the key learning across the curriculum for Term Three. Please read our newsletter each week to learn more.



INQUIRY

**How do living things change over time?
What features do living things have?**

As Inquiries, students will inquire into:

- How we observe patterns and changes in and around the living world
- Living things have different features
- All living things have basic needs
- Living things grow in different ways
- Changes and patterns that occur in Earth and Space.

As researchers and collaborators, students will learn to:

- Formulate different types of questions to find out new information.
- Collaborate with others to investigate different features of living things.

RELIGIOUS EDUCATION

As faith-filled people, students will be learning to:

- Reflect on the Last Supper and its connection to the liturgy and Sacrament of Eucharist.
- Identify and explore the symbols associated with the Eucharist.
- Explore both traditional and modern-day versions of the Emmaus scripture story.
- Identify God's message in the scripture and make text-to-self and text-to-world connections.

ENGLISH

As readers, students will learn to:

- Manipulate sounds in spoken and written words.
- Discuss characters and events from a variety of different fiction texts.
- Identify the features of fiction text and non-fiction texts.
- Compare and contrast fiction and non-fiction texts.
- Locating keywords and key information in a variety of information texts.

As writers, students will learn to:

- Construct informative texts that include a variety of language features and vocabulary.
- Generate new words by manipulating sounds.
- Develop technical language by building on existing vocabulary.

As communicators, students will learn to:

- Identify the difference between a question, statement, command or exclamation.
- Make a short oral presentation to a small audience.

MATHEMATICS

As mathematicians, in *Number and Algebra*, students will learn to:

- Model to solve multiplication and division problems.
- Represent multiplication as arrays, repeated additions and equal groups.
- Solve money-related problems using multiplicative and additive strategies.

As mathematicians, in *Measurement and Geometry*, students will learn to:

- Interpret and follow directions around familiar locations.
- Describe a familiar place by using directional language.
- Recognise, make, compare and classify familiar shapes and objects in the environment using spatial terms.
- Identify similarities and differences between shapes.

SPECIALIST PROGRAM

ITALIAN

As learners of Italian, students will learn to:

- Identify self, using the pronoun *io*, and apply this to verbs in the classroom, ie. *Cosa fai a scuola?* (What do you do at school?)
- Further their counting knowledge up to 21 (reflecting the number of letters in the Italian alphabet)
- Ask and respond to someone about how old they are, *Quanti anni hai?*

STEM

As designers, students will learn to:

- Be good collaborators, communicators, thinkers and contributors when participating in a task or challenge.
- Understand what a network is, exploring, creating and operating a network by using the **LEGO Coding Express**.
- Use the **LEGO WeDo2.0** by exploring, constructing and coding/programming with the kit and app.

PHYSICAL EDUCATION

As active people, students will be learning to:

- Continue to participate in moderate to vigorous physical activities through games and creative play, which allows them to demonstrate basic and more complex movement patterns in individual, partner and group situations.
- Perform and practise their fundamental motor skills through 'Sports Day' games and activities.
- Use play equipment to develop the skills of jumping, skipping, bouncing, throwing, catching, kicking, rolling, stopping, striking and receiving.
- Perform movement sequences while displaying control of their movement's speed, level and direction.
- Explain the contribution of rules, equipment and procedures to the safe conduct of games and physical activities.
- Continue to cooperate and consider others in games and play.

VISUAL ARTS

As artists, students will be learning to:

- Reflect on their art-making and communicate their success and challenges.
- Develops ideas for their art making.
- Shows curiosity and explores different materials, including paper, recycled, natural and manufactured.
- Respond to visual artworks, including artworks by Indigenous artists.

THE RESILIENCE PROJECT

Students will learn to:

- Identify positive friendship qualities.
- Develop practical strategies to deal with issues that may arise with friends.
- Use strategies to practise conflict resolution.
- Practice relaxation and mindfulness to reflect and be mindful of themselves and others.

IMPORTANT DATES

30/7/24 - Incursion - Engineers Without Borders

31/7/24 100 Days of School Celebration for **Foundation**

15/8/24 Whole School Mass Feast Of Assumption

19/8/24 - 23/8/24 BOOK WEEK Activities

26/8/24 2:30 pm - Lyneham High School Band whole school performance

20/8/24 Author Visit, Sofie Laguna

28/8/24 P&F - Fathers' Day stall

30/8/24 Fathers' Day Breakfast and Activities