

GRADE 1 OVERVIEW

WEEK 4 TERM 2

Communication is the key to success.

To support your child's Grade One learning journey, regular updates will be accessible on the Year One Curriculum page on the Altona Primary School website.

The purpose of this information is to create and maintain an inclusive learning partnership between the happenings in the classroom and discussions at home.



Reading

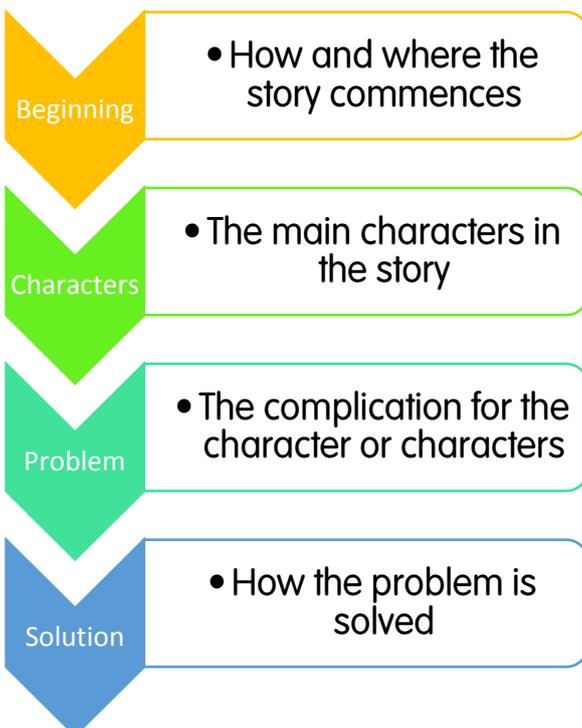
FOCUS - Retelling texts.

WHAT IT MEANS - When learning about and rehearsing the comprehension skill of retelling we are guiding students' understanding to be able to identify and retell the important parts of the text in order.

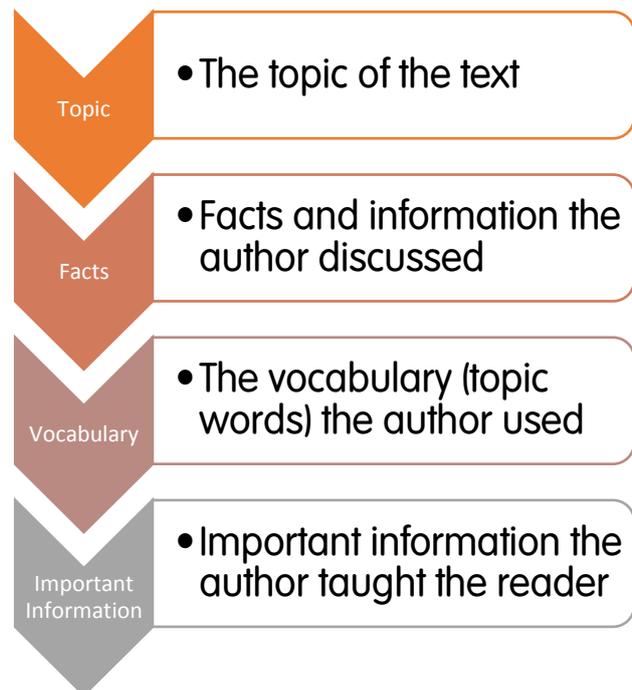
VOCABULARY TO USE – retell, characters, problem, solution, ending, important, information, facts, order, sequence.

Your child will receive a reading goal focusing upon retelling a text. To assist in their achievement of their reading goal ask them to retell the text in order.

Retelling a Story



Retelling a Non-Fiction Text



Writing

FOCUS – Development of narratives.

WHAT IT MEANS – We are commencing the unit of study about narratives or stories. We will be looking closely at the elements of a narrative using a variety of texts to understand how authors create stories. Students will then begin to plan and draft their own narratives.

VOCABULARY TO USE – narratives, characters, setting, problem, solution, ending, character traits.

Encourage your child to write stories of their own and identify the elements of their writing.



Mathematics

FOCUS – Probability

WHAT IT MEANS – Probability is the chance or likelihood of an event occurring. We will be predicting and identifying outcomes of familiar events and describe these events using everyday language such as 'will happen', 'won't happen' or 'might happen'.

VOCABULARY TO USE – chance, likelihood, likely, unlikely, certain, impossible, 50/50, possible.

Probability
describes how likely it is that an event will happen.

Certain to choose a marble.
Likely to choose purple.
Unlikely to choose yellow.
Impossible to choose green.

