

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 the conditions required for a number to be odd or even and identify odd and even numbers (VCMNA129)	Recognise, model, represent and order numbers to at least 10 000 (VCMNA130)	Apply place value to partition, rearrange and regroup numbers to at least 10 000 to assist calculations and solve problems (VCMNA131)	Recognise and explain the connection between addition and subtraction (VCMNA132)	Recall addition facts for single-digit numbers and related subtraction facts to develop increasingly efficient mental strategies for computation (VCMNA133)	Recall multiplication facts of two, three, five and ten and related division facts (VCMNA134)	Represent and solve problems involving multiplication using efficient mental and written strategies and appropriate digital technologies (VCMNA135)	Model and represent unit fractions including $\frac{1}{2}, \frac{1}{4}, \frac{1}{3}, \frac{1}{5}$ and their multiples to a complete whole (VCMNA136)	Represent money values in multiple ways and count the change required for simple transactions to the nearest five cents (VCMNA137)	Describe, continue, and create number patterns resulting from performing addition or subtraction (VCMNA138)
CARD NUMBER AND TITLE	NUMBER AND PLACE VALUE									
1. Odd and even numbers	✓	•								
2. Words and numbers	✓									
3. Big, small, more, less	✓									
4. Our number chart	•	✓								
5. Place value blocks		•	✓							
6. Odd or even?		•								
7. Which sign do you choose?		✓		✓	✓					
8. + and – fact family buddies!			•							•
9. Train track maths		✓								
10. Matching numbers		✓	•							
11. Monster numbers	✓	✓								
12. It's all about the place		•	✓							
13. Nifty number lines!		✓								
14. Welcome to Arraytown!						✓	✓			
15. x and ÷ gremlins!						✓	✓			•
16. Clever thinking!			✓							•
17. Flip and add it!			•		✓					
18. Tug of war numbers			•		•					•
19. Place value helpers			✓		•					
20. Maths tricks!			•							✓
21. Splitting numbers			•							•
22. Getting from here to there!			•							
23. Mr M's multiplication tricks!						•	✓			•

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KEY: ✓ — Victorian Curriculum Mathematics focus • — Additional curriculum links	MEASUREMENT AND GEOMETRY						STATISTICS AND PROBABILITY			
	USING UNITS OF MEASUREMENT		SHAPE	LOCATION AND TRANSFORMATION		GEOMETRIC REASONING	CHANCE	DATA REPRESENTATION AND INTERPRETATION		
	Measure, order and compare objects using familiar metric units of length, mass and capacity (VCMMG140)	Tell time to the minute and investigate the relationship between units of time (VCMMG141)	Make models of three-dimensional objects and describe key features (VCMMG142)	Create and interpret simple grid maps to show position and pathways (VCMMG143)	Identify symmetry in the environment (VCMMG144)	Identify and describe slides and turns found in the natural and built environment (VCMMG145)	Identify angles as measures of turn and compare angle sizes in everyday situations (VCMMG146)	Conduct chance experiments, identify and describe possible outcomes and recognise variation in results (VCMSP147)	Identify questions or issues for categorical variables. Identify data sources and plan methods of data collection and recording (VCMSP148)	Collect data, organise into categories and create displays using lists, tables, picture graphs and simple column graphs, with and without the use of digital technologies (VCMSP149)
CARD NUMBER AND TITLE	NUMBER AND PLACE VALUE									
1. Odd and even numbers										
2. Words and numbers										
3. Big, small, more, less										
4. Our number chart										
5. Place value blocks										
6. Odd or even?										
7. Which sign do you choose?										
8. + and – fact family buddies!										
9. Train track maths										
10. Matching numbers										
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18. Tug of war numbers										
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21. Splitting numbers										
22. Getting from here to there!	•									
23. Mr M's multiplication tricks!										

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CARD NUMBER AND TITLE	NUMBER AND PLACE VALUE										
24. Maths at the zoo						✓	✓				
25. Crazy catering						✓	✓				
26. Problems at the park			•		✓						
CARD NUMBER AND TITLE	FRACTIONS AND DECIMALS										
1. Funky fractions								✓			
2. Fraction shapes								✓			
3. Pet Palace								✓			
4. Train track fractions								✓			
5. Winston Wizard's recipes								✓			
CARD NUMBER AND TITLE	MONEY AND FINANCIAL MATHEMATICS										
1. The money tree			•		•				✓		
2. Wombat 'piggy' bank			•	•	•				✓		
3. Dazzling dollars					•				✓		
4. Aussie Money Quiz!									✓		
5. Aussie Tucker Cafe menu			•		•				✓		
6. Shopping for cats and dogs			•		•				✓		
CARD NUMBER AND TITLE	PATTERNS AND ALGEBRA										
1. Perfect patterns					•					✓	•
2. Number picture patterns					•					✓	•
3. Puzzling patterns					•					✓	•
4. And the rule is?					•					✓	•
5. Follow that rule!					•					✓	•

Number and Algebra

	MEASUREMENT AND GEOMETRY						STATISTICS AND PROBABILITY			
	USING UNITS OF MEASUREMENT		SHAPE	LOCATION AND TRANSFORMATION		GEOMETRIC REASONING	CHANCE	DATA REPRESENTATION AND INTERPRETATION		
	Measure, order and compare objects using familiar metric units of length, mass and capacity (VCMMG140)	Tell time to the minute and investigate the relationship between units of time (VCMMG141)	Make models of three-dimensional objects and describe key features (VCMMG142)	Create and interpret simple grid maps to show position and pathways (VCMMG143)	Identify symmetry in the environment (VCMMG144)	Identify and describe slides and turns found in the natural and built environment (VCMMG145)	Identify angles as measures of turn and compare angle sizes in everyday situations (VCMMG146)	Conduct chance experiments, identify and describe possible outcomes and recognise variation in results (VCMSP147)	Identify questions or issues for categorical variables. Identify data sources and plan methods of data collection and recording (VCMSP148)	Collect data, organise into categories and create displays using lists, tables, picture graphs and simple column graphs, with and without the use of digital technologies (VCMSP149)
KEY: ✓ — Victorian Curriculum Mathematics focus • — Additional curriculum links										
CARD NUMBER AND TITLE	NUMBER AND PLACE VALUE									
24. Maths at the zoo										
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CARD NUMBER AND TITLE	FRACTIONS AND DECIMALS									
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Measurement and Geometry

	NUMBER AND ALGEBRA										
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CARD NUMBER AND TITLE	USING UNITS OF MEASUREMENT										
1. Measure with me!											
2. What's the time?											
3. Measuring, measuring, measuring!											
4. Time after time											
5. Motor measurements					•						
6. What is the ... mass? capacity? length?											
7. Time flies											
8. Feathers, Fur and Fins Animal Park					•						
CARD NUMBER AND TITLE	SHAPE										
1. Shopping for shapes											
2. Cities and robots											
3. Origami minibeasts											
4. 3D object factory											
5. View my shape											
6. People view me differently											

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CARD NUMBER AND TITLE	USING UNITS OF MEASUREMENT										
1. Measure with me!	✓										
2. What's the time?		✓									
3. Measuring, measuring, measuring	✓										
4. Time after time		✓									
5. Motor measurements	✓										
6. What is the ... mess? capacity? length?	✓										
7. Time flies		✓									
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CARD NUMBER AND TITLE	SHAPE										
1. Shopping for shapes			✓								
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CARD NUMBER AND TITLE	LOCATION AND TRANSFORMATION									
1. Which direction?	•									
2. All about symmetry										
3. Pirate Island										
4. Seeing symmetry										
5. Adventure World										
6. Camping grounds										
7. African Safari Zoo map										
CARD NUMBER AND TITLE	GEOMETRIC REASONING									
1. Building angles										
2. Pick a door, any door!										
3. Turning windmills										

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CARD NUMBER AND TITLE	LOCATION AND TRANSFORMATION										
1. Which direction?			✓								
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3. Pirate Island			✓								
4. Seeing symmetry				✓							
5. Adventure World			✓								
6. Camping grounds			✓								
7. African Safari Zoo map			✓								
CARD NUMBER AND TITLE	GEOMETRIC REASONING										
1. Building angles					✓						
2. Pick a door, any door!					✓						
3. Turning windmills					✓						

Statistics and Probability

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	CARD NUMBER AND TITLE	CHANCE									
1. Could it happen?											
2. Dean the dice freak!											
3. Would this happen at school?											
4. Mr Julio, the juggler!											
CARD NUMBER AND TITLE	DATA REPRESENTATION AND INTERPRETATION										
1. What's for breakfast?											
2. Graphic graphs											
3. Greenthumb Market Garden											
4. Scientific graphs											
5. Favourite spare time activity											

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CARD NUMBER AND TITLE	CHANGE									
1. Could it happen?							✓			
2. Dean the dice freak!							✓		•	•
3. Would this happen at school?							✓			
4. Mr Julio, the juggler!							✓		•	•
CARD NUMBER AND TITLE	DATA REPRESENTATION AND INTERPRETATION									
1. What's for breakfast?								•	•	✓
2. Graphic graphs								✓	•	✓
3. Greenthumb Market Garden								•	•	✓
4. Scientific graphs								•	•	✓
5. Favourite spare time activity								•	•	✓