

## 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 and use the properties of odd and even numbers (VCMNA151)	Recognise, represent and order numbers to at least tens of thousands (VCMNA152)	Apply place value to partition, rearrange and regroup numbers to at least tens of thousands to assist calculations and solve problems (VCMNA153)	Investigate number sequences involving multiples of 3, 4, 6, 7, 8, and 9 (VCMNA154)	Recall multiplication facts up to 10 x 10 and related division facts (VCMNA155)	Develop efficient mental and written strategies and use appropriate digital technologies for multiplication and for division where there is no remainder (VCMNA156)	Investigate equivalent fractions used in contexts (VCMNA157)	Count by quarters halves and thirds, including with mixed numerals. Locate and represent these fractions on a number line (VCMNA158)	Recognise that the place value system can be extended to tenths and hundredths. Make connections between fractions and decimal notation (VCMNA159)	Solve problems involving purchases and the calculation of change to the nearest five cents with and without digital technologies (VCMNA160)	Explore and describe number patterns resulting from performing multiplication (VCMNA161)	Solve word problems by using number sentences involving multiplication or division where there is no remainder (VCMNA162)	Use equivalent number sentences involving addition and subtraction to find unknown quantities (VCMNA163)
CARD NUMBER AND TITLE	NUMBER AND PLACE VALUE												
1. Comparing numbers	✓												
2. What's the number?	✓	✓											
3. Working with numbers	✓	✓	•										
4. Number order	✓	✓			•								
5. Rows and columns	✓		•										
6. Monster numbers	✓												
7. Country towns	✓												
8. Adding odd and even numbers	✓				✓								
9. Subtracting odd and even numbers	✓				✓								
10. Keeping the balance					✓							✓	
11. Clever Chloe's multiplication magic		✓		✓	✓								✓
12. Wicked wheels				✓									



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• — Additional curriculum links													
CARD NUMBER AND TITLE	FRACTIONS AND DECIMALS												
1. Fraction fun						✓							
2. Fantastic fractions						✓							
3. Sporting fractions						✓	•						
4. Equivalent quest						✓	✓						
5. Sloppy Sam's soup kitchen							✓						
6. Food fractions						✓							
7. Decimals								✓					
8. Decimal decisions		•						✓					
9. Number values								✓					
10. Fun in the park: Converting fractions and decimals								✓				✓	
CARD NUMBER AND TITLE	MONEY AND FINANCIAL MATHEMATICS												
1. Cashed up!									✓				
2. Shopping with cash									✓				
3. Magical money									✓				
4. Shopping with cash and cards									✓				
5. Star holidays									✓		✓	•	
6. What's my pay?									✓		✓	✓	

## Number and Algebra

	MEASUREMENT AND GEOMETRY								STATISTICS AND PROBABILITY						
	USING UNITS OF MEASUREMENT		SHAPE		LOCATION AND TRANSFORMATION		GEOMETRIC REASONING		CHANCE		DATA REPRESENTATION AND INTERPRETATION				
	Use scaled instruments to measure and compare lengths, masses, capacities and temperatures (VCMMG165)	Compare objects using familiar metric units of area and volume (VCMMG166)	Convert between units of time (VCMMG167)	Use 'am' and 'pm' notation and solve simple time problems (VCMMG168)	Compare the areas of regular and irregular shapes by informal means (VCMMG169)	Compare and describe two dimensional shapes that result from combining and splitting common shapes, with and without the use of digital technologies (VCMMG170)	Explain and compare the geometric properties of two-dimensional shapes and three-dimensional objects (VCMMG171)	Use simple scales, legends and directions to interpret information contained in basic maps (VCMMG172)	Create symmetrical patterns, pictures and shapes with and without digital technologies (VCMMG173)	Compare angles and classify them as equal to, greater than, or less than, a right angle (VCMMG174)	Describe possible everyday events and order their chances of occurring (VCMSPI75)	Identify everyday events where one cannot happen if the other happens (VCMSPI76)	Identify events where the chance of one will not be affected by the occurrence of the other (VCMSPI77)	Select and trial methods for data collection, including survey questions and recording sheets (VCMSPI78)	Construct suitable data displays, with and without the use of digital technologies, from given or collected data. Include tables, column graphs and picture graphs where one picture can represent many data values (VCMSPI79)
CARD NUMBER AND TITLE	FRACTIONS AND DECIMALS														
1. Fraction fun															
2. Fantastic fractions						•									
3. Sporting fractions															
4. Equivalent quest		•													
5. Sloppy Sam's soup kitchen	•	•													
6. Food fractions															
7. Decimals															
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CARD NUMBER AND TITLE	MONEY AND FINANCIAL MATHEMATICS														
1. Cashed up!															
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4. Shopping with cash and cards													•		
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6. What's my pay?														•	

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- — Additional curriculum links

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CARD NUMBER AND TITLE	PATTERNS AND ALGEBRA												
1. Magic number squares													✓
2. Puzzling patterns				•						✓			
3. Sudoku number squares												✓	
4. Divide and defeat or Multiply and master				•							✓		
5. Super sports scores					•						✓	✓	
6. Take the road ...												✓	
7. Mighty drives												✓	
8. Robot rules						✓				✓			

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2. Puzzling patterns						•								•	
3. Sudoku number squares															
4. Divide and defeat or Multiply and master															
5. Super sports scores														•	
6. Take the road ...								•							
7. Mighty drives								•							
8. Robot rules															•

## Measurement and Geometry

	NUMBER AND ALGEBRA												
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<b>CARD NUMBER AND TITLE</b>	<b>USING UNITS OF MEASUREMENT</b>												
1. Estimate, measure ...												•	
2. Pet parade											•	•	
3. Perimeter and area													
4. Finding volume													
5. Tick Tock – time conversion				•	•							•	
6. What's the time?				•	•							•	
7. Times of the day				•	•							•	
8. Take time				•	•							•	
9. How long does it take?				•	•							•	
10. Times to fly ...												•	
<b>CARD NUMBER AND TITLE</b>	<b>SHAPE</b>												
1. Which shape am I?													
2. Finding areas													
3. Sorting shapes													
4. Joining and splitting shapes													

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1. Estimate, measure ...	✓														
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3. Perimeter and area		✓													
4. Finding volume	•	✓													
5. Tick Tock – time conversion			✓	•											
6. What's the time?				✓											
7. Times of the day			✓	✓											
8. Take time			✓												
9. How long does it take?			✓	✓											
10. Times to fly ...				✓											
<b>CARD NUMBER AND TITLE</b>	<b>SHAPE</b>														
1. Which shape am I?					✓	•									
2. Finding areas				✓											
3. Sorting shapes				✓	✓	•									
4. Joining and splitting shapes				✓											



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<b>CARD NUMBER AND TITLE</b>	<b>LOCATION AND TRANSFORMATION</b>												
1. Symmetrical things													
2. Symmetry													
3. Directional language													
4. Neighbourhood maps													
5. Cracking the code													
6. Pioneer village													
7. Shopping centre coordinates													
8. Mapping Australia												•	
<b>CARD NUMBER AND TITLE</b>	<b>GEOMETRIC REASONING</b>												
1. Amazing angles				•	•								
2. Comparing angles				•									
3. Exploring angles				•									
4. Clock hands and angles				•	•								

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1. Amazing angles									✓						
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## Statistics and Probability

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CARD NUMBER AND TITLE	CHANCE												
1. What are the chances?													
2. It's just chance													
3. If this happens ...													
4. Buy a bat and win!													
CARD NUMBER AND TITLE	DATA REPRESENTATION AND INTERPRETATION												
1. Picture graphs					•	•							
2. Dot plots													
3. Venn diagrams												•	
4. Tables and tallies													
5. Terrific tables												•	
6. Column graphs												•	
7. Graphs and tables												•	
8. Tourism survey													
9. Collecting information													

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1. What are the chances?										✓	✓	✓			
2. It's just chance										✓		✓			
3. If this happens ...			•								✓				
4. Buy a bat and win!										•		✓			
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6. Column graphs														✓	✓
7. Graphs and tables												✓		✓	✓
8. Tourism survey														✓	✓
9. Collecting information												✓			