Holland Park State School

2024 Prep Curriculum Overview

	Semester 1		Semester 2	
	Term 1	**Term 2**	**Term 3**	**Term 4**
English	**Unit 1: Engaging with stories for enjoyment** Students listen to and engage with a range of literary and non-literary texts with a focus on exploring how language is used to entertain through retelling events. They sequence events from a range of texts and select a favourite story to retell to a small group of classmates.	**Unit 2: Recounting an experience** Students engage with a variety of authentic texts, including non-fiction texts, through shared reading, viewing and storytelling. Students draw and write to create short texts that record and report ideas or events using learnt vocabulary.	**Unit 3: Engaging with Rhyme** Students explore spoken, written and multimodal texts including poetry, rhymes, chants, songs and dramatic performances. Students explore rhyming words, alliteration patterns, syllables and sounds in texts. They use these as models to create their own short imaginative response and present their texts to an audience.	**Unit 4: Sharing our thoughts and feelings** Students engage with a variety of oral texts, picture books, films, stories, non-fiction, multimodal texts and dramatic performances. Students make connections to personal experiences and respond to a topic or event to express feelings and thoughts through role play and multimodal texts.
Mathematics	**Number and Algebra** • Counting collections • Investigation numbers • Making and representing quantities • Identifying similarities and differences • Sorting objects and classifying sorts • Subitising • Connecting numerals to quantities • Comparing quantities • Ordering numerals and quantities • Counting backwards from 10	**Number and Algebra** • Patterns • Addition situations to 10 • Counting forwards and backwards • Connecting number names, numerals and quantities • Representing and partitioning quantities **Measurement and Space** • Length • 2D shapes and objects • Mass • Connections between 2D and 3D shapes • Identifying positions • Giving and following directions	**Number and Algebra** • Addition • Teen numbers • Making equal quantities • Part-whole relationships • Counting forwards and backwards to 20 • Connecting numerals and number names and quantities to 20 and beyond • Explore concept of sharing **Measurement and Space** • Mass • Capacity • Comparing and ordering duration • Ordinal language • 2D shapes • Positions and directions	**Number and Algebra** • Subtraction • Connecting and representing addition and subtraction • Represent division by sharing • Australian Coins • Simple money transactions • Double facts **Measurement and Space** • Duration of events

	Measurement and Space • Identifying the days week • Sequencing events • Using positional language • Representing location • Investigating the size of objects **Statistics** • Using question to collect information	**Statistics** • Using questions to collect information	Statistics • Collecting information • Asking question • Data Displays	
Science	**Unit 1: Our living world** **Biological Sciences** Students investigate the needs of living things and how and environment can affect them.	**Unit 2: Bug Hotel (STEM)** **Chemical Sciences** Students investigate how objects are made of materials that have observable properties. Students apply this knowledge to design and create an Animal Hotel that is suitable for outdoors.	**Unit 3: Weather Watch** **Earth and Space Sciences** Students use senses to explore and observe the weather in their local environment and learn that we can record our observations using symbols. Students learn about the impact of daily and seasonal changes on plants and animals.	**Unit 4: Move It, Move it** **Physical Sciences** Investigate properties and behaviour of familiar objects.
Humanities and Social Sciences (HASS)	**Unit 1: Tell me a story about the past** **History** Students investigate • How can stories of the past be told and shared? • What stories do other people tell about the past? • How they, and the stories of others, communicate information about the past, recognise that sources help to tell stories, remember the past and signify importance and recognise that families commemorate different and similar events according to their beliefs and what is important to them.		**Unit 2: What makes our places special?** **Geography** Students draw conclusions about why places and their features are important to people. They reflect on learning in order to suggest ways a special place can be looked after.	
Health	Students investigate the concept of what health is and the activities that make them healthy. They learn how to keep themselves and others healthy and safe within a classroom setting and select a health or safety strategy for an outside setting.		Students explore different settings where they can play safely and identified and described the different emotions people experience.	
Physical Education	Students explore a range of fundamental gross motor skills focusing on static balance, running, hopping, skipping and jumping within a variety of games, activities and sequences.	Students develop and practice a range of basic ball skills including bouncing, rolling, catching and throwing in a variety of active play and structured movement activities.	Students explore how their body and objects move in relation to effort, space, time, objects and people, with the use of various equipment, skills and games.	Students participate in a water awareness program aligned with Education Queensland's water safety and swimming competencies. They explore how their body moves within water and various strategies to ensure personal safety.

| **Technologies** | | **Design Technologies** **Unit 1: Creating an animal home (STEM)** Students develop an understanding of how society and environmental sustainability factors influence design and technologies decisions. They use the engineering design process and their understanding of the properties of materials and components to design, plan, build, test and modify a design solution for an environmental problem. | **Digital Technologies** **Unit 2: Computers- Handy Helpers** Students learn and apply digital technologies knowledge and skills through guided play and tasks integrated into other subject areas. Students identify the purposes of common digital systems, represent data to make meaning, create and share information using collected data to convey meaning, and design an algorithm to solve a problem. |

Languages - Japanese	**Unit 1: A package from Japan** Students begin to engage with the Japanese language and culture. They explore the similarities and differences in greeting others in a variety of scenarios such as greetings in class and greeting friends and teachers.	**Unit 2: Who am I?** Students reflect on similarities and differences in verbal and non-verbal ways of greeting, introducing and describing themselves in English and Japanese.	**Unit 3: My mascot** Students explore the Japanese concept of kawaii (cute) through mascots. They begin to use vocabulary for descriptions and be exposed to a variety of different mascots. Students begin to notice the Japanese sound system and the effect it has on borrowed words.	**Unit 4: Sending greetings to Japan** Students use language to greet, introduce and describe themselves to new Japanese friends. Students use language and gestures to exchange gifts across cultures.
THE ARTS				
Music	**Unit 1: We Sing and Play Together** Students build a repertoire of songs and chants which they perform together as a class.		**Unit 2: Sounds like** Students experience various music as a group and describe their observations.	
Dance		Students participate in a dance enrichment program run by external dance instructors Creative Dance Industries (not assessed)		
Drama	**Unit 1: Chants and Rhymes** Students participate in improvisation, movement, and reader's theatre to craft and present a performance inspired by a diverse range of chants and rhymes explored in class, including both contemporary and traditional selections.		**Unit 2 Where the Wild Things Are** Students animate scenes from the cherished story "Where the Wild Things Are" using dynamic techniques like freeze frames, mime, and improvisation, embodying diverse roles and situations inspired by the wild settings of the narrative.	
ESAS (Entrepreneurial Sustainability and Science)			**Reduce, Reuse, Recycle** Students will explore types of materials and their properties to investigate how materials can be reused and recycled.	
Philosophy	Students in philosophy to develop critical and creative thinking. They explore the difference between statements and questions and are introduced to the five rules of philosophy: we listen to each other, we build on others' ideas, we respect and think about others' ideas, there may be no single right answer, and we reflect to learn.			