

# Y2

## English

## Maths

## Science

## Health and P.E

## Design Tech

## Languages

### Main activity

60 mins practical task 30 mins fun 'Extension' task to link the practical learning to classroom learning. This task is always fun, interactive and exciting and usually includes paired or group tasks.

\$25/Per Person

#### Students will:

- Interact with others, and listen to and create spoken texts including stories.
- Share ideas, topic knowledge and appreciation of texts when they recount, inform or express an opinion, including details from learnt topics, topics of interest or texts.
- Read, view and comprehend texts, identifying literal and inferred meaning, and how ideas are presented through characters and events.
- Use text structures to organise and link ideas for a purpose

**Pizza (inc dough)**

#### Students will:

- Use mathematical modelling to solve practical additive and multiplicative problems
- Identify and represent part-whole relationships of halves, quarters and eighths in measurement contexts.
- Describe and continue patterns that increase and decrease additively by a constant amount and identify missing elements in the pattern.
- Recall and demonstrate proficiency with addition and subtraction.
- Use uniform informal units to measure and compare shapes and objects.

**Oil based muffins**

#### Students will:

- Pose questions to explore observed patterns or relationships and make predictions based on experience.
- Suggest steps to be followed in an investigation and follow safe procedures to make and record observations.
- Use provided tables and organisers to sort and order data and represent patterns in data.
- Use everyday and scientific vocabulary to communicate observations, findings and ideas.

**Sherbet Volcanoes**

#### Students will:

- Apply protective behaviours and help-seeking strategies to keep themselves and others safe.
- Explain why health information is important for making choices.

**Booster balls**

#### Students will:

- Describe the purpose of familiar products, services and environments.
- Describe the features and uses of technologies and create designed solutions.
- Select design ideas based on their personal preferences.
- Communicate design ideas using models and drawings and follow sequenced steps to safely produce designed solutions.

**Layered dessert cup**

#### Students will:

- Understand that language is connected with culture.
- Notice how this is reflected in their own language(s) and culture(s).

**Food from country**

### Consolidation

.90 mins - option 1 PLUS  
30 mins - Consolidation activities to REALLY build on the learning from the main activity. There are fun tasks/role plays/challenges to deeply embed and consolidate the learning from option 1.

\$27/Per Person

#### Students will:

- Organise and link ideas, and use language features including topic-specific vocabulary and features of voice.
- Use text structures to organise and link ideas for a purpose.
- Punctuate simple and compound sentences.
- Use topic-specific vocabulary.
- Write words using consistently legible unjoined letters.
- Spell words with regular spelling patterns, and use phonic and morphemic knowledge to attempt to spell words with less common patterns.

#### Students will:

- Compare and classify shapes, describing features
- Use a range of methods to collect, record, represent and interpret categorical data in response to questions.
- Identify and represent part-whole relationships of halves, quarters and eighths in measurement contexts.
- Recall and demonstrate proficiency with addition and subtraction.
- Use uniform informal units to measure and compare shapes and objects.

#### Students will:

- With guidance, compare their observations with those of others, identify whether their investigation was fair and identify further questions.
- Pose questions to explore observed patterns or relationships and make predictions based on experience.
- Suggest steps to be followed in an investigation and follow safe procedures to make and record observations.
- Use provided tables and organisers to sort and order data and represent patterns in data.

#### Students will:

- Apply protective behaviours and help-seeking strategies to keep themselves and others safe.
- Apply fundamental movement skills in different movement situations and explain how they move with objects and in space effectively.
- Describe factors that make physical activity beneficial.
- Develop and apply rules while collaborating with others in a range of movement contexts.

#### Students will:

- Describe the purpose of familiar products, services and environments.
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- Select design ideas based on their personal preferences.
- Communicate design ideas using models and drawings and follow sequenced steps to safely produce designed solutions.

#### Students will:

- Play and use imagination to interact
- Recognise that there are languages and cultures outside of their own
- Recognise that aspects of language and culture contribute to their own and others cultural identities

### Extension

90 mins - option 1 PLUS  
30 mins - Consolidation activities PLUS extension tasks - to bridge home school learning links. Worksheets and activities for teachers/parents. Homework sheets etc

\$29/Per Person

#### Students will:

- Create written and/or multimodal texts including stories to inform, express an opinion, adapt an idea or narrate for audiences.

#### Students will:

- Use mathematical modelling to solve practical additive and multiplicative problems
- Identify and represent part-whole relationships of halves, quarters and eighths in measurement contexts.
- Describe and continue patterns that increase and decrease additively by a constant amount and identify missing elements in the pattern.
- Recall and demonstrate proficiency with addition and subtraction.
- Use uniform informal units to measure and compare shapes and objects.

#### Students will:

- Identify ways to change materials without changing their material composition.
- Describe how people use science in their daily lives and how people use patterns to make scientific predictions.

#### Students will:

- Apply protective behaviours and help-seeking strategies to keep themselves and others safe.
- Explain why health information is important for making choices.

#### Students will:

- Describe the purpose of familiar products, services and environments.
- Describe the features and uses of technologies and create designed solutions.
- Select design ideas based on their personal preferences.
- Communicate design ideas using models and drawings and follow sequenced steps to safely produce designed solutions.

#### Students will:

- Play and use imagination to interact
- Recognise that there are languages and cultures outside of their own
- Recognise that aspects of language and culture contribute to their own and others cultural identities