

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	
	Identify and describe factors and multiples of whole numbers and use them to solve problems (VCMNA181)	Use estimation and rounding to check the reasonableness of answers to calculations (VCMNA182)	Solve problems involving multiplication of large numbers by one- or two-digit numbers using efficient mental, written strategies and appropriate digital technologies (VCMNA183)	Solve problems involving division by a one digit number, including those that result in a remainder (VCMNA184)	Use efficient mental and written strategies and apply appropriate digital technologies to solve problems (VCMNA185)	Recognise, represent and order numbers to at least hundreds of thousands (VCMNA186)	Compare and order common unit fractions and locate and represent them on a number line (VCMNA187)	Investigate strategies to solve problems involving addition and subtraction of fractions with the same denominator (VCMNA188)	Recognise that the place value system can be extended beyond hundredths (VCMNA189)	Compare, order and represent decimals (VCMNA190)	Create simple financial plans (VCMNA191)	Describe, continue and create patterns with fractions, decimals and whole numbers resulting from addition and subtraction (VCMNA192)	Use equivalent number sentences involving multiplication and division to find unknown quantities (VCMNA193)
CARD NUMBER AND TITLE	NUMBER AND PLACE VALUE												
1. Fun with factors	✓				✓								
2. Magnificent multiples	✓	✓			✓								
3. Round up! Round down!					✓								
4. Division links				✓	•								
5. Prime or composite?	✓												
6. Hurray for arrays!			✓										
7. Obey the laws!	•		✓		•							•	
8. Build up the partitions			✓									•	
9. Calculation time crunch					✓							•	
10. Broken calculator factors	•		•	•	✓								
11. Special numbers			•	•	✓							•	
12. Let us hear it for the lattice method!			✓									•	
13. The area model	•		✓										
14. Educated guessing	•	✓	•		•								
15. Divisibility rules! Yeah!	✓												
16. Cooking complications				✓	•								
17. Common factor factory	•			✓	•								
18. Factors and multiples are a real problem!	✓		•										

Number and Algebra

	MEASUREMENT AND GEOMETRY				STATISTICS AND PROBABILITY								
	UNITS OF MEASUREMENT		SHAPE	LOCATION AND TRANSFORMATION	GEOMETRIC REASONING	CHANCE	DATA REPRESENTATION AND INTERPRETATION						
	Choose appropriate units of measurement for length, area, volume, capacity and mass (VCMMG195)	Calculate the perimeter and area of rectangles and the volume and capacity of prisms using familiar metric units (VCMMG196)	Compare 12- and 24-hour time systems and convert between them (VCMMG197)	Connect three-dimensional objects with their nets and other two-dimensional representations (VCMMG198)	Use a grid reference system to describe locations. Describe routes using landmarks and directional language (VCMMG199)	Describe translations, reflections and rotations of two-dimensional shapes. Identify line and rotational symmetries (VCMMG200)	Apply the enlargement transformation to familiar two dimensional shapes and explore the properties of the resulting image compared with the original (VCMMG201)	Estimate, measure and compare angles using degrees. Construct angles using a protractor (VCMMG202)	List outcomes of chance experiments involving equally likely outcomes and represent probabilities of those outcomes using fractions (VCMSP203)	Recognise that probabilities range from 0 to 1 (VCMSP204)	Pose questions and collect categorical or numerical data by observation or survey (VCMSP205)	Construct displays, including column graphs, dot plots and tables, appropriate for data type, with and without the use of digital technologies (VCMSP206)	Describe and interpret different data sets in context (VCMSP207)
CARD NUMBER AND TITLE	NUMBER AND PLACE VALUE												
1. Fun with factors													
2. Magnificent multiples													
3. Round up! Round down!													
4. Division links													
5. Prime or composite?													
6. Hurray for arrays!													
7. Obey the laws!													
8. Build up the partitions													
9. Calculation time crunch													
10. Broken calculator factors													
11. Special numbers													
12. Let us hear it for the lattice method!													
13. The area model													
14. Educated guessing													
15. Divisibility rules! Yeah!													
16. Cooking complications													
17. Common factor factory													
18. Factors and multiples are a real problem!													

KEY:

- ✓ — Victorian Curriculum Mathematics focus
- — Additional curriculum links

Number and Algebra

	NUMBER AND ALGEBRA												
	NUMBER AND PLACE VALUE				FRACTIONS AND DECIMALS				MONEY AND FINANCIAL MATHEMATICS	PATTERNS AND ALGEBRA			
	Identify and describe factors and multiples of whole numbers and use them to solve problems (VCMNA181)	Use estimation and rounding to check the reasonableness of answers to calculations (VCMNA182)	Solve problems involving multiplication of large numbers by one- or two-digit numbers using efficient mental, written strategies and appropriate digital technologies (VCMNA183)	Solve problems involving division by a one digit number, including those that result in a remainder (VCMNA184)	Use efficient mental and written strategies and apply appropriate digital technologies to solve problems (VCMNA185)	Recognise, represent and order numbers to at least hundreds of thousands (VCMNA186)	Compare and order common unit fractions and locate and represent them on a number line (VCMNA187)	Investigate strategies to solve problems involving addition and subtraction of fractions with the same denominator (VCMNA188)	Recognise that the place value system can be extended beyond hundredths (VCMNA189)	Compare, order and represent decimals (VCMNA190)	Create simple financial plans (VCMNA191)	Describe, continue and create patterns with fractions, decimals and whole numbers resulting from addition and subtraction (VCMNA192)	Use equivalent number sentences involving multiplication and division to find unknown quantities (VCMNA193)
CARD NUMBER AND TITLE	FRACTIONS AND DECIMALS												
1. Pizza fraction order						✓							
2. Fractions line up	•				•	✓							
3. Fraction shapes						✓							
4. Fast food fractions	•					✓							
5. Place value								✓		•			
6. Decimal expander								✓		✓			
7. Everyday decimals—measurement								✓		✓			
8. Everyday decimals—money								✓		✓			
9. Everyday decimals—weight/capacity								✓		✓			
10. Gauge the decimals									•	✓			
11. Jockey weights									•	✓			
12. Order in the library									•	✓			
13. Lake holiday					•	✓							
14. Fraction frenzy forgotten	•					✓							
15. Make it simple!	•					✓							

KEY:

- ✓ — Victorian Curriculum Mathematics focus
- — Additional curriculum links

Number and Algebra

	MEASUREMENT AND GEOMETRY							STATISTICS AND PROBABILITY				
	UNITS OF MEASUREMENT			SHAPE	LOCATION AND TRANSFORMATION		GEOMETRIC REASONING	CHANGE	DATA REPRESENTATION AND INTERPRETATION			
	Choose appropriate units of measurement for length, area, volume, capacity and mass (VCMMG195)	Calculate the perimeter and area of rectangles and the volume and capacity of prisms using familiar metric units (VCMMG196)	Compare 12- and 24-hour time systems and convert between them (VCMMG197)	Connect three-dimensional objects with their nets and other two-dimensional representations (VCMMG198)	Use a grid reference system to describe locations. Describe routes using landmarks and directional language (VCMMG199)	Describe translations, reflections and rotations of two-dimensional shapes. Identify line and rotational symmetries (VCMMG200)	Apply the enlargement transformation to familiar two dimensional shapes and explore the properties of the resulting image compared with the original (VCMMG201)	Estimate, measure and compare angles using degrees. Construct angles using a protractor (VCMMG202)	List outcomes of chance experiments involving equally likely outcomes and represent probabilities of those outcomes using fractions (VCMSP203)	Recognise that probabilities range from 0 to 1 (VCMSP204)	Pose questions and collect categorical or numerical data by observation or survey (VCMSP205)	Construct displays, including column graphs, dot plots and tables, appropriate for data type, with and without the use of digital technologies (VCMSP206)
KEY: ✓ — Victorian Curriculum Mathematics focus • — Additional curriculum links												
CARD NUMBER AND TITLE	FRACTIONS AND DECIMALS											
1. Pizza fraction order												
2. Fractions line up												
3. Fraction shapes												
4. Fast food fractions												
5. Place value												
6. Decimal expander												
7. Everyday decimals— measurement												
8. Everyday decimals —money												
9. Everyday decimals— weight/capacity												
10. Gauge the decimals												
11. Jockey weights												
12. Order in the library												
13. Lake holiday												
14. Fraction frenzy forgotten												
15. Make it simple!												

Number and Algebra

	NUMBER AND ALGEBRA												
	NUMBER AND PLACE VALUE					FRACTIONS AND DECIMALS				MONEY AND FINANCIAL MATHEMATICS		PATTERNS AND ALGEBRA	
	Identify and describe factors and multiples of whole numbers and use them to solve problems (VCMNA181)	Use estimation and rounding to check the reasonableness of answers to calculations (VCMNA182)	Solve problems involving multiplication of large numbers by one- or two-digit numbers using efficient mental, written strategies and appropriate digital technologies (VCMNA183)	Solve problems involving division by a one digit number, including those that result in a remainder (VCMNA184)	Use efficient mental and written strategies and apply appropriate digital technologies to solve problems (VCMNA185)	Recognise, represent and order numbers to at least hundreds of thousands (VCMNA186)	Compare and order common unit fractions and locate and represent them on a number line (VCMNA187)	Investigate strategies to solve problems involving addition and subtraction of fractions with the same denominator (VCMNA188)	Recognise that the place value system can be extended beyond hundredths (VCMNA189)	Compare, order and represent decimals (VCMNA190)	Create simple financial plans (VCMNA191)	Describe, continue and create patterns with fractions, decimals and whole numbers resulting from addition and subtraction (VCMNA192)	Use equivalent number sentences involving multiplication and division to find unknown quantities (VCMNA193)
CARD NUMBER AND TITLE	MONEY AND FINANCIAL MATHEMATICS												
1. School fete finances			•		•						✓		
2. Saving for a rainy day (or an iPad™)		•	•	•	•						✓		
3. Money at work in the classroom											✓		
CARD NUMBER AND TITLE	PATTERNS AND ALGEBRA												
1. It's all equal in the end!	•		•										
2. Patterns with whole numbers											✓	•	•
3. Patterns with fractions						•	•				✓		•
4. Secret algebra													
5. Patterns with decimals	•										✓		
6. Same same but different quiz show													
7. Zombie high school													
8. Mad musical patterns							•				✓	•	

KEY:

- ✓ — Victorian Curriculum Mathematics focus
- — Additional curriculum links

Number and Algebra

	MEASUREMENT AND GEOMETRY						STATISTICS AND PROBABILITY					
	UNITS OF MEASUREMENT		SHAPE	LOCATION AND TRANSFORMATION		GEOMETRIC REASONING	CHANCE	DATA REPRESENTATION AND INTERPRETATION				
	Choose appropriate units of measurement for length, area, volume, capacity and mass (VCMMG195)	Calculate the perimeter and area of rectangles and the volume and capacity of prisms using familiar metric units (VCMMG196)	Compare 12- and 24-hour time systems and convert between them (VCMMG197)	Connect three-dimensional objects with their nets and other two-dimensional representations (VCMMG198)	Use a grid reference system to describe locations. Describe routes using landmarks and directional language (VCMMG199)	Describe translations, reflections and rotations of two-dimensional shapes. Identify line and rotational symmetries (VCMMG200)	Apply the enlargement transformation to familiar two dimensional shapes and explore the properties of the resulting image compared with the original (VCMMG201)	Estimate, measure and compare angles using degrees. Construct angles using a protractor (VCMMG202)	List outcomes of chance experiments involving equally likely outcomes and represent probabilities of those outcomes using fractions (VCMS203)	Recognise that probabilities range from 0 to 1 (VCMS204)	Pose questions and collect categorical or numerical data by observation or survey (VCMS205)	Construct displays, including column graphs, dot plots and tables, appropriate for data type, with and without the use of digital technologies (VCMS206)
KEY: ✓ — Victorian Curriculum Mathematics focus • — Additional curriculum links												
CARD NUMBER AND TITLE	MONEY AND FINANCIAL MATHEMATICS											
1. School fete finances												
2. Saving for a rainy day (or an iPad™)												
3. Money at work in the classroom												
CARD NUMBER AND TITLE	PATTERNS AND ALGEBRA											
1. It's all equal in the end!												
2. Patterns with whole numbers												
3. Patterns with fractions												
4. Secret algebra												
5. Patterns with decimals												
6. Same same but different quiz show												
7. Zombie high school												
8. Mad musical patterns												

Measurement and Geometry

	NUMBER AND ALGEBRA												
	NUMBER AND PLACE VALUE						FRACTIONS AND DECIMALS			MONEY AND FINANCIAL MATHEMATICS		PATTERNS AND ALGEBRA	
	Identify and describe factors and multiples of whole numbers and use them to solve problems (VCMNA181)	Use estimation and rounding to check the reasonableness of answers to calculations (VCMNA182)	Solve problems involving multiplication of large numbers by one- or two-digit numbers using efficient mental, written strategies and appropriate digital technologies (VCMNA183)	Solve problems involving division by a one digit number, including those that result in a remainder (VCMNA184)	Use efficient mental and written strategies and apply appropriate digital technologies to solve problems (VCMNA185)	Recognise, represent and order numbers to at least hundreds of thousands (VCMNA186)	Compare and order common unit fractions and locate and represent them on a number line (VCMNA187)	Investigate strategies to solve problems involving addition and subtraction of fractions with the same denominator (VCMNA188)	Recognise that the place value system can be extended beyond hundredths (VCMNA189)	Compare, order and represent decimals (VCMNA190)	Create simple financial plans (VCMNA191)	Describe, continue and create patterns with fractions, decimals and whole numbers resulting from addition and subtraction (VCMNA192)	Use equivalent number sentences involving multiplication and division to find unknown quantities (VCMNA193)
CARD NUMBER AND TITLE	USING UNITS OF MEASUREMENT												
1. Messy Merv Measure													
2. Useful units													
3. Tidal time													
4. Measuring the mall													
5. Fitness 24 hours a day													
6. Farmer Joe													
7. Putting in a pool													
CARD NUMBER AND TITLE	SHAPE												
1. Net a wacky 3D character													
2. Windmill construction													
3. Is that what I look like?													

KEY:

- ✓ — Victorian Curriculum Mathematics focus
- — Additional curriculum links

Measurement and Geometry

	MEASUREMENT AND GEOMETRY							STATISTICS AND PROBABILITY				
	UNITS OF MEASUREMENT			SHAPE	LOCATION AND TRANSFORMATION		GEOMETRIC REASONING	CHANCE	DATA REPRESENTATION AND INTERPRETATION			
	Choose appropriate units of measurement for length, area, volume, capacity and mass (VCMMG195)	Calculate the perimeter and area of rectangles and the volume and capacity of prisms using familiar metric units (VCMMG196)	Compare 12- and 24-hour time systems and convert between them (VCMMG197)	Connect three-dimensional objects with their nets and other two-dimensional representations (VCMMG198)	Use a grid reference system to describe locations. Describe routes using landmarks and directional language (VCMMG199)	Describe translations, reflections and rotations of two-dimensional shapes. Identify line and rotational symmetries (VCMMG200)	Apply the enlargement transformation to familiar two dimensional shapes and explore the properties of the resulting image compared with the original (VCMMG201)	Estimate, measure and compare angles using degrees. Construct angles using a protractor (VCMMG202)	List outcomes of chance experiments involving equally likely outcomes and represent probabilities of those outcomes using fractions (VCMSP203)	Recognise that probabilities range from 0 to 1 (VCMSP204)	Pose questions and collect categorical or numerical data by observation or survey (VCMSP205)	Construct displays, including column graphs, dot plots and tables, appropriate for data type, with and without the use of digital technologies (VCMSP206)
CARD NUMBER AND TITLE	USING UNITS OF MEASUREMENT											
1. Messy Merv Measure	✓											
2. Useful units	✓											
3. Tidal time			✓									
4. Measuring the mall	•	✓										
5. Fitness 24 hours a day			✓									
6. Farmer Joe	•	✓										
7. Putting in a pool	•	✓										
CARD NUMBER AND TITLE	SHAPE											
1. Net a wacky 3D character				✓								
2. Windmill construction				✓								
3. Is that what I look like?				✓								

KEY:

- ✓ — Victorian Curriculum Mathematics focus
- — Additional curriculum links

Measurement and Geometry

	NUMBER AND ALGEBRA													
	NUMBER AND PLACE VALUE						FRACTIONS AND DECIMALS			MONEY AND FINANCIAL MATHEMATICS		PATTERNS AND ALGEBRA		
	Identify and describe factors and multiples of whole numbers and use them to solve problems (VCMNA181)	Use estimation and rounding to check the reasonableness of answers to calculations (VCMNA182)	Solve problems involving multiplication of large numbers by one- or two-digit numbers using efficient mental, written strategies and appropriate digital technologies (VCMNA183)	Solve problems involving division by a one digit number, including those that result in a remainder (VCMNA184)	Use efficient mental and written strategies and apply appropriate digital technologies to solve problems (VCMNA185)	Recognise, represent and order numbers to at least hundreds of thousands (VCMNA186)	Compare and order common unit fractions and locate and represent them on a number line (VCMNA187)	Investigate strategies to solve problems involving addition and subtraction of fractions with the same denominator (VCMNA188)	Recognise that the place value system can be extended beyond hundredths (VCMNA189)	Compare, order and represent decimals (VCMNA190)	Create simple financial plans (VCMNA191)	Describe, continue and create patterns with fractions, decimals and whole numbers resulting from addition and subtraction (VCMNA192)	Use equivalent number sentences involving multiplication and division to find unknown quantities (VCMNA193)	Follow a mathematical algorithm involving branching and repetition (iteration) (VCMNA194)
KEY:														
✓ — Victorian Curriculum Mathematics focus														
• — Additional curriculum links														
CARD NUMBER AND TITLE	LOCATION AND TRANSFORMATION													
1. Surprising symmetry														
2. Follow that track														
3. Reflections, translations and rotations														
4. Is bigger better?	•				•									
5. Where shall we go today?														
6. Art, maths or both?	•													
7. Arty angles and tessellations														
8. Get me out of here!														
CARD NUMBER AND TITLE	GEOMETRIC REASONING													
1. What's your angle?														
2. Real life angles														
3. The Protractor Series														

Measurement and Geometry

	MEASUREMENT AND GEOMETRY							STATISTICS AND PROBABILITY				
	UNITS OF MEASUREMENT		SHAPE	LOCATION AND TRANSFORMATION			GEOMETRIC REASONING	CHANCE	DATA REPRESENTATION AND INTERPRETATION			
	Choose appropriate units of measurement for length, area, volume, capacity and mass (VCMMG195)	Calculate the perimeter and area of rectangles and the volume and capacity of prisms using familiar metric units (VCMMG196)	Compare 12- and 24-hour time systems and convert between them (VCMMG197)	Connect three-dimensional objects with their nets and other two-dimensional representations (VCMMG198)	Use a grid reference system to describe locations. Describe routes using landmarks and directional language (VCMMG199)	Describe translations, reflections and rotations of two-dimensional shapes. Identify line and rotational symmetries (VCMMG200)	Apply the enlargement transformation to familiar two dimensional shapes and explore the properties of the resulting image compared with the original (VCMMG201)	Estimate, measure and compare angles using degrees. Construct angles using a protractor (VCMMG202)	List outcomes of chance experiments involving equally likely outcomes and represent probabilities of those outcomes using fractions (VCMSP203)	Recognise that probabilities range from 0 to 1 (VCMSP204)	Pose questions and collect categorical or numerical data by observation or survey (VCMSP205)	Construct displays, including column graphs, dot plots and tables, appropriate for data type, with and without the use of digital technologies (VCMSP206)
KEY:	<ul style="list-style-type: none"> ✓ — Victorian Curriculum Mathematics focus • — Additional curriculum links 											
CARD NUMBER AND TITLE	LOCATION AND TRANSFORMATION											
1. Surprising symmetry						✓						
2. Follow that track					✓							
3. Reflections, translations and rotations						✓						
4. Is bigger better?	•	•					•	✓				
5. Where shall we go today?					✓							
6. Art, maths or both?	•							✓				
7. Arty angles and tessellations						✓						
8. Get me out of here!					✓							
CARD NUMBER AND TITLE	GEOMETRIC REASONING											
1. What's your angle?								✓				
2. Real life angles								✓				
3 The Protractor Series								✓				

Statistics and Probability

	NUMBER AND ALGEBRA													
	NUMBER AND PLACE VALUE						FRACTIONS AND DECIMALS			MONEY AND FINANCIAL MATHEMATICS		PATTERNS AND ALGEBRA		
	Identify and describe factors and multiples of whole numbers and use them to solve problems (VCMNA181)	Use estimation and rounding to check the reasonableness of answers to calculations (VCMNA182)	Solve problems involving multiplication of large numbers by one- or two-digit numbers using efficient mental, written strategies and appropriate digital technologies (VCMNA183)	Solve problems involving division by a one digit number, including those that result in a remainder (VCMNA184)	Use efficient mental and written strategies and apply appropriate digital technologies to solve problems (VCMNA185)	Recognise, represent and order numbers to at least hundreds of thousands (VCMNA186)	Compare and order common unit fractions and locate and represent them on a number line (VCMNA187)	Investigate strategies to solve problems involving addition and subtraction of fractions with the same denominator (VCMNA188)	Recognise that the place value system can be extended beyond hundredths (VCMNA189)	Compare, order and represent decimals (VCMNA190)	Create simple financial plans (VCMNA191)	Describe, continue and create patterns with fractions, decimals and whole numbers resulting from addition and subtraction (VCMNA192)	Use equivalent number sentences involving multiplication and division to find unknown quantities (VCMNA193)	Follow a mathematical algorithm involving branching and repetition (iteration) (VCMNA194)
KEY:														
✓ — Victorian Curriculum Mathematics focus														
• — Additional curriculum links														
CARD NUMBER AND TITLE	CHANCE													
1. Fantasy games														
2. Games of chance														
3. Wheel of chance									•					
4. Lucky dip									•					
CARD NUMBER AND TITLE	DATA REPRESENTATION AND INTERPRETATION													
1. Animal data														
2. Digital data displays														
3. Plot the letters														
4. Graph the weather														
5. Amusing data														
6. Town planning data														

Statistics and Probability

	MEASUREMENT AND GEOMETRY						STATISTICS AND PROBABILITY					
	UNITS OF MEASUREMENT			SHAPE	LOCATION AND TRANSFORMATION		GEOMETRIC REASONING	CHANCE	DATA REPRESENTATION AND INTERPRETATION			
	Choose appropriate units of measurement for length, area, volume, capacity and mass (VCMMG195)	Calculate the perimeter and area of rectangles and the volume and capacity of prisms using familiar metric units (VCMMG196)	Compare 12- and 24-hour time systems and convert between them (VCMMG197)	Connect three-dimensional objects with their nets and other two-dimensional representations (VCMMG198)	Use a grid reference system to describe locations. Describe routes using landmarks and directional language (VCMMG199)	Describe translations, reflections and rotations of two-dimensional shapes. Identify line and rotational symmetries (VCMMG200)	Apply the enlargement transformation to familiar two dimensional shapes and explore the properties of the resulting image compared with the original (VCMMG201)	Estimate, measure and compare angles using degrees. Construct angles using a protractor (VCMMG202)	List outcomes of chance experiments involving equally likely outcomes and represent probabilities of those outcomes using fractions (VCMS203)	Recognise that probabilities range from 0 to 1 (VCMS204)	Pose questions and collect categorical or numerical data by observation or survey (VCMS205)	Construct displays, including column graphs, dot plots and tables, appropriate for data type, with and without the use of digital technologies (VCMS206)
KEY:	<ul style="list-style-type: none"> ✓ — Victorian Curriculum Mathematics focus • — Additional curriculum links 											
CARD NUMBER AND TITLE	CHANCE											
1. Fantasy games				•					✓			
2. Games of chance									✓			
3. Wheel of chance										✓		
4. Lucky dip									✓			
CARD NUMBER AND TITLE	DATA REPRESENTATION AND INTERPRETATION											
1. Animal data										✓		•
2. Digital data displays												✓
3. Plot the letters										•	✓	•
4. Graph the weather											✓	•
5. Amusing data										✓		•
6. Town planning data												✓