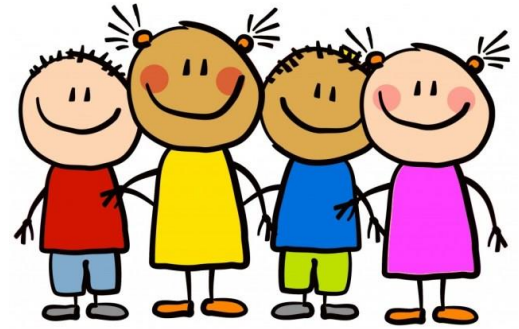


# Room 1 Term 2 Overview



## English

### Reading and Viewing

- Read Write Inc.
- Daily reading using fiction and non-fiction readers, stories and big books.
- Reading strategies.
- Alphabet recognition – recall and production.
- Comprehension strategies.
- Red words to promote automatic recall of high frequency words.
- Concepts of print.

### Listening and Speaking

- Read Write Inc.
- Orally recounting events, experiences and stories.
- Asking and answering questions, and making relevant comments.
- Phonological awareness – identifying sounds, syllables and rhyme in words.
- Expressing ideas, feelings and opinions in discussions

### Writing

- Read Write Inc.
- Recounting events, experiences and stories, using main sounds and red words.
- Grammar and punctuation.
- Handwriting

## History

- How we, our families, and friends commemorate past events that are important to us.
- How can we show that the present is different from or similar to the past?
- How do we describe the sequence of time?

## Science

- Earth and Space – Up, Down and All Around.
- Exploring natural, made and managed features that undergo change.
- Investigating daily, weekly and seasonal changes in the local environment.

## Health and Physical Education

- Social and Emotional Learning – self-management and growth mindset.
- Child Protection Curriculum.
- Team building and cooperation games.
- Gross-motor and fine-motor movements.
- Loco-motor and manipulative skills.

## Mathematics

### **Reception**

#### Shape

- Recognising and classifying familiar two-dimensional shapes and three-dimensional objects.

#### Number and algebra

- Subitising and counting on.
- Recognising, reading, writing and ordering numbers to 10.
- Counting in sequence to and from 20.

### **Year One**

#### Number and place value

- Counting collections to 100 by partitioning numbers using place value.
- Recognising, modelling, writing and ordering numbers to at least 100, and locating them on a number line.
- Representing and solving simple addition and subtraction problems using a range of strategies.

## Media Art

- Using media technologies to capture and edit images, sounds and text for a purpose.
- Creating and presenting media artworks that communicate ideas and stories to an audience.
- Responding to media artworks and considering where and why people make media artworks.

## Design and Technology

- Coding and programming devices.

## Japanese

- Hiragana alphabet – reading, writing and games.
- Self-introduction.
- The moon viewing festival.
- Fruit – names, differences between Australian and Japanese fruit, and simple sentences to describe.