# Appendix B - Australian National Curriculum Achievement Standards - Examples Year Two

# **English**

### Children can/will:

- Understand the different purposes of texts.
- · Make connections to personal experience when explaining characters and main events in short texts.
- Identify language features, images and vocabulary used to describe characters and events.
- Read aloud, with developing fluency and intonation, short texts with some unfamiliar vocabulary, simple and compound sentences and supportive images.
- When reading, children use knowledge of sounds and letters, high frequency words, sentence boundary punctuation and directionality to make meaning.
- Recall key ideas and recognise literal and implied meaning in texts.
- Listen to others when taking part in conversations, using appropriate language features.
- · Listen for and reproduce letter patterns and letter clusters.
- Understand how characters in texts are developed, give reasons for personal preferences.
- · Create texts show understanding of the connection between writing, speech and images.
- Create short texts for a small range of purposes.
- Interact in pair, group and class discussions, taking turns when responding.
- Make short presentations of a few connected sentences on familiar and learned topics.
- · When writing, children provide details about ideas or events.
- Accurately spell words with regular spelling patterns and use capital letters and full stops.
- · Correctly form all upper- and lower-case letters.

# **English**

### Children can/will:

- Understand how similar texts share characteristics by identifying text structures and language features used to describe characters, settings and events.
- Read texts that contain varied sentence structures, some unfamiliar vocabulary, a significant number of high frequency sight words and images that provide additional information.
- · Monitor meaning and self-correct using context, prior knowledge, punctuation, language and phonic knowledge.
- Identify literal and implied meaning, main ideas and supporting detail and make connections between texts by comparing content. Listen for and manipulate sound combinations and rhythmic sound patterns.
- When discussing their ideas and experiences, children use everyday language features and topic-specific vocabulary.
- Explain their preferences for aspects of texts using other texts as comparisons. Create texts, drawing on their own experiences, their imagination and information they have learned.
- · Use a variety of strategies to engage in group and class discussions and make presentations.
- Accurately spell familiar words and attempt to spell less familiar words and use punctuation accurately and legibly write unjoined upper- and lower-case letters.

### **Mathematics**

## Children can/will:

- Describe number sequences resulting from skip counting by 2s, 5s and 10s.
- Identify representations of one half.
- Recognise Australian coins according to their value.
- Describe two-dimensional shapes and three-dimensional objects.
- Count to and from 100 and locate numbers on a number line.
- Carry out simple additions and subtractions using counting strategies.
- · Continue simple patterns involving numbers and objects.
- · Tell time to the half hour.
- Classify outcomes of simple familiar events.
- Collect data by asking questions and draw simple data displays.

KEY: NP = Not yet Presented \ not presented this semester, CA = Need Continual Assistance, SR = Support Required, D = Developing, C = Consolidating, A = Achieving



#### **Mathematics**

#### Children can/will:

- · Recognise increasing and decreasing number sequences involving 2s, 3s and 5s.
- Represent multiplication and division by grouping into sets.
- · Associate collections of Australian coins with their value.
- Recognise the features of three-dimensional objects and draw two-dimensional shapes
- Count to and from 1000 and perform simple addition and subtraction calculations using a range of strategies.
- Divide collections and shapes into halves, guarters and eighths.
- Tell time to the quarter hour and use a calendar to identify the date and the months.
- Collect data from relevant questions to create lists, tables and picture graphs.

#### Science

#### Children can/will:

- Describe objects and events that they encounter in their everyday lives, and the effects of interacting with materials and objects.
- Describe changes to things in their local environment and suggest how science helps people care for environments, identify a range of habitats.
- Make predictions, and investigate everyday phenomena. They follow instructions to record and sort their observations and share their observations with others.

#### Science

#### Children can/will:

- · Describe changes to objects, materials and living things.
- Identify that certain materials and resources have different uses and describe examples of where science is used in people's daily lives.
- · Pose questions about their experiences and predict outcomes of investigations.
- Use informal measurements to make and compare observations.
- Follow instructions to record and represent their observations and communicate their ideas to others.

# Geography

### Children can/will:

- Identify and describe the natural, managed and constructed features of places at a local scale and recognise that people describe the features of places differently.
- Identify where features of places are located and recognise that spaces can be arranged for different purposes.
- Identify changes in features and describe how to care for places.
- Respond to questions about familiar and unfamiliar places by collecting, recording and sorting information from sources provided.
- Represent the location of different places and their features on pictorial maps and present findings in a range of texts and use everyday language to describe direction and location.
- Reflect on their learning to suggest ways that places can be cared for.

# History

#### Children can/will:

- Analyse aspects of daily life to identify how some have changed over recent time while others have remained the same.
- Describe a person, site or event of significance in the local community.
- · Pose questions about the past and use sources provided (physical, visual, oral) to answer these questions.
- · Compare objects from the past and present and can develop a narrative about the past using a range of texts.

## **History**

# Children can/will:

- · Identify and describe important dates and changes in their own lives.
- Sequence personal and family events in order, and share stories about the past to denote the passing of time.
- Describe how family life and the place we live in has changed over time.
- · Identify information and data from a variety of sources.
- · Explore a point of view.
- Present narratives, information and findings in oral, graphic and written forms using simple terms to denote the
  passing of time and to describe direction and location.

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# Geography

### Children can/will:

- Identify the features that define places and recognise that places can be described at different scales.
- Describe how people in different places are connected to each other and identify factors that influence these connections.
- Recognise that the world can be divided into major geographical divisions and explain why places are important to people.
- Pose questions about familiar and unfamiliar places and collect information to answer these questions.
- · Represent data and location of places and their features in tables, plans, on labelled maps.
- Interpret geographical information to draw conclusions and present findings in a range of texts and use simple geographical terms to describe the direction and location of places.

# Media Arts

#### Children can/will:

- Communicate about media artworks they make and view, and where and why media artworks are made.
- Make and share media artworks using story principles, composition, sound and technologies.

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# **Visual Arts**

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- Make artworks in different forms to express their ideas, observations and imagination, using different techniques and processes.

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#### Drama

# Children can/will:

- · Describe what happens in drama they make, perform and view.
- · Identify some elements in drama and describe where and why there is drama.
- · Make and present drama using the elements of role, situation and focus in dramatic play and improvisation.

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## **Dance**

# Children can/will:

- Describe the effect of the elements in dance they make, perform and view and where and why people dance.
- Use the elements of dance to make and perform dance sequences that demonstrate fundamental movement skills to represent ideas.

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#### Music

# Children can/will:

- · Communicate about the music they listen to, make and perform and where and why people make music.
- Improvise, compose, arrange and perform music and demonstrate aural skills by staying in tune and keeping in time
  when they sing and play.

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# **Digital Technologies**

#### Children can/will:

- Identify how common digital systems (hardware and software) are used to meet specific purposes. Use digital systems to represent simple patterns in data in different ways.
- Design solutions to simple problems using a sequence of steps and decisions and collect familiar data and display them to convey meaning.
- Create and organise ideas and information using information systems and share information in safe online environments.

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# **Design and Technologies**

#### Children can/will:

- Describe the purpose of familiar products, services and environments and how they meet the needs of users and affect others and environments.
- Identify the features and uses of some technologies for each of the prescribed technologies contexts.
- · With guidance create designed solutions for each of the prescribed technologies contexts.
- Create and evaluate their ideas and designed solutions based on personal preferences. Communicate design ideas
  for their designed products, services and environments using modelling and simple drawings.
- · Follow sequenced steps to demonstrate safe use of tools and equipment when producing designed solutions.

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- With guidance can create designed solutions for each of the prescribed technologies contexts. Create and evaluate
  their ideas and designed solutions based on personal preferences.
   Communicate design ideas for their designed
  products, services and environments using modelling and simple drawings.
- Following sequenced steps students demonstrate safe use of tools and equipment when producing designed solutions.



# **Healthy and Physical Education**

# Children can/will:

- Describe changes that occur as they grow older and recognise diversity and how it contributes to identities.
- Recognise how emotional responses impact on others' feelings.
- Examine messages related to health decisions and describe actions that help keep themselves and others healthy, safe and physically active.
- Identify areas where they can be active and how the body reacts to different physical activities.
- Demonstrate positive ways to interact with others.
- Demonstrate fundamental movement skills in different movement situations and test alternatives to solve movement challenges and perform movement sequences that incorporate the elements of movement.

# **Health Studies & Physical Education**

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- · Recognise how emotional responses impact on others' feelings.
- Examine messages related to health decisions and describe actions that help keep themselves and others healthy, safe and physically active.
- · Identify areas where they can be active and how the body reacts to different physical activities.
- Select and apply strategies to keep themselves healthy and safe and are able to ask for help with tasks or problems.
- Demonstrate fundamental movement skills in different movement situations and test alternatives to solve movement challenges.
- · Perform movement sequences that incorporate the elements of movement.

