2R Class News

Aim High

Term 2 – 2024

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Points of interest

The first bell rings at 8:25am. School begins at 8:30am. Please ensure students are on time.

30-4 ThinkUKnow Australian Federal Police Presentations Yrs 1-6
1-5 Book Fair Begins
6-5 Labour Day Public Holiday
7-5 Premiers Reading Challenge begins.
9-5 Monther's Day Stall
10-5 Mother's Day Pop Up stall
10-5 National walk Safely to school day
17-5 Pirate Day- Student Council dress up day- gold coin donation
21-5 Peter Combe Concert P-3 1.30pm
22-5 National Simultaneous Story Time
5-5 Beats N Pieces Music Incursion P-6

Assembly Mondays at 1:30pm in the hall. Please check the school newsletter for dates.

Specialist Lessons

HASS is on Tuesday at 1:30pm
The Arts is on Wednesday at 8:30am
Health is on Wednesday at 12:25pm
P.E. is on Friday at 11:25am

Library borrowing time is on Tuesday at 12:25pm. Please bring a library bag to take home a book.

Home Reader Folders are due back Fridays.

Curriculum focus – what we will be working on in class this term

	Content	Assessment
English	In this unit, students read, view and listen to a variety of literary texts to explore how characters are represented in print and images. Students identify character qualities in texts. They compare how similar characters are depicted in two literary texts and write a text expressing a preference for one character, giving reasons. During reading lessons, students will focus on reading texts that contain varied sentence structures, some unfamiliar vocabulary, a significant number of high frequency sight words and images that provide additional information. They will monitor meaning and self-correct using context, prior knowledge, punctuation, language and phonic knowledge. They will identify literal and implied meaning, main ideas and supporting detail.	Students will compare characters in two versions of the same story and express a preference for a character. They will provide details about characters using coordinating conjunctions to make comparative statements. Students will make conscious choices of vocabulary including evaluative language to describe characters to explain a preference using examples from the texts.
Maths	**Number:** In this unit students will 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. Use mathematical modelling to solve practical problems involving additive and multiplicative situations, including money transactions; represent situations and choose calculation strategies; interpret and communicate solutions in terms of the situation. **Measurement:** In this unit students will identify the date and determine the number of days between events using calendars. Students will read time and represent time on an analogue clock.	Students will Apply knowledge of place value to partition, rearrange and rename two- and three-digit numbers in terms of their parts, and regroup partitioned numbers to assist in calculations. They use mathematical modelling to solve practical additive problems, including money transactions, representing the situation and choosing calculation strategies. Students will determine the number of days between events using a calendar and read time on an analogue clock to the hour, half hour and quarter hour.

	Content	**Assessment**
Science	In this unit students will understand how a push or pull affects how an object moves or changes shape. Students will construct a simple toy using the different aspects of movement.	In this unit students will understand how a push or pull affects how an object moves or changes shape. Students will construct a simple toy using the different aspects of movement.
Technology	In this unit students will explore and use a range of digital systems including peripheral devices. Students will learn and apply digital technology knowledge and skills through guided play and tasks throughout the semester.	Students will identify common digital systems and explain their purpose. Students collect, sort and organise data. Students plan a route to program a robot to follow a path.