

# Mathletics

## Australian Capital Territory (Australian Curriculum v9)

### Scope & Sequence



Foundation

Mathletics







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

Strand	Outcomes and content descriptions	Located			
<b>Number</b>	<b>AC9MFN01</b> name, represent and order numbers including zero to at least 20, using physical and virtual materials and numerals	<b>T1</b> U1	<b>T2</b> U1, U4	<b>T3</b> U2	<b>T4</b> U1
	<b>AC9MFN02</b> recognise and name the number of objects within a collection up to 5 using subitising	<b>T1</b> U1			<b>T4</b> U1
	<b>AC9MFN03</b> quantify and compare collections to at least 20 using counting and explain or demonstrate reasoning		<b>T2</b> U1, U4		<b>T4</b> U2
	<b>AC9MFN04</b> partition and combine collections up to 10 using part-part-whole relationships and subitising to recognise and name the parts	<b>T1</b> U3		<b>T3</b> U1	<b>T4</b> U2
	<b>AC9MFN05</b> represent practical situations involving addition, subtraction and quantification with physical and virtual materials and use counting or subitising strategies	<b>T1</b> U3		<b>T3</b> U1	<b>T4</b> U2
	<b>AC9MFN06</b> represent practical situations involving equal sharing and grouping with physical and virtual materials and use counting or subitising strategies			<b>T3</b> U3	<b>T4</b> U2
<b>Algebra</b>	<b>AC9MFA01</b> recognise, copy and continue repeating patterns represented in different ways	<b>T1</b> U2		<b>T3</b> U2	
<b>Measurement</b>	<b>AC9MFM01</b> identify and compare attributes of objects and events, including length, capacity, mass and duration, using direct comparisons and communicating reasoning	<b>T1</b> U4, U5	<b>T2</b> U5		<b>T4</b> U4
	<b>AC9MFM02</b> 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	<b>T1</b> U5			<b>T4</b> U4
<b>Space</b>	<b>AC9MFSP01</b> sort, name and create familiar shapes; recognise and describe familiar shapes within objects in the environment, giving reasons		<b>T2</b> U3	<b>T3</b> U4	<b>T4</b> U5
	<b>AC9MFSP02</b> describe the position and location of themselves and objects in relation to other people and objects within a familiar space			<b>T3</b> U5	<b>T4</b> U5
<b>Statistics</b>	<b>AC9MFST01</b> collect, sort and compare data represented by objects and images in response to given investigative questions that relate to familiar situations		<b>T2</b> U2		<b>T4</b> U3

Strand	Topic	Outcomes	Activities (Courses)	Ebooks
<b>Unit 1</b> Number	<b>Numbers to 10</b> Name and represent Count groups Ordinal numbers to 10	<b>AC9MFN01</b> name, represent and order numbers including zero to at least 20, using physical and virtual materials and numerals  <b>AC9MFN02</b> recognise and name the number of objects within a collection up to 5 using subitising	<b>Numbers to 10</b> <ul style="list-style-type: none"> <li>Count to 5</li> <li>How Many?</li> <li>Concept of zero</li> <li>Matching numbers to 10</li> <li>Dot Display</li> <li>Ordinal numbers</li> </ul>	<b>(YF-A) Numbers and Patterns</b> <ul style="list-style-type: none"> <li>Numbers to ten (pp 1–20)</li> <li>Ordinal numbers (pp 41–44)</li> </ul>
<b>Unit 2</b> Algebra	<b>Patterns</b> Recognise, copy and describe different repeating patterns	<b>AC9MFA01</b> recognise, copy and continue repeating patterns represented in different ways	<b>Patterns</b> <ul style="list-style-type: none"> <li>Simple Patterns</li> <li>Missing it!</li> <li>Colour Patterns</li> <li>Complete the Pattern</li> <li>Pattern Error</li> </ul>	<b>(YF-A) Numbers and Patterns</b> <ul style="list-style-type: none"> <li>Patterns (pp 45–48)</li> </ul>
<b>Unit 3</b> Number	<b>Collections to 10</b> Subitise collections up to 5 Partition and combine using objects Add to/take away using objects	<b>AC9MFN04</b> partition and combine collections up to 10 using part-part-whole relationships and subitising to recognise and name the parts  <b>AC9MFN05</b> represent practical situations involving addition, subtraction and quantification with physical and virtual materials and use counting or subitising strategies	<b>Numbers to 10</b> <ul style="list-style-type: none"> <li>Order Numbers to 10</li> <li>More, less or the same to 10</li> </ul>	<b>(YF-A) Operations with Number</b> <ul style="list-style-type: none"> <li>Addition (pp 1–20)</li> <li>Subtraction (pp 21–36)</li> </ul>
<b>Unit 4</b> Measurement	<b>Mass and capacity</b> Use appropriate language, eg, heavier Directly compare Explore everyday use of mass and capacity	<b>AC9MFM01</b> identify and compare attributes of objects and events, including length, capacity, mass and duration, using direct comparisons and communicating reasoning	<b>Measurement</b> <ul style="list-style-type: none"> <li>Which Holds More?</li> <li>Balancing Act</li> </ul>	<b>(YF-A) Measurement</b> <ul style="list-style-type: none"> <li>Mass (pp 16–23)</li> <li>Volume and capacity (pp 24, 30-35)</li> </ul>
<b>Unit 5</b> Measurement	<b>Time</b> Days of the week Familiar activities/times of the day Sequencing events Create a simple roster or schedule	<b>AC9MFM01</b> identify and compare attributes of objects and events, including length, capacity, mass and duration, using direct comparisons and communicating reasoning  <b>AC9MFM02</b> 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	<b>Time</b> <ul style="list-style-type: none"> <li>Days of the Week</li> <li>Days: After and Before</li> <li>Weekdays and Weekends</li> <li>Tomorrow and Yesterday (Scaffolded)</li> </ul>	<b>(YF-A) Time, Money and Data</b> <ul style="list-style-type: none"> <li>Time (pp 1–17)</li> </ul>

Strand	Topic	Outcomes	Activities (Courses)	Ebooks
<b>Unit 1</b> Number	<b>Numbers to at least 20</b> Name and represent Count groups Ordinal numbers	<b>AC9MFN01</b> name, represent and order numbers including zero to at least 20, using physical and virtual materials and numerals  <b>AC9MFN03</b> quantify and compare collections to at least 20 using counting and explain or demonstrate reasoning	<b>Numbers to 20</b> • 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  <b>Numbers to 30</b> • Reading numbers to 30 • 1 to 30 • 1st to 31st	<b>(YF-A) Numbers and Patterns</b> • Numbers to 20 (pp 21–31) • Numbers to 30 (pp 32–36)  <b>(Y2-C) Numbers</b> • Ordinal numbers (pp 52–56)
<b>Unit 2</b> Statistics	<b>Data: Collection, sorting &amp; display</b> Ask simple questions Collect data Sort and display data	<b>AC9MFST01</b> collect, sort and compare data represented by objects and images in response to given investigative questions that relate to familiar situations	<b>Simple data</b> • Same and Different • Sort It	<b>(YF-A) Measurement</b> • Data (pp 31–36)
<b>Unit 3</b> Space	<b>2D Shapes</b> Sort, name and create familiar shapes	<b>AC9MFSP01</b> sort, name and create familiar shapes; recognise and describe familiar shapes within objects in the environment, giving reasons	<b>Shape &amp; position</b> • Collect Simple Shapes	<b>(YF-A) Space and Shape</b> • 2D space (pp 1–14)
<b>Unit 4</b> Number	<b>Collections to 20</b> Partition and combine using objects Add to/take away using objects	<b>AC9MFN01</b> name, represent and order numbers including zero to at least 20, using physical and virtual materials and numerals  <b>AC9MFN03</b> quantify and compare collections to at least 20 using counting and explain or demonstrate reasoning		
<b>Unit 5</b> Measurement	<b>Length</b> Use appropriate language, eg, longer Directly compare Explore everyday use of length	<b>AC9MFM01</b> identify and compare attributes of objects and events, including length, capacity, mass and duration, using direct comparisons and communicating reasoning	<b>Measurement</b> • Everyday Length • Comparing Length	<b>(YF-A) Measurement</b> • Length (pp 1–15)

Strand	Topic	Outcomes	Activities (Courses)	Ebooks
<b>Unit 1</b> Number	<b>Addition and subtraction to 10</b> Represent addition and subtraction problems using objects Use counting strategies to add/subtract Relate addition and subtraction to everyday situations	<b>AC9MFN04</b> partition and combine collections up to 10 using part-part-whole relationships and subitising to recognise and name the parts  <b>AC9MFN05</b> represent practical situations involving addition, subtraction and quantification with physical and virtual materials and use counting or subitising strategies	<b>Partition &amp; combine</b> • How many dots? • Adding to make 5 and 10 • Add and subtract using graphs	
<b>Unit 2</b> Algebra Number Space	<b>Patterns</b> Recognise and discuss repeating patterns in images, and digital technology Introducing number patterns	<b>AC9MFA01</b> recognise, copy and continue repeating patterns represented in different ways  <b>AC9MFN01</b> name, represent and order numbers including zero to at least 20, using physical and virtual materials and numerals		<b>(YF-A) Numbers and Patterns</b> • Patterns (pp 49–54)
<b>Unit 3</b> Number	<b>Sharing and grouping to 10</b> Represent and solve equal sharing problems using objects Represent and solve equal grouping problems using objects	<b>AC9MFN06</b> represent practical situations involving equal sharing and grouping with physical and virtual materials and use counting or subitising strategies	<b>Equal sharing &amp; grouping</b> • Share the treasure • Divide into equal groups • Fill the jars	<b>(YF-A) Operations with Number</b> • Grouping and sharing (pp 37–44)
<b>Unit 4</b> Space	<b>2D shapes</b> Recognise and describe familiar shapes within objects in the environment	<b>AC9MFSP01</b> sort, name and create familiar shapes; recognise and describe familiar shapes within objects in the environment, giving reasons	<b>Shape &amp; position</b> • Match the Solid 1	<b>(YF-A) Space and Shape</b> • 3D space (pp 15–22)
<b>Unit 5</b> Space	<b>Position</b> Describe the position and location of people and items	<b>AC9MFSP02</b> describe the position and location of themselves and objects in relation to other people and objects within a familiar space	<b>Shape &amp; position</b> • Where is it?	<b>(YF-A) Space and Shape</b> • Position (pp 23–28)

Strand	Topic	Outcomes	Activities (Courses)	Ebooks
<b>Unit 1</b> Number	<b>Number review</b>	<p><b>AC9MFN01</b> name, represent and order numbers including zero to at least 20, using physical and virtual materials and numerals</p> <p><b>AC9MFN02</b> recognise and name the number of objects within a collection up to 5 using subitising</p>	 <b>Review earlier content</b>	 <b>Review earlier content</b>
<b>Unit 2</b> Number	<b>Operations: Problem solving</b> Practical applications with collections	<p><b>AC9MFN03</b> quantify and compare collections to at least 20 using counting and explain or demonstrate reasoning</p> <p><b>AC9MFN04</b> partition and combine collections up to 10 using part-part-whole relationships and subitising to recognise and name the parts</p> <p><b>AC9MFN05</b> represent practical situations involving addition, subtraction and quantification with physical and virtual materials and use counting or subitising strategies</p> <p><b>AC9MFN06</b> represent practical situations involving equal sharing and grouping with physical and virtual materials and use counting or subitising strategies</p>		<p><b>(YF-A) Numbers and Patterns</b></p> <ul style="list-style-type: none"> <li>Number relationships (pp 55–60)</li> </ul>
<b>Unit 3</b> Statistics	<b>Data: Representation and interpretation</b> Compare results Interpret representations of others' displays	<p><b>AC9MFST01</b> collect, sort and compare data represented by objects and images in response to given investigative questions that relate to familiar situations</p>	<p><b>Simple data</b></p> <ul style="list-style-type: none"> <li>Comparing groups of objects</li> </ul>	<p><b>(YF-A) Measurement</b></p> <ul style="list-style-type: none"> <li>Data (pp 36–39)</li> </ul>
<b>Unit 4</b> Measurement	<b>Measurement review and applications</b>	<p><b>AC9MFM01</b> identify and compare attributes of objects and events, including length, capacity, mass and duration, using direct comparisons and communicating reasoning</p> <p><b>AC9MFM02</b> 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>	 <b>Review earlier content</b>	 <b>Review earlier content</b>
<b>Unit 5</b> Space	<b>Shape and position review</b>	<p><b>AC9MFSP01</b> sort, name and create familiar shapes; recognise and describe familiar shapes within objects in the environment, giving reasons</p> <p><b>AC9MFSP02</b> describe the position and location of themselves and objects in relation to other people and objects within a familiar space</p>	 <b>Review earlier content</b>	 <b>Review earlier content</b>

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For more information about Mathletics,  
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