



LEARNING OVERVIEW

Term 2
2026

Year 7

LEARN

RESPECT

RESPONSIBLE

RESILIENT

ENGLISH

Genre: Informative

Text Type: Expository

Students will investigate news reports, analysing how journalists use language, text structure, and specialised vocabulary to inform and engage audiences, while researching, writing and editing their own news reports that present ideas and information clearly for a specific audience.

Genre: Imaginative

Text Type: Horror Fiction

Students will analyse horror fiction texts, examining how authors use literary devices, complex sentences, and carefully crafted language to create tension, atmosphere, and layers of meaning, while writing and editing their own horror stories that experiment with these techniques to captivate and unsettle their audience.

Informative

Imaginative

MATHEMATICS

Fractions and Percentages

Students investigate and interpret relationships between variables using real-world data by generating tables of values and representing these relationships graphically on the Cartesian plane.

Operations

Students apply rounding, estimation, and operations with fractions and decimals to model and solve practical problems while checking the reasonableness of results.

Patterns and Algebra

Students use the four operations with positive rational numbers, including fractions and decimals, and apply percentages to model and solve practical problems.

Probability

Students identify sample spaces and assign probabilities, then conduct repeated experiments to compare predicted outcomes with observed results.

Number

Algebra

Probability

SCIENCE

Biological Science

Students will explore living and non-living things, ecosystems, classification, and how science works in the real world through hands-on investigations, data analysis, and modelling.

Biological

HUMANITIES

History: Deep Time and Ancient Societies

Students are learning about interpretations of early human evolution and migration, and how societies were established, including the journeys of Aboriginal and Torres Strait Islander Peoples as they populated the Sahul mega-continent. They learn how the physical environment shaped ancient societies.

History

HEALTH & PHYSICAL EDUCATION

Students participate in creative games to build teamwork, problem-solving and movement skills, before developing technique and game play in table tennis. They also take part in Bike Education, learning to ride safely and responsibly while building confidence on and around roads.

Students learn about the five food groups in the Australian Guide to Healthy Eating and why they are important for a balanced diet. They explore how food and lifestyle choices impact personal health, the community and the environment, and apply this knowledge to plan and promote healthy eating habits.

Respectful Relationships

Physical Education

Health

TECHNOLOGIES

Students explore how designers create products, services and environments by considering sustainability, safety and user needs, while learning how materials, tools and systems influence design choices. They apply the design process through hands-on projects such as creating floor plans and preparing food, then evaluate their solutions based on criteria like functionality, nutrition and sustainability.

Digital Technologies

Design & Technology

THE ARTS

Students will explore how to create themed artworks by experimenting with recycled materials to design and construct 3D landscape sculptures, while developing skills in cutting, weaving, joining and forming, and using their creations as imaginative backdrops for storytelling and performance.

Visual Art

THRIVE

Students learn about where values come from, the qualities they admire, how to use their personal strengths, how to explore their own identity and beliefs, and how hate speech harms others and what they can do to respond to it.

HOME LEARNING GUIDE

[LINK](#)