

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			
	Investigate number sequences, initially those increasing and decreasing by twos, threes, fives and ten from any starting point, then moving to other sequences (VCMNA103)	Recognise, model, represent and order numbers to at least 1000 (VCMNA104)	Group, partition and rearrange collections up to 1000 in hundreds, tens and ones to facilitate more efficient counting (VCMNA105)	Explore the connection between addition and subtraction (VCMNA106)	Solve simple addition and subtraction problems using a range of efficient mental and written strategies (VCMNA107)	Recognise and represent multiplication as repeated addition, groups and arrays (VCMNA108)	Recognise and represent division as grouping into equal sets and solve simple problems using these representations (VCMNA109)	Recognise and interpret common uses of halves, quarters and eighths of shapes and collections (VCMNA110)	Count and order small collections of Australian coins and notes according to their value (VCMNA111)	Describe patterns with numbers and identify missing elements (VCMNA112)	Solve problems by using number sentences for addition or subtraction (VCMNA113)	Apply repetition in arithmetic operations, including multiplication as repeated addition and division as repeated subtraction (VCMNA114)
CARD NUMBER AND TITLE	NUMBER AND PLACE VALUE											
1. Bus stop numbers		✓										
2. Flip-flop sum fun		•		•	✓						✓	
3. Things in threes	✓	•								•		
4. Number line scoring	•	•			✓							
5. Shoes by twos	✓	•								•		
6. Tens in the square	•	•			✓					•	✓	
7. Order the orders		✓										
8. Nearly seeing double		•			✓						✓	•
9. High five!	✓	•								•	✓	
10. 10 pin bridging				•	✓							
11. Block party		•	✓								✓	
12. Tens to the Max!	✓	•								•		
13. Mystery numbers		•	✓									
14. Doggy dominoes				✓	•						✓	
15. Chinese abacus		•	✓								•	
16. Place value pirates		•	✓									
17. Sharing is caring												
18. Bridge to 10			•	•	✓						✓	
19. These bugs are multiplying!		•				✓					✓	
20. Sporty scores		•	✓	•								
21. Groups in the outback		•				✓						
22. Number snap		✓	•	•								

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	UNITS OF MEASUREMENT			SHAPE			LOCATION AND TRANSFORMATION			CHANCE	DATA REPRESENTATION AND INTERPRETATION		
	Compare and order several shapes and objects based on length, area, volume and capacity using appropriate uniform informal units (VCMMG115)	Compare masses of objects using balance scales (VCMMG116)	Tell time to the quarter-hour, using the language of 'past' and 'to' (VCMMG117)	Name and order months and seasons (VCMMG118)	Use a calendar to identify the date and determine the number of days in each month (VCMMG119)	Describe and draw two-dimensional shapes, with and without digital technologies (VCMMG120)	Describe the features of three-dimensional objects (VCMMG121)	Interpret simple maps of familiar locations and identify the relative positions of key features (VCMMG122)	Investigate the effect of one-step slides and flips with and without digital technologies (VCMMG123)	Identify and describe half and quarter turns (VCMMG124)	Identify practical activities and everyday events that involve chance. Describe outcomes as 'likely' or 'unlikely' and identify some events as 'certain' or 'impossible' (VCMSP125)	Identify a question of interest based on one categorical variable. Gather data relevant to the question (VCMSP126)	Collect, check and classify data (VCMSP127)
CARD NUMBER AND TITLE	NUMBER AND PLACE VALUE												
1. Bus stop numbers													
2. Flip-flop sum fun													
3. Things in threes													
4. Number line scoring													
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	Investigate number sequences, initially those increasing and decreasing by twos, threes, fives and ten from any starting point, then moving to other sequences (VCMNA103)	Recognise, model, represent and order numbers to at least 1000 (VCMNA104)	Group, partition and rearrange collections up to 1000 in hundreds, tens and ones to facilitate more efficient counting (VCMNA105)	Explore the connection between addition and subtraction (VCMNA106)	Solve simple addition and subtraction problems using a range of efficient mental and written strategies (VCMNA107)	Recognise and represent multiplication as repeated addition, groups and arrays (VCMNA108)	Recognise and represent division as grouping into equal sets and solve simple problems using these representations (VCMNA109)	Recognise and interpret common uses of halves, quarters and eighths of shapes and collections (VCMNA110)	Count and order small collections of Australian coins and notes according to their value (VCMNA111)	Describe patterns with numbers and identify missing elements (VCMNA112)	Solve problems by using number sentences for addition or subtraction (VCMNA113)
CARD NUMBER AND TITLE	NUMBER AND PLACE VALUE										
23. Mr Fray's arrays	•				✓						•
24. Magical numbers	•			✓						•	
25. Team players	•					✓					
26. Pyramid sums				✓						•	
27. Group the desks	•					✓					
CARD NUMBER AND TITLE	FRACTIONS AND DECIMALS										
1. Fast food fractions	•						✓				
2. Dinosaur collections	•						✓				
3. Potion portions	•						✓				
CARD NUMBER AND TITLE	MONEY AND FINANCIAL MATHEMATICS										
1. Piggy bank bonanza	•							✓			
2. Your lemonade stand	•							✓			
3. Big toy sale	•							✓			
CARD NUMBER AND TITLE	PATTERNS AND ALGEBRA										
1. Nifty numbers	•	•								✓	
2. Jumping patterns	•	•								✓	
3. Putt putt patterns	•	•								✓	
4. Crack the code pattern	•	•								✓	
5. Super stories					•						✓
6. What's the problem, Professor?					•						✓

Number and Algebra

	MEASUREMENT AND GEOMETRY								STATISTICS AND PROBABILITY				
	UNITS OF MEASUREMENT				SHAPE		LOCATION AND TRANSFORMATION		CHANCE	DATA REPRESENTATION AND INTERPRETATION			
	Compare and order several shapes and objects based on length, area, volume and capacity using appropriate uniform informal units (VCMMG115)	Compare masses of objects using balance scales (VCMMG116)	Tell time to the quarter-hour, using the language of 'past' and 'to' (VCMMG117)	Name and order months and seasons (VCMMG118)	Use a calendar to identify the date and determine the number of days in each month (VCMMG119)	Describe and draw two-dimensional shapes, with and without digital technologies (VCMMG120)	Describe the features of three-dimensional objects (VCMMG121)	Interpret simple maps of familiar locations and identify the relative positions of key features (VCMMG122)	Investigate the effect of one-step slides and flips with and without digital technologies (VCMMG123)	Identify and describe half and quarter turns (VCMMG124)	Identify practical activities and everyday events that involve chance. Describe outcomes as 'likely' or 'unlikely' and identify some events as 'certain' or 'impossible' (VCMSPI25)	Identify a question of interest based on one categorical variable. Gather data relevant to the question (VCMSPI26)	Collect, check and classify data (VCMSPI27)
CARD NUMBER AND TITLE	NUMBER AND PLACE VALUE												
23. Mr Fray's arrays													
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Measurement and Geometry

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CARD NUMBER AND TITLE	USING UNITS OF MEASUREMENT										
1. Mixed up months											
2. The long and short of it											
3. Australian season-ing											
4. Handy hefting											
5. Monster footprints											
6. Chrissy and Clunk's calendar											
7. Pet's rock mass		•									
8. Calendar plans		•									
9. Building up the volume		•									
10. Spy time											
11. Masses of fruit and veg											
12. Crazy capacity capers							•				
13. Time to go											
CARD NUMBER AND TITLE	SHAPE										
1. Shape of the city		•									
2. 3D world		•									
3. Shapes all around us!		•									
4. Monsters in the third dimension		•									
5. Pool shapes		•									
6. Party in 3D		•									

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1. Circus tricks, slides and flips												
2. In the house												
3. Symmetry sort												
4. Dig the grid												
5. Flip it, slide it, turn it												
6. Topsy-turvy turns												
7. Alien directions												
8. My town mapping												
9. Turning trash into treasure												

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2. In the house							✓						
3. Symmetry sort								✓					
4. Dig the grid							✓						
5. Flip it, slide it, turn it								✓					
6. Topsy-turvy turns							✓			✓			
7. Alien directions							✓						
8. My town mapping													
9. Turning trash into treasure										✓			

Statistics and Probability

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	CARD NUMBER AND TITLE	CHANCE										
1. Weather watch												
2. What is the chance?												
CARD NUMBER AND TITLE	DATA REPRESENTATION AND INTERPRETATION											
1. Classify me		•										
2. A pic to graph		•										
3. Tally ho!		•										
4. Snack list		•										
5. Tally around the world		•										
6. Where would you go?		•										

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CARD NUMBER AND TITLE	CHANCE												
1. Weather watch											✓		•
2. What is the chance?											✓		
CARD NUMBER AND TITLE	DATA REPRESENTATION AND INTERPRETATION												
1. Classify me												✓	•
2. A pic to graph												•	✓
3. Tally ho!											✓	•	•
4. Snack list												•	✓
5. Tally around the world											•	✓	✓
6. Where would you go?												•	✓