

In English, students will:

- Share their thoughts and preferences of known stories and retell events and key ideas to an audience.
- They will also use language features including words and phrases from learning and texts.

They will learn:

- Concepts of print – front/back cover, title, where to start, left to right, return sweep and word to word matching.
- Letter sound relationships.
- To distinguish between a letter, word, and a sentence.
- To listen to learn.
- To retell familiar stories and respond to questions about a story.
- To identify the first sound and last sound in a word.
- Fine-motor manipulation to prepare for writing in Term 2
- Sequence of events; beginning, middle and end.
- To share thoughts, ideas, feelings and preferences with peers and known adults.
- Engage in multiple opportunities to learn through focused teaching and learning, play, real-life situations, investigations, routines and transitions.

In Mathematics, students will:

- Use subitising to quantify collections,
- Recognise and name the number of objects within a collection up to 5 using subitising.
- Copy and continue repeating patterns.
- Recognise, copy and continue repeating patterns represented in different ways.
- Collect, sort and compare data in response to questions in familiar contexts.

In Science, students will experience:

- Suggest how the weather affects themselves and other living things and share observations about the weather

In Humanities and Social Sciences (HASS), students will experience:

- Identify important events celebrated in their past with their families and friends.

In Health, students will:

- Engage with the Grow Your Mind program
- Recognise how emotions influence the way we feel and act
- Express emotions in familiar settings, demonstrating consideration for others.

In Physical Education (PE), students will:

- Explore locomotor and non-locomotor skills such as skipping, hopping, jumping and galloping
- Perform two-handed catching and underarm throwing towards targets
- Perform balance challenges and dynamic partner balances with a beanbag to solve movement situations

In Technologies, students will experience:

- Show familiarity with digital systems and use them for a purpose.

