

Number and Algebra

	NUMBER AND ALGEBRA										
	NUMBER AND PLACE VALUE		FRACTIONS AND DECIMALS					MONEY AND FINANCIAL MATHEMATICS		PATTERNS AND ALGEBRA	
KEY: ✓ — Victorian Curriculum Mathematics focus • — Additional curriculum links	Identify and describe properties of prime, composite, square and triangular numbers (VCMNA208) Select and apply efficient mental and written strategies and appropriate digital technologies to solve problems involving all four operations with whole numbers and make estimates for these computations (VCMNA209) Investigate everyday situations that use integers. Locate and represent these numbers on a number line (VCMNA210) Compare fractions with related denominators and locate and represent them on a number line (VCMNA211) Solve problems involving addition and subtraction of fractions with the same or related denominators (VCMNA212) Find a simple fraction of a quantity where the result is a whole number, with and without digital technologies (VCMNA213) Add and subtract decimals, with and without digital technologies, and use estimation and rounding to check the reasonableness of answers (VCMNA214) Multiply decimals by whole numbers and perform division by non-zero whole numbers where the results are terminating decimals, with and without digital technologies (VCMNA215) Multiply and divide decimals by powers of 10 (VCMNA216) Make connections between equivalent fractions, decimals and percentages (VCMNA217) Investigate and calculate percentage discounts of 10%, 25% and 50% on sale items, with and without digital technologies (VCMNA218) Continue and create sequences involving whole numbers, fractions and decimals. Describe the rule used to create the sequence (VCMNA219) Explore the use of brackets and order of operations to write number sentences (VCMNA220) Design algorithms involving branching and iteration to solve specific classes of mathematical problems (VCMNA221)										
	CARD NUMBER AND TITLE	NUMBER AND PLACE VALUE									
	1. Addition and subtraction strategies		✓								
	2. Tricks of the trade		✓								
	3. Prime and composite	✓		•							
	4. Fishing for factors	✓		•							
	5. Temperature trouble				✓						
	6. Maths test marking		✓								
	7. Pinball partitioning		✓								
	8. Squares or triangles?	✓								•	
	9. Defeating division		✓								
	10. Lotto line-up				✓						
	11. Factor forest	✓	✓								
	12. Multiplication mayhem		✓								
13. Swimming sums		✓									
14. Mystery Island				✓							

Number and Algebra

	MEASUREMENT AND GEOMETRY				STATISTICS AND PROBABILITY											
	USING UNITS OF MEASUREMENT	SHAPE	LOCATION AND TRANSFORMATION	GEOMETRIC REASONING	CHANGE	DATA REPRESENTATION AND INTERPRETATION										
<p>KEY:</p> <ul style="list-style-type: none"> ✓ — Victorian Curriculum Mathematics focus • — Additional curriculum links 	Connect decimal representations to the metric system (VCMMG222)	Convert between common metric units of length, mass and capacity (VCMMG223)	Solve problems involving the comparison of lengths and areas using appropriate units (VCMMG224)	Connect volume and capacity and their units of measurement (VCMMG225)	Interpret and use timetables (VCMMG226)	Measure, calculate and compare elapsed time (VCMMG227)	Construct simple prisms and pyramids (VCMMG228)	Investigate the effect of combinations of transformations on simple and composite shapes, including creating tessellations, with and without the use of digital technologies (VCMMG229)	Introduce the Cartesian coordinate system using all four quadrants (VCMMG230)	Investigate, with and without digital technologies, angles on a straight line, angles at a point and vertically opposite angles. Use results to find unknown angles (VCMMG231)	Describe probabilities using fractions, decimals and percentages (VCMSP232)	Conduct chance experiments with both small and large numbers of trials using appropriate digital technologies (VCMSP233)	Compare observed frequencies across experiments with expected frequencies (VCMSP234)	Construct, interpret and compare a range of data displays, including side-by-side column graphs for two categorical variables (VCMSP235)	Interpret secondary data presented in digital media and elsewhere (VCMSP236)	Pose and refine questions to collect categorical or numerical data by observation or survey (VCMSP237)
CARD NUMBER AND TITLE	NUMBER AND PLACE VALUE															
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2. Tricks of the trade																
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	NUMBER AND ALGEBRA													
	DATA REPRESENTATION AND INTERPRETATION		FRACTIONS AND DECIMALS				MONEY AND FINANCIAL MATHEMATICS		PATTERNS AND ALGEBRA					
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	CARD NUMBER AND TITLE	FRACTIONS AND DECIMALS												
	1. Fearless fractions				✓									
	2. Powers of 10									✓				
	3. Smoothies or thickshakes?				✓	•								
	4. Council planning				✓									
	5. Fearsome fractions				✓									
	6. Could you beat the world record?				✓	•	✓							
	7. Fraction farming						✓							
	8. House rules										✓			
9. Dinosaur decimals							✓							
10. Confusing cupcakes					•	✓								
11. Domino dilemma										✓				
12. How many passengers?					✓									
13. Driving with decimals							✓							
14. Hen Ten									✓					
15. Future Fuel								✓						

Number and Algebra

	MEASUREMENT AND GEOMETRY						STATISTICS AND PROBABILITY			
	USING UNITS OF MEASUREMENT		SHAPE	LOCATION AND TRANSFORMATION		GEOMETRIC REASONING	CHANCE		DATA REPRESENTATION AND INTERPRETATION	
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	Compare fractions with related denominators and locate and represent them on a number line (VCMNA211)									
	Solve problems involving addition and subtraction of fractions with the same or related denominators (VCMNA212)									
	Find a simple fraction of a quantity where the result is a whole number, with and without digital technologies (VCMNA213)									
	Add and subtract decimals, with and without digital technologies, and use estimation and rounding to check the reasonableness of answers (VCMNA214)									
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CARD NUMBER AND TITLE	MONEY AND FINANCIAL MATHEMATICS									
1. Cheap Tuesdays									✓	
2. Summer sales						•			✓	
3. Luxurious Lodge									✓	
CARD NUMBER AND TITLE	PATTERNS AND ALGEBRA									
1. Pancake patterns			•				•			✓
2. Bracket buddies		•								✓
3. Learning with blocks									✓	
4. Panpipe patterns						•			✓	
5. Planet Paluzorb's population problem									✓	
6. Half-job Harry				•	✓				✓	
7. Who comes first?		•								✓
8. Bricklayer Bill			•				•		✓	

Number and Algebra

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Measurement and Geometry

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	USING UNITS OF MEASUREMENT												
	1. Peaceful Park												
	2. Television guide												
	3. Fish tank fun												
	4. Measuring madness								•				
	5. Wacky Water Slides												
	6. Rainforest trek								•				
	7. Calculating capacity								•				
	8. Goldmining								•				
	9. Andrea's adventure												
	SHAPE												
1. Skyscrapers													
2. Perfect pyramids			•										
3. Shape village													
4. Angry aliens													

Measurement and Geometry

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3. Fish tank fun			•		✓								
4. Measuring madness	✓	✓											
5. Wacky Water Slides								✓					
6. Rainforest trek	✓	✓	•										
7. Calculating capacity	✓	✓											
8. Goldmining	✓	✓											
9. Andrea’s adventure								✓					
CARD NUMBER AND TITLE	SHAPE												
1. Skyscrapers								✓					
2. Perfect pyramids								✓					
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Measurement and Geometry

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CARD NUMBER AND TITLE	LOCATION AND TRANSFORMATION									
1. Reflective robots										
2. Link four										
3. Block me in										
4. Battleships										
5. Transforming tables										
CARD NUMBER AND TITLE	GEOMETRIC REASONING									
1. Shape sorter										
2. Aeroplane angles										
3. Angles in communication symbols										
4. Supplementary streets										
5. Let's go fly a kite										

Measurement and Geometry

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Statistics and Probability

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CARD NUMBER AND TITLE	CHANCE												
1. Decision making													
2. Repeated trials													
3. Sports shed									•				
4. Movie survey													
5. Not a chance!													
6. Population probability													
CARD NUMBER AND TITLE	DATA REPRESENTATION AND INTERPRETATION												
1. How tall am I?													
2. Where would you live?													
3. Phone bills										•			
4. Interschool talent show													
5. Truthful or misleading?													
6. Which graph?													

Statistics and Probability

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2. Repeated trials											•	✓	
3. Sports shed											✓		
4. Movie survey											•	✓	
5. Not a chance!											•	✓	
6. Population probability											✓		
CARD NUMBER AND TITLE	DATA REPRESENTATION AND INTERPRETATION												
1. How tall am I?												✓	•
2. Where would you live?												✓	
3. Phone bills												✓	
4. Interschool talent show											•	✓	✓
5. Truthful or misleading?												✓	✓
6. Which graph?												✓	