

Year 2/3 Curriculum Overview (2018/19 Term 3)

WEEK SUBJECT	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9	Week 10
IPC	Central Concept - Growing, adapting and Documenting - Looking at changes and adaptability									
	Green Fingers We are going to find out how to look after plants. We will even be growing our own plants for our school!			Scavengers and Settlers Humans are special. Unlike other animals, we can adapt and learn new skills in order to survive, which is exactly what our ancestors did in the Stone, Bronze and Iron Ages.				Say Cheese! We'll be learning how to take the perfect picture and capture some memorable moments, just like a professional photographer!		
English	Unit 3A: Stories by significant children's authors Reading and retelling stories by significant children's authors and writing a story.				Unit 3B: Non-chronological reports Reading, speaking and writing non-chronological reports.			Unit 2C: Poems by significant poets Reading, learning and reciting poems by significant poets.		
	Ongoing spelling and phonics program									
Maths	3A Number and Problem Solving				3B Geometry and Problem Solving			3C Measure and Problem Solving		
PE	Chasing and Fleeing Games involve players moving within a playing area while attempting to reach others and/or avoid being reached themselves.			Net and Wall Games Players/teams score by hitting an object into a space so that the opponent must hit it back within the allowed amount of bounces. tennis, volleyball and badminton				Health and Fitness Games Teaching students about health and fitness concepts in fun and engaging ways		
Art	Ocean animals			Animals		Flowers and insects		Transportation		
Korean	1. 빵도 있어요? (Do you have bread?) -Food and vegetables 2. 20분 걸려요 (It takes 20mins) -Telling amount of time something to do				1. 빨강색이나 노랑색 있어요? (Do you have red N or yellow N) -Colors of something 2. 놀이공원에 가고 싶어요 (I want to go to play park) -Places where want to go			1. 재미있지요? (It is fun) -Feeling words 2. 머리가 아파요. (I have headache) -sickness words		

