

Mathletics Victorian Mathematics V2.0

Scope & Sequence



Foundation

Mathletics







	Term one	Term two	Term three	Term four
Unit 1	Number	Number	Number	Number
	Numbers to 10 <ul style="list-style-type: none"> Name and represent Count groups Ordinal numbers to 10 	Numbers to at least 20 <ul style="list-style-type: none"> Name and represent Count groups Ordinal numbers 	Addition and subtraction to 10 <ul style="list-style-type: none"> Represent addition and subtraction problems using objects Use counting strategies to add/subtract Relate addition and subtraction to everyday situations 	Number review Review earlier content
Unit 2	Algebra	Statistics	Number Algebra Space	Number
	Patterns <ul style="list-style-type: none"> Recognise, copy and describe different repeating patterns 	Data: Collection, sorting & display <ul style="list-style-type: none"> Ask simple questions Collect data Sort and display data 	Patterns <ul style="list-style-type: none"> Recognise and discuss repeating patterns in images, and digital technology Introducing number patterns 	Operations: Problem solving <ul style="list-style-type: none"> Practical applications with collections
Unit 3	Number	Space	Number	Statistics
	Collections to 10 <ul style="list-style-type: none"> Subitise collections up to 5 Partition and combine using objects Add to/take away using objects 	2D shapes <ul style="list-style-type: none"> Sort, name and create familiar shapes 	Sharing and grouping to 10 <ul style="list-style-type: none"> Represent and solve equal sharing problems using objects Represent and solve equal grouping problems using objects 	Data: Representation and interpretation <ul style="list-style-type: none"> Compare results Interpret representations of others' displays
Unit 4	Measurement	Number	Space	Measurement
	Mass and capacity <ul style="list-style-type: none"> Use appropriate language, eg, heavier Directly compare Explore everyday use of mass and capacity 	Collections to 20 <ul style="list-style-type: none"> Partition and combine using objects Add to/take away using objects 	2D shapes <ul style="list-style-type: none"> Recognise and describe familiar shapes within objects in the environment 	Measurement review and applications <ul style="list-style-type: none"> Practical applications of measurement
Unit 5	Measurement	Measurement	Space	Space
	Time <ul style="list-style-type: none"> Days of the week Familiar activities/times of the day Sequence events Create a simple roster or schedule 	Length <ul style="list-style-type: none"> Use appropriate language, eg, longer Directly compare Explore everyday use of length 	Position <ul style="list-style-type: none"> Describe the position and location of people and items 	Shape and position review Review earlier content

Strand		Outcomes and content descriptions				Located			
Number	VC2MFN01 name, represent and order numbers including zero to at least 20, using physical and virtual materials and numerals	T1 U1	T2 U1, U4	T3 U2	T4 U1				
	VC2MFN02 recognise and name the number of objects within a collection up to 5 using subitising	T1 U1			T4 U1				
	VC2MFN03 quantify and compare collections to at least 20 using counting and explain or demonstrate reasoning		T2 U1, U4		T4 U2				
	VC2MFN04 partition and combine collections up to 10 using part-part-whole relationships and subitising to recognise and name the parts	T1 U3		T3 U1	T4 U2				
	VC2MFN05 represent practical situations involving addition, subtraction and quantification with physical and virtual materials and use counting or subitising strategies	T1 U3		T3 U1	T4 U2				
	VC2MFN06 represent practical situations involving equal sharing and grouping with physical and virtual materials and use counting or subitising strategies			T3 U3	T4 U2				
Algebra	VC2MFA01 follow a short sequence of instructions; recognise, copy, continue and create repeating patterns represented in different ways	T1 U2		T3 U2					
Measurement	VC2MFM01 identify and compare attributes of objects and events, including length, capacity, mass and duration, using direct comparisons and communicating reasoning	T1 U4, U5	T2 U5		T4 U4				
	VC2MFM02 sequence days of the week and times of the day including morning, lunchtime, afternoon and night time, and connect them to familiar events and actions	T1 U5			T4 U4				
Space	VC2MFSP01 sort, name and create familiar shapes; recognise and describe familiar shapes within objects in the environment, giving reasons		T2 U3	T3 U4	T4 U5				
	VC2MFSP02 describe the position and location of themselves and objects in relation to other people and objects within a familiar space			T3 U5	T4 U5				
Statistics	VC2MFST01 collect, sort and compare data represented by objects and images in response to given investigative questions that have only 2 outcomes and relate to familiar situations		T2 U2		T4 U3				

Strand	Topic	Outcomes	Activities (Courses)	Ebooks
Unit 1 Number	Numbers to 10 Name and represent Count groups Ordinal numbers to 10	VC2MFN01 name, represent and order numbers including zero to at least 20, using physical and virtual materials and numerals VC2MFN02 recognise and name the number of objects within a collection up to 5 using subitising	Read & write numbers to 10 <ul style="list-style-type: none"> Count to 5 How Many? Concept of zero Matching numbers to 10 Arranging Numbers Dot Display Ordinal numbers 	(YF-A) Numbers and Patterns <ul style="list-style-type: none"> Numbers to ten (pp 1–20) Ordinal numbers (pp 41–44)
Unit 2 Algebra	Patterns Recognise, copy and describe different repeating patterns	VC2MFA01 follow a short sequence of instructions; recognise, copy, continue and create repeating patterns represented in different ways	Patterns <ul style="list-style-type: none"> Simple Patterns Missing it! Colour Patterns Complete the Pattern Pattern Error 	(YF-A) Numbers and Patterns <ul style="list-style-type: none"> Patterns (pp 45–48)
Unit 3 Number	Collections to 10 Subitise collections up to 5 Partition and combine using objects Add to/take away using objects	VC2MFN04 partition and combine collections up to 10 using part-part-whole relationships and subitising to recognise and name the parts VC2MFN05 represent practical situations involving addition, subtraction and quantification with physical and virtual materials and use counting or subitising strategies	Read & write numbers to 10 <ul style="list-style-type: none"> Order Numbers to 10 More, less or the same to 10 Balance Numbers to 10 	(YF-A) Operations with Number <ul style="list-style-type: none"> Addition (pp 1–20) Subtraction (pp 21–36)
Unit 4 Measurement	Mass and capacity Use appropriate language, eg, heavier Directly compare Explore everyday use of mass and capacity	VC2MFM01 identify and compare attributes of objects and events, including length, capacity, mass and duration, using direct comparisons and communicating reasoning	Measurement <ul style="list-style-type: none"> Which Holds More? Balancing Act 	(YF-A) Measurement <ul style="list-style-type: none"> Mass (pp 16–23) Volume and capacity (pp 24, 30-35)
Unit 5 Measurement	Time Days of the week Familiar activities/times of the day Sequencing events Create a simple roster or schedule	VC2MFM01 identify and compare attributes of objects and events, including length, capacity, mass and duration, using direct comparisons and communicating reasoning VC2MFM02 sequence days of the week and times of the day including morning, lunchtime, afternoon and night time, and connect them to familiar events and actions	Time: Days <ul style="list-style-type: none"> Days of the Week Days: After and Before Weekdays and Weekends Tomorrow and Yesterday (Scaffolded) 	(YF-A) Time, Money and Data <ul style="list-style-type: none"> Time (pp 1–17)

Strand	Topic	Outcomes	Activities (Courses)	Ebooks
Unit 1 Number	Numbers to at least 20 Name and represent Count groups Ordinal numbers	VC2MFN01 name, represent and order numbers including zero to at least 20, using physical and virtual materials and numerals VC2MFN03 quantify and compare collections to at least 20 using counting and explain or demonstrate reasoning	Read & write numbers to 20 • Making teen numbers • Counting up to 20 • Counting Back Within 20 • Matching numbers to 20 • Before, After and Between to 20 • Order Numbers to 20 • More, less or the same to 20 Read & write numbers to 30 • Reading numbers to 30 • 1 to 30 • 1st to 31st	(YF-A) Numbers and Patterns • Numbers to 20 (pp 21–31) • Numbers to 30 (pp 32–36) (Y2-C) Numbers • Ordinal numbers (pp 52–56)
Unit 2 Statistics	Data: Collection, sorting & display Ask simple questions Collect data Sort and display data	VC2MFST01 collect, sort and compare data represented by objects and images in response to given investigative questions that have only 2 outcomes and relate to familiar situations	Sort & compare data • Same and Different • Sort It	(YF-A) Measurement • Data (pp 31–36)
Unit 3 Space	2D Shapes Sort, name and create familiar shapes	VC2MFSP01 sort, name and create familiar shapes; recognise and describe familiar shapes within objects in the environment, giving reasons	Shape & position • Collect Simple Shapes	(YF-A) Space and Shape • 2D space (pp 1–14)
Unit 4 Number	Collections to 20 Partition and combine using objects Add to/take away using objects	VC2MFN01 name, represent and order numbers including zero to at least 20, using physical and virtual materials and numerals VC2MFN03 quantify and compare collections to at least 20 using counting and explain or demonstrate reasoning		
Unit 5 Measurement	Length Use appropriate language, eg, longer Directly compare Explore everyday use of length	VC2MFM01 identify and compare attributes of objects and events, including length, capacity, mass and duration, using direct comparisons and communicating reasoning	Measurement • Everyday Length • Comparing Length	(YF-A) Measurement • Length (pp 1–15)

Strand	Topic	Outcomes	Activities (Courses)	Ebooks
Unit 1 Number	Addition and subtraction to 10 Represent addition and subtraction problems using objects Use counting strategies to add/subtract Relate addition and subtraction to everyday situations	VC2MFN04 partition and combine collections up to 10 using part-part-whole relationships and subitising to recognise and name the parts VC2MFN05 represent practical situations involving addition, subtraction and quantification with physical and virtual materials and use counting or subitising strategies	Partition & combine numbers to 10 • How many dots? • Adding to make 5 and 10 • Add and subtract using graphs	
Unit 2 Algebra Number Space	Patterns Recognise and discuss repeating patterns in images, and digital technology Introducing number patterns	VC2MFA01 follow a short sequence of instructions; recognise, copy, continue and create repeating patterns represented in different ways VC2MFN01 name, represent and order numbers including zero to at least 20, using physical and virtual materials and numerals		(YF-A) Numbers and Patterns • Patterns (pp 49–54)
Unit 3 Number	Sharing and grouping to 10 Represent and solve equal sharing problems using objects Represent and solve equal grouping problems using objects	VC2MFN06 represent practical situations involving equal sharing and grouping with physical and virtual materials and use counting or subitising strategies	Equal sharing & grouping • Share the treasure • Divide into equal groups • Fill the jars • Groups	(YF-A) Operations with Number • Grouping and sharing (pp 37–44)
Unit 4 Space	2D shapes Recognise and describe familiar shapes within objects in the environment	VC2MFSP01 sort, name and create familiar shapes; recognise and describe familiar shapes within objects in the environment, giving reasons	Shape & position • Match the Solid 1	(YF-A) Space and Shape • 3D space (pp 15–22)
Unit 5 Space	Position Describe the position and location of people and items	VC2MFSP02 describe the position and location of themselves and objects in relation to other people and objects within a familiar space	Shape & position • Where is it?	(YF-A) Space and Shape • Position (pp 23–28)

Strand	Topic	Outcomes	Activities (Courses)	Ebooks
Unit 1 Number	Number review	<p>VC2MFN01 name, represent and order numbers including zero to at least 20, using physical and virtual materials and numerals</p> <p>VC2MFN02 recognise and name the number of objects within a collection up to 5 using subitising</p>	 Review earlier content	 Review earlier content
Unit 2 Number	Operations: Problem solving Practical applications with collections	<p>VC2MFN03 quantify and compare collections to at least 20 using counting and explain or demonstrate reasoning</p> <p>VC2MFN04 partition and combine collections up to 10 using part-part-whole relationships and subitising to recognise and name the parts</p> <p>VC2MFN05 represent practical situations involving addition, subtraction and quantification with physical and virtual materials and use counting or subitising strategies</p> <p>VC2MFN06 represent practical situations involving equal sharing and grouping with physical and virtual materials and use counting or subitising strategies</p>		<p>(YF-A) Numbers and Patterns</p> <ul style="list-style-type: none"> • Number relationships (pp 55–60)
Unit 3 Statistics	Data: Representation and interpretation Compare results Interpret representations of others' displays	<p>VC2MFST01 collect, sort and compare data represented by objects and images in response to given investigative questions that have only 2 outcomes and relate to familiar situations</p>	<p>Sort & compare data</p> <ul style="list-style-type: none"> • Picture Graphs: Who has the Goods? 	<p>(YF-A) Operations with Number</p> <ul style="list-style-type: none"> • Grouping and sharing (pp 37–44)
Unit 4 Measurement	Measurement review and applications	<p>VC2MFM01 identify and compare attributes of objects and events, including length, capacity, mass and duration, using direct comparisons and communicating reasoning</p> <p>VC2MFM02 sequence days of the week and times of the day including morning, lunchtime, afternoon and night time, and connect them to familiar events and actions</p>	 Review earlier content	 Review earlier content
Unit 5 Space	Shape and position review	<p>VC2MFSP01 sort, name and create familiar shapes; recognise and describe familiar shapes within objects in the environment, giving reasons</p> <p>VC2MFSP02 describe the position and location of themselves and objects in relation to other people and objects within a familiar space</p>	 Review earlier content	 Review earlier content

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