

Book Title	Strand	Sub-strand	Suggested Grade	Mathology Big Idea	Maths Concept	NSW Outcome	Content description
<i>A Warm Cozy Nest</i>	Number and Algebra	Number and place value	K	Numbers tell us how many and how much	Count sets to 5 Recognise numerals to 5	<b>MAe-4NA:</b> Counts to 30, and orders, reads and represents numbers in the range 0 to 20. <b>(Up to 5)</b>	Establish understanding of the language and processes of counting by naming numbers in sequences initially to and from 20, moving from any starting point (ACMNA001)
							Connect number names, numerals and quantities, including zero, initially up to 10 and then beyond (ACMNA002)
<i>Dan's Doggy Daycare</i>	Number and Algebra	Number and place value	K	Numbers tell us how many and how much	Count and compare sets to 10 Compose and decompose to 10	<b>MAe-4NA:</b> Counts to 30, and orders, reads and represents numbers in the range 0 to 20. <b>(Up to 10)</b> <b>MAe-5NA:</b> Combines, separates and compares collections of objects, describes using everyday language, and records using informal methods. <b>(Up to 10)</b>	Establish understanding of the language and processes of counting by naming numbers in sequences initially to and from 20, moving from any starting point (ACMNA001)
							Compare, order and make correspondences between collections, initially to 20, and explain reasoning (ACMNA289)
							Represent practical situations to model addition and sharing (ACMNA004)
<i>Lots of Dots</i>	Number and Algebra	Number and place value	K	Numbers tell us how many and how much	Subitise and count sets to 10 Compose and decompose to 10	<b>MAe-4NA:</b> Counts to 30, and orders, reads and represents numbers in the range 0 to 20. <b>(Up to 10)</b> <b>MAe-5NA:</b> Combines, separates and compares collections of objects, describes using everyday language, and records using informal methods. <b>(Up to 10)</b>	Establish understanding of the language and processes of counting by naming numbers in sequences initially to and from 20, moving from any starting point (ACMNA001)
							Subitise small collections of objects (ACMNA003)
							Compare, order and make correspondences between collections, initially to 20, and explain reasoning (ACMNA289)
							Represent practical situations to model addition and sharing (ACMNA004)
<i>Acorns for Wilaiya</i>	Number and Algebra	Number and place value	K	Numbers tell us how many and how much	Count sets to 10 Compare sets to 10	<b>MAe-4NA:</b> Counts to 30, and orders, reads and represents numbers in the range 0 to 20. <b>(Up to 10)</b> <b>MAe-5NA:</b> Combines, separates and compares collections of objects, describes using everyday language, and records using informal methods. <b>(Up to 10)</b>	Subitise small collections of objects (ACMNA003)
							Compare, order and make correspondences between collections, initially to 20, and explain reasoning (ACMNA289)
							Represent practical situations to model addition and sharing (ACMNA004)
<i>Animals Hide</i>	Number and Algebra	Number and place value	K	Numbers tell us how many and how much	Count sets to 10 Compare quantities to 10	<b>MAe-4NA:</b> Counts to 30, and orders, reads and represents numbers in the range 0 to 20. <b>(Up to 10)</b> <b>MAe-5NA:</b> Combines, separates and compares collections of objects, describes using everyday language, and records using informal methods. <b>(Up to 10)</b>	Compare, order and make correspondences between collections, initially to 20, and explain reasoning (ACMNA289)
							Represent practical situations to model addition and sharing (ACMNA004)
<i>Spot Check</i>	Number and Algebra	Number and place value	K	Numbers are related in many ways	Compare Quantities to 10 Count sets to 10	<b>MAe-4NA:</b> Counts to 30, and orders, reads and represents numbers in the range 0 to 20. <b>(Up to 10)</b>	Subitise small collections of objects (ACMNA003)
							Compare, order and make correspondences between collections, initially to 20, and explain reasoning (ACMNA289)

<b>Time for Games</b>	Number and Algebra	Number and place value	K	Numbers are related in many ways	Compare Quantities to 10 (further developed)	<b>MAe-4NA:</b> Counts to 30, and orders, reads and represents numbers in the range 0 to 20. <b>(Up to 10)</b>	Compare, order and make correspondences between collections, initially to 20, and explain reasoning (ACMNA289)
					Count sets to 10 (further developed)	<b>MAe-5NA:</b> Combines, separates and compares collections of objects, describes using everyday language, and records using informal methods. <b>(Up to 10)</b>	Represent practical situations to model addition and sharing (ACMNA004)
<b>Let's Play Waltes!</b>	Number and Algebra	Number and place value	K	Numbers are related in many ways	Count and compare to 10	<b>MAe-4NA:</b> Counts to 30, and orders, reads and represents numbers in the range 0 to 20. <b>(Up to 10)</b>	Establish understanding of the language and processes of counting by naming numbers in sequences initially to and from 20, moving from any starting point (ACMNA001)
					Compose and decompose to 10	<b>MAe-5NA:</b> Combines, separates and compares collections of objects, describes using everyday language, and records using informal methods. <b>(Up to 10)</b>	Compare, order and make correspondences between collections, initially to 20, and explain reasoning (ACMNA289)
<b>A Lot of Noise!</b>	Number and Algebra	Patterns and algebra	K	Regularity and repetition form patterns that can be generalised and predicted mathematically	Identify and extend repeating patterns	<b>MAe-8NA:</b> Recognises, describes and continues repeating patterns.	Copy, continue and create patterns with objects and drawings
					Reproduce and create repeating patterns		
<b>Hedge and Hog</b>	Statistics and probability	Data representation and interpretation	K	Formulating questions, collecting data, and consolidating data in visual and graphical displays helps us understand, predict, and interpret situations that involve uncertainty, variability, and randomness	Collect and interpret data	<b>MAe-17SP:</b> Represents data and interprets data displays made from objects.	Answer yes/no questions to collect information and make simple inferences. (ACMSP011)
					Sort a collection	<b>MAe-8NA:</b> Recognises, describes and continues repeating patterns.	Organise objects into simple data displays and interpret the displays
<b>The New Nest</b>	Measurement and Geometry	Shape	K	Objects can be located in space and viewed from multiple perspectives	Locate objects in the environment	<b>MAe-16MG:</b> Describes position and gives and follows simple directions using everyday language.	Describe position and movement (ACMMG010)
					Use positional language	<b>MAe-15MG:</b> Manipulates, sorts and describes representations of two-dimensional shapes, including circles, triangles, squares and rectangles, using everyday language.	Sort, describe and name familiar two-dimensional shapes in the environment (ACMMG009)
<b>To Be Long</b>	Measurement and Geometry	Using units of measurement	K	Many things in our world have attributes that can be measured and compared	Compare objects by length Order objects by length	<b>MAe-9MG:</b> Describes and compares lengths and distances using everyday language.	Use direct and indirect comparisons to decide which is longer, and explain their reasoning using everyday language (ACMMG006)
<b>Zoom In, Zoom Out</b>	Measurement and Geometry	Shape	K	2-D shapes and 3-D solids can be analyzed and classified in different ways by their attributes	Identify Shapes	<b>MAe-14MG:</b> Manipulates, sorts and represents three-dimensional objects and describes them using everyday language.	Sort, describe and name familiar three-dimensional objects in the environment (ACMMG009)
					Locate objects	<b>MAe-15MG:</b> Manipulates, sorts and describes representations of two-dimensional shapes, including circles, triangles, squares and rectangles, using everyday language.	Sort, describe and name familiar two-dimensional shapes in the environment (ACMMG009)
						<b>MAe-16MG:</b> Describes position and gives and follows simple directions using everyday language.	Describe position and movement (ACMMG010)
<b>The Best in Show</b>	Measurement and Geometry	Using units of measurement	K	Assigning a unit to a continuous attribute allows us to measure and make comparisons	Measure to compare and order objects	<b>MAe-9MG:</b> Describes and compares lengths and distances using everyday language.	Use direct and indirect comparisons to decide which is longer, and explain their reasoning using everyday language (ACMMG006)
					Choose and use measuring tools	<b>MAe-12MG:</b> Describes and compares the masses of objects using everyday language	Use direct and indirect comparisons to decide which is heavier, and explain their reasoning using everyday language (ACMMG006)

<b>The Castle Wall</b>	Measurement and Geometry	Shape	K	2-D shapes and 3-D solids can be analyzed and classified in different ways by their attributes	Explore, describe and compare shapes and solids	<b>MAe-15MG:</b> Manipulates, sorts and describes representations of two-dimensional shapes, including circles, triangles, squares and rectangles, using everyday language.	Sort, describe and name familiar two-dimensional shapes in the environment (ACMMG009)	
					Create and describe 3-D structures	<b>MAe-14MG:</b> Manipulates, sorts and represents three-dimensional objects and describes them using everyday language.	Sort, describe and name familiar three-dimensional objects in the environment (ACMMG009)	
						<b>MA1-14MG:</b> Sorts, describes, represents and recognises familiar three-dimensional objects, including cones, cubes, cylinders, spheres and prisms.	Recognise and classify familiar three-dimensional objects using obvious features (ACMMG022)	
<b>On Safari!</b>	Number and Algebra	Number and place value	K	Numbers tell us how many and how much	Count sets to 20	<b>MAe-4NA:</b> Counts to 30, and orders, reads and represents numbers in the range 0 to 20.	Establish understanding of the language and processes of counting by naming numbers in sequences initially to and from 20, moving from any starting point (ACMNA001)	
					Add 1 or 2		Connect number names, numerals and quantities, including zero, initially up to 10 and then beyond (ACMNA002)	
							<b>MAe-5NA:</b> Combines, separates and compares collections of objects, describes using everyday language, and records using informal methods. <b>(Up to 20)</b>	Represent practical situations to model addition and sharing (ACMNA004)
<b>Paddling the River</b>	Number and Algebra	Number and place value	K	Numbers are related in many ways	Count, compare and order to 20	<b>MAe-4NA:</b> Counts to 30, and orders, reads and represents numbers in the range 0 to 20.	Compare, order and make correspondences between collections, initially to 20, and explain reasoning (ACMNA289)	
					Compose and decompose to 20		<b>MAe-5NA:</b> Combines, separates and compares collections of objects, describes using everyday language, and records using informal methods.	Represent practical situations to model addition and sharing (ACMNA004)
<b>How Many Is Too Many?</b>	Number and Algebra	Number and place value	1	Quantities and numbers can be grouped by or partitioned into equal-sized units	Estimate and group to skip-count to 50	<b>MA1-4NA:</b> Applies place value, informally, to count, order, read and represent two- and three-digit numbers. <b>(Up to 50)</b>	Develop confidence with number sequences to 100 by ones from any starting point (ACMNA012)	
					Compare quantities to 50		<b>MA1-6NA:</b> Uses a range of mental strategies and concrete materials for multiplication and division.	Recognise, model, read, write and order numbers to at least 100; locate these numbers on a number line (ACMNA013)
								Skip count by twos, fives and tens starting from zero (ACMNA012)
<b>At the Corn Farm</b>	Number and Algebra	Number and place value	K/1	Quantities and numbers can be grouped by or partitioned into equal-sized units	Group quantities based on units of 10	<b>MA1-4NA:</b> Applies place value, informally, to count, order, read and represent two- and three-digit numbers.	Develop confidence with number sequences to 100 by ones from any starting point (ACMNA012)	
					Compare and order sets/quantities to 20		<b>MAe-6NA:</b> Groups, shares and counts collections of objects, describes using everyday language, and records using informal methods.	Investigate and model equal groups
								Model and use equal groups of objects as a strategy for multiplication
<b>Cats and Kittens!</b>	Number and Algebra	Number and place value	1	Quantities and numbers can be added and subtracted to determine how many or how much	Add and subtract to 20 Compare quantities to 20	<b>MA1-5NA:</b> Uses a range of strategies and informal recording methods for addition and subtraction involving one- and two-digit numbers.	Represent and solve simple addition and subtraction problems using a range of strategies including counting on, partitioning and rearranging parts (ACMNA015)	
<b>That's 10</b>	Number and Algebra	Number and place value	1	Quantities and numbers can be added and subtracted to determine how many or how much	Add and subtract to 10 Compose and decompose 10	<b>MA1-5NA:</b> Uses a range of strategies and informal recording methods for addition and subtraction involving one- and two-digit numbers.	Represent and solve simple addition and subtraction problems using a range of strategies including counting on, partitioning and rearranging parts (ACMNA015)	
<b>Buy One Get One</b>	Number and Algebra	Number and place value	1	Quantities and numbers can be added and subtracted to determine how many or how much	Add and subtract to 20 Develop addition and subtraction strategies	<b>MA1-5NA:</b> Uses a range of strategies and informal recording methods for addition and subtraction involving one- and two-digit numbers.	Represent and solve simple addition and subtraction problems using a range of strategies including counting on, partitioning and rearranging parts (ACMNA015)	

<b>Hockey Time</b>	Number and Algebra	Number and place value	1	Quantities and numbers can be added and subtracted to determine how many or how much	Add and subtract to 20	<b>MA1-4NA:</b> Applies place value, informally, to count, order, read and represent two- and three-digit numbers.	Count collections to 100 by partitioning numbers using place value (ACMNA014)
					Compose and decompose to 20	<b>MA1-5NA:</b> Uses a range of strategies and informal recording methods for addition and subtraction involving one- and two-digit numbers.	Represent and solve simple addition and subtraction problems using a range of strategies including counting on, partitioning and rearranging parts (ACMNA015)
<b>Animal Measures</b>	Measurement and Geometry	Using units of measurement	1	Assigning a unit to a continuous attribute allows us to measure and make comparisons	Estimate and measure length Compare measures according to length	<b>MA1-9MG:</b> Measures, records, compares and estimates lengths and distances using uniform informal units, metres and centimetres.	Measure and compare the lengths of pairs of objects using uniform informal units (ACMMG019)
<b>Graph It!</b>	Statistics and Probability	Data representation and interpretation	1	Formulating questions, collecting data, and consolidating data in visual and graphical displays helps us understand, predict, and interpret situations that involve uncertainty, variability, and	Interpret concrete graphs and picture graphs Build concrete graphs and picture graphs	<b>MA1-17SP:</b> Gathers and organises data, displays data in lists, tables and picture graphs, and interprets the results	Represent data with objects and drawings where one object or drawing represents one data value and describe the displays (ACMSP263)
<b>Midnight and Snowfall</b>	Number and Algebra	Patterns and algebra	1	Regularity and repetition form patterns that can be generalised and predicted mathematically	Identify and describe repeating patterns	<b>MAe-8NA:</b> Recognises, describes and continues repeating patterns.	Copy, continue and create patterns with objects and drawings
					Compare and create patterns	<b>MA1-8NA:</b> Creates, represents and continues a variety of patterns with numbers and objects.	Investigate and describe number patterns formed by skip counting and patterns with objects (ACMNA018)
<b>Memory Book</b>	Measurement and Geometry	Location and transformation	1	Objects can be located in space and viewed from multiple perspectives	Locate and map objects in the environment	<b>MA1-16MG:</b> Represents and describes the positions of objects in everyday situations and on maps.	Give and follow directions to familiar locations (ACMMG023)
					Investigate 2-D shapes and 3-D solids	<b>MA1-14MG:</b> Sorts, describes, represents and recognises familiar three-dimensional objects, including cones, cubes, cylinders, spheres and prisms.	Recognise and classify familiar three-dimensional objects using obvious features (ACMMG022)
						<b>MA1-15MG:</b> Manipulates, sorts, represents, describes and explores two-dimensional shapes, including quadrilaterals, pentagons, hexagons and octagons.	Recognise and classify familiar two-dimensional shapes using obvious features (ACMMG022)
<b>Nutty and Wolfy</b>	Number and Algebra	Number and place value	1	Patterns and relations can be represented with symbols, equations and expressions	Explore equality and inequality Compare quantities to 20	<b>MA1-5NA:</b> Uses a range of strategies and informal recording methods for addition and subtraction involving one- and two-digit numbers.	Represent and solve simple addition and subtraction problems using a range of strategies including counting on, partitioning and rearranging parts (ACMNA015)
<b>The Amazing Seed</b>	Measurement and Geometry	Using units of measurement	K/1	Many things in our world have attributes that can be measured and compared	Estimate and compare attributes	<b>MAe-9MG:</b> Describes and compares lengths and distances using everyday language.	Use direct and indirect comparisons to decide which is longer, and explain their reasoning using everyday language (ACMMG006)
					Estimate and measure using non-standard units	<b>MA1-9MG:</b> Measures, records, compares and estimates lengths and distances using uniform informal units, metres and centimetres.	Measure and compare the lengths of pairs of objects using uniform informal units (ACMMG019)
<b>What Was Here?</b>	Measurement and Geometry	Shape	1	2-D shapes and 3-D solids can be analyzed and classified in different ways by their attributes	Find and describe shapes and solids	<b>MA1-14MG:</b> Sorts, describes, represents and recognises familiar three-dimensional objects, including cones, cubes, cylinders, spheres and prisms.	Recognise and classify familiar three-dimensional objects using obvious features (ACMMG022)
					Explore and classify shapes and solids	<b>MA1-15MG:</b> Manipulates, sorts, represents, describes and explores two-dimensional shapes, including quadrilaterals, pentagons, hexagons and octagons.	Recognise and classify familiar two-dimensional shapes using obvious features (ACMMG022)

<b>The Tailor Shop</b>	Measurement and Geometry	Shape	1/2	2-D shapes and 3-D solids can be analyzed and classified in different ways by their attributes	Transform and describe shapes	<b>MA1-14MG:</b> Sorts, describes, represents and recognises familiar three-dimensional objects, including cones, cubes, cylinders, spheres and prisms.	Recognise and classify familiar three-dimensional objects using obvious features (ACMMG022)
				2-D shapes and 3-D solids can be transformed in many ways and analysed for change	Describe and compare shapes	<b>MA1-15MG:</b> Manipulates, sorts, represents, describes and explores two-dimensional shapes, including quadrilaterals, pentagons, hexagons and octagons.	Recognise and classify familiar two-dimensional shapes using obvious features (ACMMG022)
<b>Ways to Count</b>	Number and Algebra	Number and place value	1/2	Numbers are related in many ways	Estimate and group to count to 100	<b>MA1-4NA:</b> Applies place value, informally, to count, order, read and represent two- and three-digit numbers.	Count collections to 100 by partitioning numbers using place value (ACMNA014)
				Quantities and numbers can be grouped by or partitioned into equal-sized units	Skip-count to 100	<b>MA1-6NA:</b> Uses a range of mental strategies and concrete materials for multiplication and division.	Investigate number sequences, initially those increasing and decreasing by twos, threes, fives and tens from any starting point, then moving to other sequences (ACMNA026)
						<b>MA1-8NA:</b> Creates, represents and continues a variety of patterns with numbers and objects.	Skip count by twos, fives and tens starting from zero (ACMNA012)
						<b>MA1-8NA:</b> Creates, represents and continues a variety of patterns with numbers and objects.	Investigate and describe number patterns formed by skip counting and patterns with objects (ACMNA018)
<b>The Best Birthday</b>	Number and Algebra	Fractions and decimals	1	Quantities and numbers can be grouped by or partitioned into equal-sized units	Split wholes into equal parts (fractions)	<b>MAe-8NA:</b> Recognises, describes and continues repeating patterns.	Record grouping and sharing using informal methods
					Model equal grouping/sharing	<b>MA1-7NA:</b> Represents and models halves, quarters and eighths.	Recognise and describe one-half as one of two equal parts of a whole (ACMNA016)
<b>What Would You Rather?</b>	Number and Algebra	Number and place value	1	Numbers are related in many ways	Compare quantities to 100	<b>MA1-4NA:</b> Applies place value, informally, to count, order, read and represent two- and three-digit numbers.	Count collections to 100 by partitioning numbers using place value (ACMNA014)
					Estimate and Count to 100	<b>MA1-6NA:</b> Uses a range of mental strategies and concrete materials for multiplication and division.	Skip count by twos, fives and tens starting from zero (ACMNA012)
						<b>MA1-8NA:</b> Creates, represents and continues a variety of patterns with numbers and objects.	Investigate and describe number patterns formed by skip counting and patterns with objects (ACMNA018)
<b>Family Fun Day</b>	Number and Algebra	Number and place value	1	Quantities and numbers can be grouped by or partitioned into equal-sized units	Split quantities into equal groups to count to 100	<b>MA1-4NA:</b> Applies place value, informally, to count, order, read and represent two- and three-digit numbers.	Count collections to 100 by partitioning numbers using place value (ACMNA014)
					Compose/decompose to 100	<b>MA1-5NA:</b> Uses a range of strategies and informal recording methods for addition and subtraction involving one- and two-digit numbers.	Represent and solve simple addition and subtraction problems using a range of strategies including counting on, partitioning and rearranging parts (ACMNA015)
						<b>MA1-8NA:</b> Creates, represents and continues a variety of patterns with numbers and objects.	Investigate and describe number patterns formed by skip counting and patterns with objects (ACMNA018)
<b>A Class-full of Projects</b>	Number and Algebra	Number and place value	2	Quantities and numbers can be added and subtracted to determine how many or how much	Add and subtract to 100	<b>MA1-5NA:</b> Uses a range of strategies and informal recording methods for addition and subtraction involving one- and two-digit numbers.	Solve simple addition and subtraction problems using a range of efficient mental and written strategies (ACMNA030)
					Compose/decompose based on units of 10	<b>MA1-8NA:</b> Creates, represents and continues a variety of patterns with numbers and objects.	Solve problems by using number sentences for addition or subtraction (ACMNA036)

<b>The Money Jar</b>	Number and Algebra	Number and place value	2	Quantities and numbers can be added and subtracted to determine how many or how much	Add and subtract to 100 (further developed) Compose/decompose based on units of 10	<b>MA1-5NA:</b> Uses a range of strategies and informal recording methods for addition and subtraction involving one- and two-digit numbers.	Solve simple addition and subtraction problems using a range of efficient mental and written strategies (ACMNA030)
						<b>MA1-4NA:</b> Applies place value, informally, to count, order, read and represent two- and three-digit numbers.	Count collections to 100 by partitioning numbers using place value (ACMNA014) Count and order small collections of Australian coins and notes according to their value (ACMNA034)
						<b>MA1-8NA:</b> Creates, represents and continues a variety of patterns with numbers and objects.	Solve problems by using number sentences for addition or subtraction (ACMNA036)
<b>The Great Dog Sled Race</b>	Number and Algebra	Number and place value	2	Quantities and numbers can be added and subtracted to determine how many or how much  Numbers are related in many ways	Add and subtract to 100 Compare/order numbers	<b>MA1-5NA:</b> Uses a range of strategies and informal recording methods for addition and subtraction involving one- and two-digit numbers.	Solve simple addition and subtraction problems using a range of efficient mental and written strategies (ACMNA030)
						<b>MA1-4NA:</b> Applies place value, informally, to count, order, read and represent two- and three-digit numbers.	Count collections to 100 by partitioning numbers using place value (ACMNA014) Recognise, model, read, write and order numbers to at least 100; locate these numbers on a number line (ACMNA013)
						<b>MA1-8NA:</b> Creates, represents and continues a variety of patterns with numbers and objects.	Solve problems by using number sentences for addition or subtraction (ACMNA036)
<b>Marbles, Alleys, Mibs, Guli!</b>	Number and Algebra	Number and place value	2	Quantities and numbers can be added and subtracted to determine how many or how much	Add and subtract 2-digit numbers Solve equal grouping/sharing problems	<b>MA1-5NA:</b> Uses a range of strategies and informal recording methods for addition and subtraction involving one- and two-digit numbers.	Solve simple addition and subtraction problems using a range of efficient mental and written strategies (ACMNA030)
						<b>MA1-6NA:</b> Uses a range of mental strategies and concrete materials for multiplication and division.	Represent division as grouping into equal sets and solve simple problems using these representations (ACMNA032)
						<b>MA1-8NA:</b> Creates, represents and continues a variety of patterns with numbers and objects.	Solve problems by using number sentences for addition or subtraction (ACMNA036)
<b>Array's Bakery</b>	Number and Algebra	Number and place value	2	Quantities and numbers can be added and subtracted to determine how many or how much	Solve addition subtraction problems Solve equal grouping/sharing problems	<b>MA1-5NA:</b> Uses a range of strategies and informal recording methods for addition and subtraction involving one- and two-digit numbers.	Solve simple addition and subtraction problems using a range of efficient mental and written strategies (ACMNA030)
						<b>MA1-6NA:</b> Uses a range of mental strategies and concrete materials for multiplication and division.	Represent division as grouping into equal sets and solve simple problems using these representations (ACMNA032)
						<b>MA1-8NA:</b> Creates, represents and continues a variety of patterns with numbers and objects.	Solve problems by using number sentences for addition or subtraction (ACMNA036)
<b>Marsh Watch</b>	Statistics and probability	Data representation and interpretation	2	Formulating questions, collecting data, and consolidating data in visual and graphical displays helps us understand, predict, and interpret situations that involve uncertainty, variability, and randomness	Collect, organise and display data in graphs  Read and ask questions about graphs		Choose simple questions and gather responses (ACMSP262)
						<b>MA1-17SP:</b> Gathers and organises data, displays data in lists, tables and picture graphs, and interprets the results.	Identify a question of interest based on one categorical variable. Gather data relevant to the question (ACMSP048)
							Collect, check and classify data (ACMSP049) Create displays of data using lists, table and picture graphs and interpret them (ACMSP050)
<b>Big Buddy Days</b>	Statistics and probability	Data representation and interpretation	1	Formulating questions, collecting data, and consolidating data in visual and graphical displays helps us understand, predict, and interpret situations that involve uncertainty, variability, and randomness	Build pictographs Interpret pictographs	<b>MA1-17SP:</b> Gathers and organises data, displays data in lists, tables and picture graphs, and interprets the results.	Represent data with objects and drawing where one object or drawing represents one data value and describe the displays (ACMSP263)

<b>Getting Ready for School</b>	Measurement and Geometry	Using units of measurement	2	Assigning a unit to a continuous attribute allows us to measure and make comparisons	Estimate and measure length, duration, and distance around  Compare, order and describe measures	<b>MA1-9MG:</b> Measures, records, compares and estimates lengths and distances using uniform informal units, metres and centimetres.	Compare and order several shapes and objects based on length, using appropriate uniform informal units (ACMMG037)
<b>The Discovery</b>	Measurement and Geometry	Using units of measurement	2	Assigning a unit to a continuous attribute allows us to measure and make comparisons	Estimate and measure length, perimeter, and area	<b>MA1-9MG:</b> Measures, records, compares and estimates lengths and distances using uniform informal units, metres and centimetres.	Compare and order several shapes and objects based on length, using appropriate uniform informal units (ACMMG037)
					Compare and describe length, perimeter and area	<b>MA1-10MG:</b> Measures, records, compares and estimates areas using uniform informal units.	Compare and order several shapes and objects based on area, using appropriate uniform informal units (ACMMG037)
<b>The Best Surprise</b>	Number and Algebra	Patterns and algebra	2	Regularity and repetition form patterns that can be generalised and predicted mathematically	Explore growing and shrinking patterns	<b>MA1-8NA:</b> Creates, represents and continues a variety of patterns with numbers and objects.	Investigate and describe number patterns formed by skip counting and patterns with objects (ACMNA018)
					Investigate number patterns	<b>MA1-8NA:</b> Creates, represents and continues a variety of patterns with numbers and objects.	Describe patterns with numbers and identify missing elements (ACMNA035)
<b>Gran's Damper</b>	Number and Algebra	Patterns and algebra  Number and place value	2	Patterns and relations can be represented with symbols, equations and expressions	Model and describe equality and inequality	<b>MA1-5NA:</b> Uses a range of strategies and informal recording methods for addition and subtraction involving one- and two-digit numbers.	Represent and solve simple addition and subtraction problems using a range of strategies including counting on, partitioning and rearranging parts (ACMNA015)
					Explore properties of addition and subtraction	<b>MA1-5NA:</b> Uses a range of strategies and informal recording methods for addition and subtraction involving one- and two-digit numbers.	Explore the connection between addition and subtraction (ACMNA029)
						<b>MA1-11MG:</b> Measures, records, compares and estimates volumes and capacities using uniform informal units.	Measure and compare the capacities of pairs of objects using uniform informal units (ACMMG019)
						<b>MA1-12MG:</b> Measures, records, compares and estimates the mass of objects using uniform informal units	Investigate mass using a pan balance.
						<b>MA1-12MG:</b> Measures, records, compares and estimates the mass of objects using uniform informal units	Compare the masses of objects using balance scales (ACMMG038)
<b>I Spy Awesome Buildings</b>	Measurement and Geometry	Shape	2	2-D shapes and 3-D solids can be analyzed and classified in different ways by their attributes	Find and classify 2-D shapes in 3-D objects	<b>MA1-15MG:</b> Manipulates, sorts, represents, describes and explores two-dimensional shapes, including quadrilaterals, pentagons, hexagons and octagons.	Describe and draw two-dimensional shapes, with and without the use of digital technologies (ACMMG042)
					Investigate and make 2-D shapes	<b>MA1-14MG:</b> Sorts, describes, represents and recognises familiar three-dimensional objects, including cones, cubes, cylinders, spheres and prisms.	Describe the features of three-dimensional objects (ACMMG043)
<b>Robo</b>	Measurement and Geometry	Location and transformation	2	Objects can be located in space and viewed from multiple perspectives	Describe the location of objects  Explore and describe the movement of objects	<b>MA1-16MG:</b> Represents and describes the positions of objects in everyday situations and on maps.	Interpret simple maps of familiar locations and identify the relative positions of key features (ACMMG044)
<b>Fantastic Journeys</b>	Number and Algebra	Number and place value	2/3	Numbers are related in many ways	Estimate quantities to 1000 Compare/order quantities to 1000	<b>MA1-4NA:</b> Applies place value, informally, to count, order, read and represent two- and three-digit numbers.	Recognise, model, represent and order numbers to at least 1000 (ACMNA027)

<b>Finding Buster</b>	Number and Algebra	Number and place value	2/3	Quantities and numbers can be grouped by or partitioned into equal-sized units	Compose to 1000 based on place-value  Compare/order numbers to 1000	<b>MA1-4NA:</b> Applies place value, informally, to count, order, read and represent two- and three-digit numbers.	Group, partition and rearrange collections of up to 1000 in hundreds, tens and ones to facilitate more efficient counting (ACMNA028)
<b>How Numbers Work</b>	Number and Algebra	Number and place value	2/3	Quantities and numbers can be grouped by or partitioned into equal-sized units	Compose/decompose 3-digit numbers  Find and use number patterns	<b>MA1-4NA:</b> Applies place value, informally, to count, order, read and represent two- and three-digit numbers.	Group, partition and rearrange collections of up to 1000 in hundreds, tens and ones to facilitate more efficient counting (ACMNA028)
						<b>MA1-8NA:</b> Creates, represents and continues a variety of patterns with numbers and objects.	Investigate and describe number patterns formed by skip counting and patterns with objects (ACMNA018)
						<b>MA2-8NA:</b> Generalises properties of odd and even numbers, generates number patterns, and completes simple number sentences by calculating missing values.	Describe, continue and create number patterns resulting from performing addition or subtraction (ACMNA060)
<b>Sports Camp</b>	Number and Algebra	Number and place value	2/3	Quantities and numbers can be grouped by, and partitioned into, units to determine how many or how much	Model and solve equal grouping/sharing problems  Relate adding to multiplying, subtracting to dividing	<b>MA1-6NA:</b> Uses a range of mental strategies and concrete materials for multiplication and division.	Represent division as grouping into equal sets and solve simple problems using these representations (ACMNA032)
						<b>MA2-6NA:</b> Uses mental and informal written strategies for multiplication and division.	Recognise and represent multiplication as repeated addition, groups and arrays (ACMNA031)
							Recall multiplication facts of two, three, five and ten and related division facts (ACMNA056)
<b>Gallery Tour</b>	Measurement and Geometry	Shape	2/3	2-D shapes and 3-D solids can be analyzed and classified in different ways by their attributes	Describe and compare transformations  Identify, describe and compare 2-D shapes	<b>MA1-15MG:</b> Manipulates, sorts, represents, describes and explores two-dimensional shapes, including quadrilaterals, pentagons, hexagons and octagons.	Investigate the effect of one-step slides and flips, with and without the use of digital technologies (ACMMG045)
						<b>MA1-15MG:</b> Manipulates, sorts, represents, describes and explores two-dimensional shapes, including quadrilaterals, pentagons, hexagons and octagons.	Identify and describe half-turns and quarter-turns (ACMMG046)
						<b>MA2-15MG:</b> Manipulates, identifies and sketches two-dimensional shapes, including special quadrilaterals, and describes their features.	Identify symmetry in the environment (ACMMG066)
						<b>MA2-16MG:</b> Identifies, describes, compares and classifies angles.	Identify angles as measures of turn and compare angle sizes in everyday situations (ACMMG064)
<b>WONDERful Buildings</b>	Measurement and Geometry	Shape	2/3	2-D shapes and 3-D solids can be analyzed and classified in different ways by their attributes	Identify, describe and compare 2-D shapes and 3-D solids  Compose and decompose 2-D shapes and 3-D solids	<b>MA1-15MG:</b> Manipulates, sorts, represents, describes and explores two-dimensional shapes, including quadrilaterals, pentagons, hexagons and octagons.	Describe and draw two-dimensional shapes, with and without the use of digital technologies (ACMMG042)
						<b>MA2-14MG:</b> Makes, compares, sketches and names three-dimensional objects, including prisms, pyramids, cylinders, cones and spheres, and describes their features.	Make models of three-dimensional objects and describe key features (ACMMG063)