

Number and Algebra

KEY: ✓ — Victorian Curriculum Mathematics focus • — Additional curriculum links	NUMBER AND ALGEBRA								
	NUMBER AND PLACE VALUE					FRACTIONS AND DECIMALS	MONEY AND FINANCIAL MATHEMATICS	PATTERNS AND ALGEBRA	
	Develop confidence with number sequences to and from 100 by ones from any starting point. Skip count by twos, fives and tens starting from zero (VCMNA086)	Recognise, model, read, write and order numbers to at least 100. Locate these numbers on a number line (VCMNA087)	Count collections to 100 by partitioning numbers using place value (VCMNA088)	Represent and solve simple addition and subtraction problems using a range of strategies including counting on, partitioning and rearranging parts (VCMNA089)	Represent practical situations that model sharing (VCMNA090)	Recognise and describe one-half as one of two equal parts of a whole (VCMNA091)	Recognise, describe and order Australian coins according to their value (VCMNA092)	Investigate and describe number patterns formed by skip counting and patterns with objects (VCMNA093)	Recognise the importance of repetition of a process in solving problems (VCMNA094)
CARD NUMBER AND TITLE	NUMBER AND PLACE VALUE								
1. Hopscotch	✓	•							
2. 1–20 grid	•	✓						•	
3. Fly and count	✓	•						•	
4. Up and down Humpty's wall	✓	•						•	•
5. Snakes and ladders	✓	•						•	
6. Gross grid numbers	•	✓						•	
7. Stepping stones	✓	•						•	
8. Counting by 2s	✓	•						•	
9. Blast off!	✓	•						•	
10. Counting by 5s	✓	•					•	•	
11. Crazy caterpillar counting	✓	•						•	
12. Counting by 10s	✓	•					•	•	
13. Race back!	✓	•	✓						
14. Tens and ones	•	•	✓						
15. Popstick bundles	✓	•	✓	•					
16. Stretching out numbers	•	•	✓						
17. Ten frames	•	•	✓						
18. Number places	•	•	✓						
19. Stretchy numbers	•	•	✓						
20. Sweet additions	•	•		✓					
21. Lego™ subtraction	•	•		✓					
22. Crash them! Add them!	•	•		✓					
23. Take away the dinosaurs!	•	•		✓					
24. Count on to add	•	•		✓					
25. Breaking numbers into parts	•	•		✓					
26. Part, part and whole	•	•		✓					

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	UNITS OF MEASUREMENT			SHAPE	LOCATION AND TRANSFORMATION	CHANCE	DATA REPRESENTATION AND INTERPRETATION	
	Measure and compare the lengths and capacities of pairs of objects using uniform informal units (VCMMG095)	Tell time to the half-hour (VCMMG096)	Describe duration using months, weeks, days and hours (VCMMG097)	Recognise and classify familiar two-dimensional shapes and three-dimensional objects using obvious features (VCMMG098)	Give and follow directions to familiar locations (VCMMG099)	Identify outcomes of familiar events involving chance and describe them using everyday language such as 'will happen', 'won't happen' or 'might happen' (VCMSP100)	Choose simple questions and gather responses (VCMSP101)	Represent data with objects and drawings where one object or drawing represents one data value. Describe the displays (VCMSP102)
CARD NUMBER AND TITLE	NUMBER AND PLACE VALUE							
1. Hopscotch		•						
2. 1–20 grid								
3. Fly and count								
4. Up and down Humpty's wall								
5. Snakes and ladders								
6. Gross grid numbers								
7. Stepping stones								
8. Counting by 2s								
9. Blast off!								
10. Counting by 5s								
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12. Counting by 10s								
13. Race back!								
14. Tens and ones								
15. Popstick bundles								
16. Stretching out numbers								
17. Ten frames								
18. Number places								
19. Stretchy numbers								
20. Sweet additions								
21. Lego™ subtraction		•						
22. Crash them! Add them!								
23. Take away the dinosaurs!								
24. Count on to add								
25. Breaking numbers into parts								
26. Part, part and whole								

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	NUMBER AND PLACE VALUE					FRACTIONS AND DECIMALS	MONEY AND FINANCIAL MATHEMATICS	PATTERNS AND ALGEBRA	
	Develop confidence with number sequences to and from 100 by ones from any starting point. Skip count by twos, fives and tens starting from zero (VCMNA086)	Recognise, model, read, write and order numbers to at least 100. Locate these numbers on a number line (VCMNA087)	Count collections to 100 by partitioning numbers using place value (VCMNA088)	Represent and solve simple addition and subtraction problems using a range of strategies including counting on, partitioning and rearranging parts (VCMNA089)	Represent practical situations that model sharing (VCMNA090)	Recognise and describe one-half as one of two equal parts of a whole (VCMNA091)	Recognise, describe and order Australian coins according to their value (VCMNA092)	Investigate and describe number patterns formed by skip counting and patterns with objects (VCMNA093)	Recognise the importance of repetition of a process in solving problems (VCMNA094)
KEY: ✓ — Victorian Curriculum Mathematics focus • — Additional curriculum links									
CARD NUMBER AND TITLE	FRACTIONS AND DECIMALS								
1. Halves of fruit	•	•				✓			
2. Halve of objects	•	•				✓			
3. 2D shapes and halves						✓			
4. More halves of 2D shapes		•				✓			
5. A fair share	•	•			✓	✓			
6. Natural halves	•	•				✓			
7. Birthday halves	•	•				✓			
8. Farm halves	•	•				✓		•	
CARD NUMBER AND TITLE	MONEY AND FINANCIAL MATHEMATICS								
1. What money looks like		•					✓		
2. Coin shape and value		•					✓		
3. Coins of Singapore and Australia		•					✓		
4. Coins of different countries		•					✓		
CARD NUMBER AND TITLE	PATTERNS AND ALGEBRA								
1. Bead patterns								✓	
2. Shape patterns								✓	
3. Patterns with blocks								✓	
4. Number train patterns	•	•						✓	
5. 'Snaky' number patterns	•	•						✓	
6. Grid number patterns	•	•						✓	•

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	Measure and compare the lengths and capacities of pairs of objects using uniform informal units (VCMMG095)	Tell time to the half-hour (VCMMG096)	Describe duration using months, weeks, days and hours (VCMMG097)	Recognise and classify familiar two-dimensional shapes and three-dimensional objects using obvious features (VCMMG098)	Give and follow directions to familiar locations (VCMMG099)	Identify outcomes of familiar events involving chance and describe them using everyday language such as 'will happen', 'won't happen' or 'might happen' (VCMSP100)	Choose simple questions and gather responses (VCMSP101)	Represent data with objects and drawings where one object or drawing represents one data value. Describe the displays (VCMSP102)	
CARD NUMBER AND TITLE	FRACTIONS AND DECIMALS								
1. Halves of fruit				•					
2. Halve of objects				•					
3. 2D shapes and halves									
4. More halves of 2D shapes				•					
5. A fair share									
6. Natural halves									
7. Birthday halves									
8. Farm halves									
CARD NUMBER AND TITLE	MONEY AND FINANCIAL MATHEMATICS								
1. What money looks like									
2. Coin shape and value				•					
3. Coins of Singapore and Australia									
4. Coins of different countries				•					
CARD NUMBER AND TITLE	PATTERNS AND ALGEBRA								
1. Bead patterns				•					
2. Shape patterns				•					
3. Patterns with blocks									
4. Number train patterns									
5. 'Snaky' number patterns									
6. Grid number patterns									

Measurement and Geometry

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CARD NUMBER AND TITLE	USING UNITS OF MEASUREMENT								
1. Longer and shorter									
2. Which is longer? Which is shorter?									
3. Comparing lengths		•							
4. Measuring with paperclips		•							
5. How much does it hold?									
6. Fill and count									
7. Which holds more? Which holds less?		•							
8. O'clock	•	•							
9. Half past the hour	•	•			•				
10. What's the analog time?		•							
11. What's the digital time?		•							
12. Telling the time in different ways		•							
13. Day and night									
14. Days and weeks of a month	•	•							
15. How long does it take?									
CARD NUMBER AND TITLE	SHAPE								
1. 2D shapes		•							
2. 3D objects									
3. Corners, faces and sides of 2D shapes		•							

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	Measure and compare the lengths and capacities of pairs of objects using uniform informal units (VCMMG095)	Tell time to the half-hour (VCMMG096)	Describe duration using months, weeks, days and hours (VCMMG097)	Recognise and classify familiar two-dimensional shapes and three-dimensional objects using obvious features (VCMMG098)	Give and follow directions to familiar locations (VCMMG099)	Identify outcomes of familiar events involving chance and describe them using everyday language such as 'will happen', 'won't happen' or 'might happen' (VCMSP100)	Choose simple questions and gather responses (VCMSP101)	Represent data with objects and drawings where one object or drawing represents one data value. Describe the displays (VCMSP102)
CARD NUMBER AND TITLE	USING UNITS OF MEASUREMENT							
1. Longer and shorter	✓							
2. Which is longer? Which is shorter?	✓							
3. Comparing lengths	✓							
4. Measuring with paperclips	✓							
5. How much does it hold?	✓							
6. Fill and count	✓							
7. Which holds more? Which holds less?	✓							
8. O'clock		✓						
9. Half past the hour		✓		•				
10. What's the analog time?		✓						
11. What's the digital time?		✓						
12. Telling the time in different ways		✓						
13. Day and night			✓					
14. Days and weeks of a month			✓					
15. How long does it take?			✓					
CARD NUMBER AND TITLE	SHAPE							
1. 2D shapes				✓				
2. 3D objects				✓				
3. Corners, faces and sides of 2D shapes				✓				

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CARD NUMBER AND TITLE	LOCATION AND TRANSFORMATION								
1. At the show									
2. Toyshop		•							
3. Which way is it turning?									
4. Where is it?									
5. Underwater places									

Measurement and Geometry

	MEASUREMENT AND GEOMETRY					STATISTICS AND PROBABILITY		
	UNITS OF MEASUREMENT			SHAPE	LOCATION AND TRANSFORMATION	CHANCE	DATA REPRESENTATION AND INTERPRETATION	
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CARD NUMBER AND TITLE	LOCATION AND TRANSFORMATION							
1. At the show					✓			
2. Toyshop					✓			
3. Which way is it turning?					✓			
4. Where is it?					✓			
5. Underwater places					✓			

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Statistics and Probability

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CARD NUMBER AND TITLE	CHANCE								
1. Will, won't or might		•							
2. What are the chances?		•							
3. Possible or impossible?		•							
4. Chances of events		•							
CARD NUMBER AND TITLE	DATA REPRESENTATION AND INTERPRETATION								
1. What is your favourite crayon colour?									
2. How do you get to school?									
3. What is your favourite ice-cream flavour?									
4. What pets do we have?									

Statistics and Probability

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	UNITS OF MEASUREMENT		SHAPE	LOCATION AND TRANSFORMATION	CHANGE	DATA REPRESENTATION AND INTERPRETATION	
	Measure and compare the lengths and capacities of pairs of objects using uniform informal units (VCMMG095)	Tell time to the half-hour (VCMMG096)	Describe duration using months, weeks, days and hours (VCMMG097)	Recognise and classify familiar two-dimensional shapes and three-dimensional objects using obvious features (VCMMG098)	Give and follow directions to familiar locations (VCMMG099)	Identify outcomes of familiar events involving chance and describe them using everyday language such as 'will happen', 'won't happen' or 'might happen' (VCMSP100)	Choose simple questions and gather responses (VCMSP101)
CARD NUMBER AND TITLE	CHANGE						
1. Will, won't or might						✓	
2. What are the chances?						✓	
3. Possible or impossible?						✓	
4. Chances of events						✓	
CARD NUMBER AND TITLE	DATA REPRESENTATION AND INTERPRETATION						
1. What is your favourite crayon colour?							✓
2. How do you get to school?						•	✓
3. What is your favourite ice-cream flavour?						•	✓
4. What pets do we have?						•	✓