

Chapel Hill State School



Additional Learning Areas Curriculum and Assessment Yearly Overview 2025 YEAR 2

	Term 1	Term 2	Term 3	Term 4
			Dance – Unit 2 Shape Dance Performance	Media Arts – Unit 1 Family Stories Collection of artworks
			Follow instructions to participate in a range of different dance sequences and styles.	Explore characters and settings in media artworks and make their own media artworks inspired by a family story.
ARIO				(Linked to U1 HASS)
			Assessment: Teacher checklist and Marking Guide	Assessment: Teacher checklist and Marking Guide
4	Music	Music	Music	Music
ine	 Investigating elements of music, rhythm, solfa sounds, hand signs and canon work Reading, writing and playing rhythms Elements of music Performing known songs in canon 	 Rhythm work, Ostinati (rhythmic and melodic). Instruments of the Orchestra – the String family, Woodwind, Brass and Percussion families Reading, writing and performing rhythms 	 Rhythm work, Ostinati (rhythmic and melodic). Instruments of the Orchestra – the String family, Woodwind, Brass and Percussion families Reading, writing and performing rhythms 	Consolidate Rhythm work, Ostinati (rhythmic and melodic) Reading/writing and performing rhythms
	Assessment: Observation checklist	Assessment: Observation checklist	Assessment: Observation checklist	Assessment: Observation checklist
o l	Design Technologies – Unit 3 Materials Design – Open Ended Inquiry Explore the characteristics and properties of materials and components that are used to produce designed solutions including:		Digital Technology – Unit 1 Handy Helpers Written / Project	
	Apply processes and production skills, in: • Technologies for shaping and joining, and how designs meet people's needs		Learn and apply Digital Technologies knowledge and skills through guided play and tasks integrated into other subject areas including:	
I ECHNOLOGIES	 evaluating their design and production processes collaborating and managing by working with others; following sequenced steps and sequencing the steps for the project. (Linked to U1 & U2 Science, U2 HASS) 		 recognise and explore how digital and information systems are used for particular purposes in daily life describe and represent a sequence of steps and decisions (algorithms) to solve simple problems in non-digital and digital contexts develop foundational skills in systems and computational thinking. 	
<u>ا</u> ا			(Linked to U1 HASS, U2 Maths)	
	Assessment: Marking Guide		Assessment: Marking Guide	
	Positive Behaviour for Learning (PBL) Developing and maintaining a safe and supportive school environment			
	Health – Unit 2 Our Culture Project		Health – Unit 3 Stay Safe Collection of Work	
	Students recognise how strengths and achievements contribute to identities.		Selecting and applying strategies to keep themselves safe. Students identify how emotional responses impact on others' feelings.	
7	Assessment: Marking Guide		Assessment: Marking Guide	
	Physical Education – Ropes & Rhymes Practical	Physical Education – Play with Purpose Practical	Physical Education - Little Kickers Practical	Physical Education – Swim & Survive Practical
ı	 Long rope skipping skills, and sequences to rhymes. Personal and social skills for working with others and identifying how their heart reacts to skipping. 	Refinement of throwing, catching and dribbling skills, for invasion games, through a game-sense approach to learning. Game skills leading to game strategies.	Object control skills for different football codes, including kicking, catching and handballing. Game skills leading to game strategies.	 Swimming skills and survival knowledge for when in, on and around the water. Perform the recognised strokes of freestyle and backstroke in continuous movement sequences that incorporate the elements of movement: body awareness, effort (flow) and space awareness.

Disclaimer: Please use this Curriculum Map as a guide. Due to circumstances beyond our control, it may be necessary to make changes to the published timetabling, delivery or instrument of an assessment.