



TERM 1 CURRICULUM SNAPSHOT 2026 YEAR 2

IGNITING MINDS
EMPOWERING FUTURES

AUSTRALIAN CURRICULUM
VERSION 9

TECHNOLOGY - PAST & PRESENT

Digital Technology/HASS

BIG IDEA: CHANGE

This term, our Year 2 students are engaged in an exciting integrated inquiry unit combining Digital Technologies and HASS. Students will investigate the technology we use in our daily lives and explore how technology has changed over time to make life easier. A highlight of the unit will be a visit from a local museum where students will get to interact with historical objects and artifacts.

As young historians, students are developing key inquiry skills by posing questions, examining photographs, objects and written sources, and looking for clues about the past. They will compare technologies from the past with those we use today, building an understanding of change and continuity over time.

Students will also explore digital systems we use to solve real-world problems, such as checking the weather through the Bureau of Meteorology and discovering how emerging technologies like 3D printing work.

This unit reflects our school's Design Principles of Interconnected learning (linking subjects and ideas), Technology-enhanced learning (using digital tools purposefully), and Active Partnerships (learning alongside community experts).



ENGLISH

Investigating Characters

Focus: Speaking and Listening

This term in Year 2 English, students are exploring imaginative stories to learn about characters and what makes them unique. Through reading and listening to stories like "Pig the Pug" and "The Paper Bag Princess", students develop comprehension skills by talking about and making inferences about characters and their traits. Students will also build skills as growing writers and confident speakers by expressing ideas, details and opinions about characters with supporting evidence.

Students will demonstrate their learning by preparing, rehearsing and delivering a short oral presentation to share ideas about favourite characters with classmates.

MATHEMATICS

Concepts covered in Term 1 include:

Number

- Recognise, represent and order numbers to at least 1000 using physical and virtual materials, numerals and number lines
- Partition, rearrange, regroup and rename two- and three-digit numbers using standard and non-standard groupings; recognise the role of a zero digit in place value notation
- Add and subtract one- and two-digit numbers, representing problems using number sentences, and solve using part-part-whole reasoning and a variety of calculation strategies

HEALTH & WELLBEING

Step Into Health

In the unit Step Into Health, students explore how health information and health messages help people make healthy choices in everyday life. Through hands-on investigations and activities, students learn about the benefits of physical activity, healthy eating, and personal hygiene habits. They also begin to recognise how packaging and advertising can influence choices. Students apply their learning by planning a healthy picnic lunch and explaining the reasons for their choices.



Location

- locate and identify positions of features in maps and grids and move position by following directions and pathways. Program robots to move around grids.

Statistics

- build the foundations for statistical investigations by learning how to use a range of methods to collect, record, represent and interpret categorical data in response to questions like "How does Year 2 get to school?" and "What is our favourite game to play at lunchtimes?"

SPECIALISTS

MUSIC - Music Makers

This term in Music, Year 2 are building foundations with a range of practical music making experiences.

Through a mixture of singing, movement and playing percussion, students will focus on keeping a steady beat, copying and creating simple rhythms and exploring elements like pitch, tempo and dynamics.

PE - Move It

Students practise their fundamental movement skills in a range of physical activities. Through participation in a range of movement situations, students will develop their ability to move through a space and hit, kick, throw and catch a ball independently and collaboratively and develop and apply rules. They demonstrate and describe strategies for participating respectfully in active play and minor games.

Students will participate in a 2-week **SWIMMING PROGRAM** in week 6,7.

THE ARTS - Illustrators

Year 2 artists explore how illustrators create expressive characters. Working in the art room, children will experiment with drawing as a language of thinking- observing details, playing with lines and shapes, and using facial expressions to show emotion of characters.

Through guided drawing and open-ended exploration, students adapt favourite characters and begin inventing their own. The series concludes with students creating an original comic-style character and visual story.