**Literacy**
- **Jolly Phonics Program**
  - recognition of initial sounds, letter formation and phonemic awareness.
- **Journal writing**
  - tracing then copying their news (scribed by teacher)
- **Home Reader Program**
  - simple sound books and class books
- **Sight words**
  - Based on Magic 100 Word Program.
- **Spelling**
  - Picture sorting based on initial sounds
- **Fine Motor Program**
  - muscle development, handwriting style, fine motor skills, pencil control
- **Handwriting**
  - fluency patterns and letter formation
- **Talking and Listening**
  - following instructions, asking and answering questions, contributing to discussions, sharing news and circle time check-in
- **Library**
  - Weekly borrowing, library skills, book activities

**Mathematics**
- **Number**
  - Numbers to ten - numeral formation, one to one counting and the written word.
- **Patterns**
  - recognising and continuing a pattern
- **Space**
  - 2D shapes - recognising these shapes, forming them and their attributes.
  - 3D shapes - Introduction to 3D shapes and construction of them.
  - Position - recognising and placing objects relative to the language of position (e.g. up, down, in out).
- **Symmetry**
- **Measurement**
  - Time - language associated with time (e.g. day, night, afternoon, morning).
  - Days of the week

**SOSE - Values**
- Learn about School rules and routines
- Create class rules and expectations
- Learn how to make friends and play safely
- Learn about the Wanniassa Values

**The Arts**
- Singing - using percussion, beat and rhythm.
- Dancing - movement to music and keeping the beat with our bodies.
- Art and Craft related to sounds and integrated unit work.

**Technology**
- Logging on/off the school computer network.
- Computer sight word & phonics games
- Building and Construction - Lego, Mobilo, working with blocks and following instructions to build and create.
- Daily use of the classroom SMARTboard - including phonics activities, mathematics games and interactive activities related to unit of work.

**P.E. & Health**
- Gross motor - balance, throwing, hopping, jumping, catching, muscle strength activities.
- Beep Testing - Focus on stamina, correct running style and pacing when running.
- Simple Class Games
- Hearty Fun - fitness

**Investigations**
Investigation time consists of engaging and exciting, authentic learning experiences that reflect the particular needs, interests and strengths of the individual child. Activities include science tables, writing posts, role play stations, sensory tables and craft activities.

**LOTE**
Japanese
- Greetings, numbers, colours and Japanese Folktales

**Homework**
- Nightly revision of the sound taught each day
- Home Reader Program

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Please note: This is a guide only