



CURRICULUM THREADS: MASTER SHEET

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Key: Counting & Types of Number Curriculum Threads Place Value Curriculum Threads Whole Number Operations Curric. Threads Fractions & Decimals Curriculum Threads

	PP/Foundation	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
THE AREA OF NUMBER AND ALGEBRA	NUMBER & ALGEBRA: Number and Place Value						
	Establish understanding of the language and processes of counting by naming numbers in sequences, initially to and from 20, moving from any starting point	Develop confidence with number sequences to and from 100 by ones from any starting point. Skip count by twos, fives and tens starting from zero	Investigate number sequences, initially those increasing and decreasing by twos, threes, fives and ten from any starting point, then moving to other sequences	Investigate the condition required for a number to be odd or even and identify odd and even numbers	Investigate and use the properties of odd and even numbers	Identify and describe factors and multiples of whole numbers and use them to solve problems	Identify and describe properties of prime, composite, square and triangular numbers
	Connect number names, numerals and quantities, including zero, initially up to 10 and then beyond	Recognise, model, read, write and order numbers to at least 100. Locate these numbers on a number line	Recognise, model, represent and order numbers to at least 1000	Recognise, model, represent and order numbers to at least 10 000	Recognise, represent and order numbers to at least tens of thousands	Use estimation and rounding to check the reasonableness of answers to calculations (not featured on any Curriculum Threads Document)	Select and apply efficient mental and written strategies and appropriate digital technologies to solve problems involving all four operations with whole numbers
	Subitise small collections of objects <small>(Does not feature on any Curriculum Threads Document)</small>	Count collections to 100 by partitioning numbers using place value	Group, partition and rearrange collections up to 1000 in hundreds, tens and ones to facilitate more efficient counting	Apply place value to partition, rearrange and regroup numbers to at least 10 000 to assist calculations and solve problems	Apply place value to partition, rearrange and regroup numbers to at least tens of thousands to assist calculations and solve problems	Solve problems involving multiplication of large numbers by one- or two-digit numbers using efficient mental, written strategies and appropriate digital technologies	Investigate everyday situations that use integers. Locate and represent these numbers on a number line (not featured on any Curriculum Threads Document)
	Compare, order and make correspondences between collections, initially to 20, and explain reasoning	Represent and solve simple addition and subtraction problems using a range of strategies including counting on, partitioning and rearranging parts	Explore the connection between addition and subtraction	Recognise and explain the connection between addition and subtraction	Investigate number sequences involving multiples of 3, 4, 6, 7, 8, and 9	Solve problems involving division by a one digit number, including those that result in a remainder	Fractions and Decimals Compare fractions with related denominators and locate and represent them on a number line
	Represent practical situations to model addition and sharing		Solve simple addition and subtraction problems using a range of efficient mental and written strategies	Recall addition facts for single-digit numbers and related subtraction facts to develop increasingly efficient mental strategies for computation	Recall multiplication facts up to 10×10 and related division facts	Use efficient mental and written strategies and apply appropriate digital technologies to solve problems	Solve problems involving addition and subtraction of fractions with the same or related denominators
			Recognise and represent multiplication as repeated addition, groups and arrays	Recall multiplication facts of two, three, five and 10 and related division facts	Develop efficient mental and written strategies and use appropriate digital technologies for multiplication and for division where there is no remainder		Find a simple fraction of a quantity where the result is a whole number, with and without digital technologies
			Recognise and represent division as grouping into equal sets and solve simple problems using these representations	Represent and solve problems involving multiplication using efficient mental and written strategies and appropriate digital technologies			Add and subtract decimals, with and without digital technologies, and use estimation and rounding to check the reasonableness of answers
	NUMBER & ALGEBRA: Fractions and Decimals						
		Recognise and describe one-half as one of two equal parts of a whole	Recognise and interpret common uses of halves, quarters and eighths of shapes and collections	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	Investigate equivalent fractions used in contexts	Compare and order common unit fractions and locate and represent them on a number line	Multiply decimals by whole numbers and perform divisions by non-zero whole numbers where the results are terminating decimals, with and without digital technologies
				Count by quarters halves and thirds, including with mixed numerals. Locate and represent these fractions on a number line	Investigate strategies to solve problems involving addition and subtraction of fractions with the same denominator	Multiply and divide decimals by powers of 10	
				Recognise that the place value system can be extended to tenths and hundredths. Make connections between fractions and decimal notation	Recognise that the place value system can be extended beyond hundredths	Make connections between equivalent fractions, decimals and percentages	





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Key: Money & Financial Mathematics Curriculum Thread Patterns & Algebra Curriculum Threads Measurement - Time Curriculum Threads 2D Shape/3D Object Curriculum Threads

CONT'D NUMBER AND ALGEBRA		PP/Foundation	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
NUMBER & ALGEBRA: Money and Financial Mathematics								
			Recognise, describe and order Australian coins according to their value	Count and order small collections of Australian coins and notes according to their value	Represent money values in multiple ways and count the change required for simple transactions to the nearest five cents	Solve problems involving purchases and the calculation of change to the nearest five cents with and without digital technologies	Create simple financial plans	Investigate and calculate percentage discounts of 10%, 25% and 50% on sale items, with and without digital technologies
NUMBER & ALGEBRA: Patterns & Algebra								
		Sort and classify familiar objects and explain the basis for these classifications. Copy, continue and create patterns with objects and drawings	Investigate and describe number patterns formed by skip counting and patterns with objects	Describe patterns with numbers and identify missing elements	Describe, continue, and create number patterns resulting from performing addition or subtraction	Explore and describe number patterns resulting from performing multiplication	Describe, continue and create patterns with fractions, decimals and whole numbers resulting from addition and subtraction	Continue and create sequences involving whole numbers, fractions and decimals. Describe the rule used to create the sequence
				Solve problems by using number sentences for addition or subtraction		Solve word problems by using number sentences involving multiplication or division where there is no remainder	Find unknown quantities in number sentences involving multiplication & division and identify equivalent number sentences involving multiplication & division	Explore the use of brackets and order of operations to write number sentences
						Find unknown quantities in number sentences involving addition & subtraction and identify equivalent number sentences involving addition & subtraction		
MEASUREMENT & GEOMETRY: Using units of Measurement								
		Use direct and indirect comparisons to decide which is longer, heavier or holds more, and explain reasoning in everyday language	Measure and compare the lengths and capacities of pairs of objects using uniform informal units	Compare and order several shapes and objects based on length, area, volume and capacity using appropriate uniform informal units	Measure, order and compare objects using familiar metric units of length, mass and capacity	Use scaled instruments to measure and compare lengths, masses, capacities and temperatures	Choose appropriate units of measurement for length, area, volume, capacity and mass	Connect decimal representations to the metric system
		Compare and order the duration of events using the everyday language of time	Tell time to the half-hour	Compare masses of objects using balance scales	Tell time to the minute and investigate the relationship between units of time	Compare objects using familiar metric units of area and volume	Calculate the perimeter and area of rectangles using familiar metric units	Convert between common metric units of length, mass and capacity
		Connect days of the week to familiar events and actions	Describe duration using months, weeks, days and hours	Tell time to the quarter-hour, using the language of 'past' and 'to'		Convert between units of time	Compare 12- and 24-hour time systems and convert between them	Solve problems involving the comparison of lengths and areas using appropriate units
				Name and order months and seasons		Use am and pm notation and solve simple time problems		Connect volume and capacity and their units of measurement
				Use a calendar to identify the date and determine the number of days in each month				Interpret and use timetables
MEASUREMENT & GEOMETRY: Shape								
		Sort, describe and name familiar two-dimensional shapes and three-dimensional objects in the environment	Recognise and classify familiar two-dimensional shapes and three-dimensional objects using obvious features	Describe and draw two-dimensional shapes, with and without digital technologies	Make models of three-dimensional objects and describe key features	Compare the areas of regular and irregular shapes by informal means	Connect three-dimensional objects with their nets and other two-dimensional representations	Construct simple prisms and pyramids
				Describe the features of three-dimensional objects		Compare and describe two dimensional shapes that result from combining and splitting common shapes, with and without the use of digital technologies		





CURRICULUM THREADS: MASTER SHEET

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Key: Geometry: Location & Transformation Curric. Threads Angles Curriculum Threads Probability Curriculum Threads Data Representation Curriculum Threads

CONT'D MEASUREMENT & GEOMETRY	PP/Foundation	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
MEASUREMENT & GEOMETRY	MEASUREMENT & GEOMETRY: Location and Transformation						
	Describe position and movement	Give and follow directions to familiar locations	Interpret simple maps of familiar locations and identify the relative positions of key features	Create and interpret simple grid maps to show position and pathways	Use simple scales, legends and directions to interpret information contained in basic maps	Use a grid reference system to describe locations. Describe routes using landmarks and directional language	Investigate combinations of translations, reflections and rotations, with and without the use of digital technologies
			Investigate the effect of one-step slides and flips with and without digital technologies	Identify symmetry in the environment	Create symmetrical patterns, pictures and shapes with and without digital technologies	Describe translations, reflections and rotations of two-dimensional shapes. Identify line and rotational symmetries	Introduce the Cartesian coordinate system using all four quadrants
			Identify and describe half and quarter turns			Apply the enlargement transformation to familiar two dimensional shapes and explore the properties of the resulting image compared with the original	
	MEASUREMENT & GEOMETRY: Geometric Reasoning						
				Identify angles as measures of turn and compare angle sizes in everyday situations	Compare angles and classify them as equal to, greater than or less than a right angle	Estimate, measure and compare angles using degrees. Construct angles using a protractor	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
STATISTICS & PROBABILITY	STATISTICS & PROBABILITY: Chance						
		Identify outcomes of familiar events involving chance and describe them using everyday language such as 'will happen', 'won't happen' or 'might happen'	Identify practical activities and everyday events that involve chance. Describe outcomes as 'likely' or 'unlikely' and identify some events as 'certain' or 'impossible'	Conduct chance experiments, identify and describe possible outcomes and recognise variation in results	Describe possible everyday events and order their chances of occurring	List outcomes of chance experiments involving equally likely outcomes and represent probabilities of those outcomes using fractions	Describe probabilities using fractions, decimals and percentages
					Identify everyday events where one cannot happen if the other happens	Recognise that probabilities range from 0 to 1	Conduct chance experiments with both small and large numbers of trials using appropriate digital technologies
					Identify events where the chance of one will not be affected by the occurrence of the other		Compare observed frequencies across experiments with expected frequencies
	STATISTICS & PROBABILITY: Data Representation / Interpretation						
	Answer yes/no questions to collect information and make simple inferences	Choose simple questions and gather responses and make simple inferences	Identify a question of interest based on one categorical variable. Gather data relevant to the question	Identify questions or issues for categorical variables. Identify data sources and plan methods of data collection and recording	Select and trial methods for data collection, including survey questions and recording sheet	Pose questions and collect categorical or numerical data by observation or survey	Interpret and compare a range of data displays, including side-by-side column graphs for two categorical variables
		Represent data with objects and drawings where one object or drawing represents one data value. Describe the displays	Collect, check and classify data	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	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	Construct displays, including column graphs, dot plots and tables, appropriate for data type, with and without the use of digital technologies	Interpret secondary data presented in digital media and elsewhere
			Create displays of data using lists, table and picture graphs and interpret them	Interpret and compare data displays	Evaluate the effectiveness of different displays in illustrating data features including variability	Describe and interpret different data sets in context	

