



Mansfield State School Curriculum Overview Year 2/3 Term 3 2026



Year 2 Mathematics

In this unit, students will:

Number

- use mathematical modelling to solve practical problems involving authentic situations by representing problems with physical and virtual materials, diagrams, and using different calculation strategies to find solutions
- recognise that mathematics can be used to investigate things students are curious about, to solve practical problems and model everyday situations, describing thinking and reasoning using familiar mathematical language
- partition collections, shapes and objects into equal parts and build a sense of fractions

Space

- To compare and classify two-dimensional shapes.
- To measure and compare length, using shapes and objects

Measurement

- use uniform units to measure, compare and discuss the attributes of objects based on length, capacity and mass

Assessments:

- Using mathematical modelling to solve a multiplicative problem
- To identify and represent halves, quarters and eighths.
- Measuring objects and comparing and classifying shapes.
- Using shapes and objects in measurement contexts

The Arts – Music – *Specialist Teacher*

In this unit, students will make and respond to music by exploring the ways that characters and their actions are portrayed musically.

Assessment: Students will use a variety of rhythms and instruments to compose and perform music that depicts a character or their action. They will then explain how they used the elements of music in their performance and composition.

Year 3 Mathematics

In this unit, students will:

Number

- recall addition number facts; identify related addition and subtraction number facts; calculation strategies; represent multiplication; use multiplication to solve problems; and count large collections.
- identify and represent halves, quarters and eighths.

Measurement

- compare and classify shapes; measure and compare length, mass and capacity of shapes and objects.

Assessments:

- Using mathematical modelling to solve a multiplicative problem
- Identifying and representing fractions
- Using informal units to measure and compare shapes and objects.
- Comparing, classifying and describing shapes

Science Physical Sciences

In this unit, students will:

- understand how a push or pull affects how an object moves or changes shape
- understand that science involves asking questions about and describing changes in the way an object moves or can be moved and how this knowledge is used in their daily lives
- pose questions and make predictions about changes that can affect how an object moves, and investigate and explain how pushes and pulls cause movement in objects, comparing their observations with predictions
- apply this science knowledge in explaining how pushes and pulls can be used to change the movement of a toy or object they create.

Assessment: Students will design a toy/object that moves with a push or pull.

English

Exploring Poetry

In this unit, students will:

- explore Australian poetry by a range of authors on a range of topics
- explore how language features and structures are used in poetry to suit their purpose and audience
- discuss how authors use literary devices to enhance meaning for their readers
- use interaction skills to contribute to discussions and share ideas.

Assessment:

Students will create and deliver a spoken text to the class on their favourite poem, describing its language features and meaning.

Year 2 Design and Technologies

In this unit, students will explore the characteristics and properties of materials and components that are used to produce designed solutions

Assessment:

Students will create a toy/object by applying their understanding of how forces create movement.

Year 3 Design Technologies

In this unit, students will investigate food and fibre production and food technologies used in modern and traditional societies.

Assessment: Students will design and make a lunch item that includes modern and traditional technologies.

Digital Technologies – *Specialist Teacher*

In this unit, students will explore and use a range of digital systems, including peripheral devices, explore digital solutions and visual programming language.

Assessment: Students will demonstrate their knowledge and understanding of digital systems and design, implement and evaluate a digital solution using a visual programming language.

Year 2 HASS - Impacts of technology over time

In this unit, students will investigate continuity and change in technology used in the home, e.g. toys or household products

Assessment: Students conduct an inquiry to answer the question: *How and why have changes in communication affected the lives of people over time?*

Year 3 HASS - Our Unique Communities

In this unit, students will explore celebrations and points of view in communities.

Assessment: Students will investigate the significance of celebrations and commemorations for different groups, how and why people participate and contribute to the community and aspects that have changed and remained the same over time.

Health and Physical Education - *Specialist Teacher*

Having a ball

In this unit, students will refine the fundamental movement skills of throwing (overarm shoulder pass and chest pass) and catching. They will develop understanding of net game movement concepts and strategies and apply these to solve challenges faced during games of Fast 4 Newcombe.

Assessment: Students will apply strategies for working cooperatively and apply rules fairly. They will refine the fundamental movement skills of throwing and catching and apply movement concepts and strategies in Fast 4 Newcombe, to solve a variety of movement challenges.