



Learning at Coorparoo in Year 2 looks like ...

Term 3 2025



ENGLISH

Persuasive

Students listen to, read, and view a range of persuasive texts to explore the language and structural features of persuasion. They explore elements such as rhetorical devices, persuasive techniques, and the organisation of arguments. Additionally, students learn how to express a preference with reasons by practising crafting their own persuasive arguments, using evidence and logical reasoning to support their viewpoints.

Assessment: Students write a persuasive response stating their preferences for their chosen topic

HUMANITIES AND SOCIAL SCIENCES

Impacts of Technology over Time

Inquiry Question:

How have changes in technology shaped our daily life?

Students:

- investigate continuity and change in technology used in the home, e.g. in toys or household products
- compare and contrast features of objects from the past and present
- sequence key developments in the use of a particular object in daily life over time
- describe ways technology has impacted on peoples' lives making them different from those of previous generations
- use information gathered for an investigation to develop a narrative about the past

Assessment: Students conduct an investigation to answer the following inquiry question: *How and why have changes in road transport affected the lives of people over time?*

THE ARTS

Drama

Students:

- Explore role and dramatic action through the use of Indigenous creation stories
- Use voice, facial expression, movement and space to imagine and establish role and situation

Assessment:

Students rehearse and present a series of short performances to an audience of peers.

Music

Students:

- Sing and play instruments to improvise and practise a repertoire of chants, songs and rhymes
- Create compositions and perform music to communicate ideas to an audience
- Respond to music and consider where and why people make music including music of our First Nations Peoples

Assessment: Checklist and Observations

MATHEMATICS

Number and place value

- Count to and from 1000
- Three digit numbers - model, represent, order, rename, read and write.
- 10 more/less; 100 more/less
- Problem solving and reasoning with place value skills
- Addition facts with regrouping
- Add and subtract with two-digit numbers
- Represent multiplication
- Solve simple grouping and sharing problems

Patterns and algebra

- Describe and represent number patterns
- Solve and create simple number pattern problems

Using units of measurement

- Compare, measure and order objects based on length, area and capacity
- Investigate quarter time

Assessment:

- Number and Place Value
- Patterns and Algebra
- Measurement

HEALTH

Help-Seeking and Reporting

Students:

- Identify and apply protective behaviours and help seeking strategies to keep themselves and others safe
- Review the meaning of my safety network
- Recognise, React and Report

Assessment: Written Response

TECHNOLOGY Design

Toys

Students work through a design and technologies process to create a specifically constructed toy with functional features. They brainstorming ideas, considering the needs and interests of the intended users. Students build prototypes, testing and refining their creations to ensure functionality and durability. Throughout this process, they evaluate their designs and reflect on the effectiveness and appeal of their final product.

Assessment: Design Project Booklet and Toy Product

PHYSICAL EDUCATION

Striking

Students demonstrate fundamental movement skills of striking a ball from varied starting positions.

Students focus on:

- Grip
- Eye on the ball
- Backswing
- Connection with ball
- Follow through

Assessment: Checklist and Observations

SCIENCE

Physics – On the Move

Students explore and experiment with ways that objects move or change shape with forces such as push and pull in the context of inquiring about how toys move.

Assessment: Written Test and Observations