Year 1 Australian Curriculum v8.4			Year 1 Australian Curriculum v9			Activities (Courses): Topics	Skill Quests
Strand	Content Descriptions	Code	Strand	Outcomes	Code	Australian Curriculum v9 Yr 01	
Number	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	ACMNA012	Number	recognise, represent and order numbers to at least 120 using physical and virtual materials, numerals, number lines and charts	AC9M1N01	Recognise, represent & order numbers	Count numbers to 120 Read & write numbers to 100 Compare & order numbers to 100 Read, write & order numbers to 200 Identify ordinal numbers to 31st
	recognise, model, read, write and order numbers to at least 100. Locate these numbers on a number line	ACMNA013					
				partition one- and two-digit numbers in different ways using physical and virtual materials, including partitioning two-digit numbers into tens and ones ⓘ NEW	AC9M1N02	Place value to 2 digits	Recognise & recall bonds to 10 Place value of 2-digit numbers Partition 2-digit numbers
	count collections to 100 by partitioning numbers using place value	ACMNA014		quantify sets of objects, to at least 120, by partitioning collections into equal groups using number knowledge and skip counting	AC9M1N03	Count in groups	Skip counting Count collections Count money
	represent and solve simple addition and subtraction problems using a range of strategies including counting on, partitioning and rearranging parts	ACMNA015		add and subtract numbers within 20, using physical and virtual materials, part-part-whole knowledge to 10 and a variety of calculation strategies	AC9M1N04	Add & subtract within 20	Combinations that add up to 20 Addition & subtraction strategies Explore equality & inequality
				use mathematical modelling to solve practical problems involving additive situations including simple money transactions; represent the situations with diagrams, physical and virtual materials, and use calculation strategies to solve the problem	AC9M1N05	Add & subtract problems within 20	Add & subtract practical problems
				use mathematical modelling to solve practical problems involving equal sharing and grouping; represent the situations with diagrams, physical and virtual materials, and use calculation strategies to solve the problem	AC9M1N06	Multiply & divide by grouping	Explore arrays & repeated addition Equal sharing & grouping
	recognise and describe one-half as one of two equal parts of a whole ➡ MOVED TO Y2	ACMNA016					
	recognise, describe and order Australian coins according to their value ⊖ REMOVED	ACMNA017					
Algebra	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	ACMNA018	Algebra	recognise, continue and create pattern sequences, with numbers, symbols, shapes and objects, formed by skip counting, initially by twos, fives and tens	AC9M1A01	Skip Counting Patterns	Pattern sequences
	investigate and describe number patterns formed by skip-counting and patterns with objects	ACMNA018					
	investigate and describe number patterns formed by skip-counting and patterns with objects	ACMNA017		recognise, continue and create repeating patterns with numbers, symbols, shapes and objects, identifying the repeating unit	AC9M1A02	Patterns	Repeating patterns

Year 1 Australian Curriculum v8.4			Year 1 Australian Curriculum v9			Activities (Courses): Topics	Skill Quests
Strand	Content Descriptions	Code	Strand	Outcomes	Code	Australian Curriculum v9 Yr 01	
Number	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	ACMNA012	Number	recognise, represent and order numbers to at least 120 using physical and virtual materials, numerals, number lines and charts	AC9M1N01	Recognise, represent & order numbers	Count numbers to 120 Read & write numbers to 100 Compare & order numbers to 100 Read, write & order numbers to 200 Identify ordinal numbers to 31st
	recognise, model, read, write and order numbers to at least 100. Locate these numbers on a number line	ACMNA013					
				partition one- and two-digit numbers in different ways using physical and virtual materials, including partitioning two-digit numbers into tens and ones ⓘNEW	AC9M1N02	Place value to 2 digits	Recognise & recall bonds to 10 Place value of 2-digit numbers Partition 2-digit numbers
	count collections to 100 by partitioning numbers using place value	ACMNA014		quantify sets of objects, to at least 120, by partitioning collections into equal groups using number knowledge and skip counting	AC9M1N03	Count in groups	Skip counting Count collections Count money
	represent and solve simple addition and subtraction problems using a range of strategies including counting on, partitioning and rearranging parts	ACMNA015		add and subtract numbers within 20, using physical and virtual materials, part-part-whole knowledge to 10 and a variety of calculation strategies	AC9M1N04	Add & subtract within 20	Combinations that add up to 20 Addition & subtraction strategies Explore equality & inequality
				use mathematical modelling to solve practical problems involving additive situations including simple money transactions; represent the situations with diagrams, physical and virtual materials, and use calculation strategies to solve the problem	AC9M1N05	Add & subtract problems within 20	Add & subtract practical problems
				use mathematical modelling to solve practical problems involving equal sharing and grouping; represent the situations with diagrams, physical and virtual materials, and use calculation strategies to solve the problem	AC9M1N06	Multiply & divide by grouping	Explore arrays & repeated addition Equal sharing & grouping
	recognise and describe one-half as one of two equal parts of a whole ➡ MOVED TO Y2	ACMNA016					
	recognise, describe and order Australian coins according to their value ⊖ REMOVED	ACMNA017					
Algebra	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	ACMNA018	Algebra	recognise, continue and create pattern sequences, with numbers, symbols, shapes and objects, formed by skip counting, initially by twos, fives and tens	AC9M1A01	Skip Counting Patterns	Pattern sequences
	investigate and describe number patterns formed by skip-counting and patterns with objects	ACMNA018					
	investigate and describe number patterns formed by skip-counting and patterns with objects	ACMNA017		recognise, continue and create repeating patterns with numbers, symbols, shapes and objects, identifying the repeating unit	AC9M1A02	Patterns	Repeating patterns

	Term one	Term two	Term three	Term four
Unit 1	**Number**	**Number**	**Number** **Algebra**	**Number** **Algebra**
	Numbers to at least 120	**Partition numbers**	**Number Patterns**	**Number review**
	• Read, write, and represent numbers to 120 • Compare and order • Count forwards and backwards	• Partition one- and two-digit numbers • Part-part-whole facts to 10	• Recognise, continue and create pattern sequences • Recognise, continue and create repeating patterns • Identify repeating unit • Skip counting	Review earlier content
Unit 2	**Number**	**Number**	**Number**	**Number**
	Addition and subtraction to 10	**Addition and subtraction to 20**	**Grouping: Division**	**Operations: Problem solving**
	• Count on/back • Subitising • Number bonds • Doubles and near doubles	• Commutative property • Equality and inequality • Doubles and near doubles • Problem solving	• Equal sharing • Sharing money • Problem solving	• Solve practical problems involving additive situations • Solve practical problems involving equal sharing and grouping
Unit 3	**Space** **Algebra**	**Number**	**Space**	**Space**
	2D shapes and patterns	**Grouping: Multiplication**	**Properties of shapes**	**Properties of objects**
	• Shape patterns • Recognise, describe, and extend patterns	• Count collections using groups • Counting money • Problem solving	• Make, compare and classify familiar shapes • Recognise familiar shapes in the environment	• Describe, compare and classify familiar objects • Recognise familiar objects in the environment
Unit 4	**Measurement**	**Measurement**	**Measurement**	**Measurement**
	Time	**Mass and capacity**	**Position**	**Measurement review and applications**
	• Name, list, and use familiar units of time • Compare durations • Sequence events • Estimate durations	• Use hefting and balance scales • Informal measurements • Compare mass and capacities	• Give and follow directions • Create and follow algorithms	• Solve practical problems involving measurement • Select appropriate measurements
Unit 5	**Measurement**	**Statistics**	**Statistics**	**Space**
	Length	**Data collection**	**Data representation**	**2D shape and 3D object review**
	• Measure using informal units • Measure using uniform units • Compare lengths	• Pose questions • Collect and record information	• Represent collected data • Compare and discuss the data	Review earlier content

Strand	Outcomes and content descriptions	Located			
Number	**AC9M1N01** recognise, represent and order numbers to at least 120 using physical and virtual materials, numerals, number lines and charts	**T1** U1	**T2** U1		**T4** U1
	AC9M1N02 partition one- and two-digit numbers in different ways using physical and virtual materials, including partitioning two-digit numbers into tens and ones	**T1** U1	**T2** U1		**T4** U1
	AC9M1N03 quantify sets of objects, to at least 120, by partitioning collections into equal groups using number knowledge and skip counting	**T1** U1		**T3** U1, U2	**T4** U2
	AC9M1N04 add and subtract numbers within 20, using physical and virtual materials, part-part-whole knowledge to 10 and a variety of calculation strategies	**T1** U2	**T2** U2		**T4** U2
	AC9M1N05 use mathematical modelling to solve practical problems involving additive situations, including simple money transactions; represent the situations with diagrams, physical and virtual materials, and use calculation strategies to solve the problem	**T1** U2	**T2** U2		**T4** U2
	AC9M1N06 use mathematical modelling to solve practical problems involving equal sharing and grouping; represent the situations with diagrams, physical and virtual materials, and use calculation strategies to solve the problem		**T2** U3	**T3** U2	**T4** U2
Algebra	**AC9M1A01** recognise, continue and create pattern sequences, with numbers, symbols, shapes and objects, formed by skip counting, initially by twos, fives and tens			**T3** U1	
	AC9M1A02 recognise, continue and create repeating patterns with numbers, symbols, shapes and objects, identifying the repeating units	**T1** U3		**T3** U1	
Measurement	**AC9M1M01** compare directly and indirectly and order objects and events using attributes of length, mass, capacity and duration, communicating reasoning		**T2** U4		**T4** U4
	AC9M1M02 measure the length of shapes and objects using informal units, recognising that units need to be uniform and used end-to-end	**T1** U5			**T4** U4
	AC9M1M03 describe the duration and sequence of events using years, months, weeks, days and hours	**T1** U4			**T4** U4
Space	**AC9M1SP01** make, compare and classify familiar shapes; recognise familiar shapes and objects in the environment, identifying the similarities and differences between them	**T1** U3		**T3** U3	**T4** U3, U5
	AC9M1SP02 give and follow directions to move people and objects to different locations within a space			**T3** U4	
Statistics	**AC9M1ST01** acquire and record data for categorical variables in various ways including using digital tools, objects, images, drawings, lists, tally marks and symbols		**T2** U5	**T3** U5	
	AC9M1ST02 represent collected data for a categorical variable using one-to-one displays and digital tools where appropriate; compare the data using frequencies and discuss the findings			**T3** U5	

Strand & Topic	Outcomes	Activities (Courses)		Skill Quests		Ebooks
Unit 1 Number **Numbers to at least 120** Read, write, and represent numbers to at least 120 Compare and order Count forwards and backwards	**AC9M1N01** recognise, represent and order numbers to at least 120 … **AC9M1N02** partition one- and two-digit numbers in different ways … **AC9M1N03** quantify sets of objects, to at least 120 …	**Recognise, represent & order numbers** • Going Up • Going Down • Counting Forwards • Counting Backwards • Before, After & Between to 100 • Arranging Numbers • Number Lines • Number Line Order • Matching Numbers to 10 • Matching Numbers to 20	• Reading Numbers to 30 • Numbers from Words to Digits 2 • 1st to 31st • More, Less or the Same to 20 • Greater or Less to 100 • Order Numbers to 20 • 1 to 30 • Compare Numbers to 20 • Compare Numbers to 50 • Compare Numbers to 100 **Place value to 2 digits** • Nearest Ten?	**Count numbers to 120** • Counting forwards & backwards to 100 • Finding numbers before & after to 100 • Counting forwards & backwards to 120 • Numbers before & after to 120 • Reading, writing & comparing to 120 • Counting in tens & ones **Read & write numbers to 100** • Reading & writing 2-digit numbers	**Compare & order numbers to 100** • Comparing numbers to 100 • Ordering numbers to 100 **Read, write & order numbers to 200** • Reading & writing 3-digit numbers to 200 **Identify ordinal numbers to 31st** • Identifying ordinal numbers up to 31st	(Y1-B) **Numbers** • Numbers to 20 (pp 1–13) • Numbers to 50 (pp 14–22) • Numbers to 100 (pp 23–28) (Y2-C) **Numbers** • Ordinal numbers (p 56)
Unit 2 Number **Addition and subtraction to 10** Count on/back Subitising Number bonds Doubles and near doubles	**AC9M1N04** add and subtract numbers within 20, using physical and virtual materials … **AC9M1N05** use mathematical modelling to solve practical problems …	**Add & subtract within 20** • Model Addition • Adding to 5 • Adding to Ten • Adding to Make 5 and 10 • Add 3 Numbers Using Bonds to 10 • Model Subtraction • Subtracting From 5	• Subtracting from Ten • All about Ten • Doubles and Halves to 10 • 1 More, 2 Less **Add & subtract problems within 20** • Who's got the Money? • Adding to 10 Word Problems	**Recognise & recall bonds to 10** • Recognising & recalling bonds to 10 **Addition & subtraction strategies** • Introducing the commutative property of addition • Adding & subtracting near doubles • Relating counting to adding & subtracting	• Adding & subtracting within 10 fluently • Adding compatible numbers (doubles or bonds to 10) **Combinations that add up to 20** • Model & record combinations that make 5 – 9	(Y1-B) **Operations with Number** • Addition (pp 1–6, 9, 12, 19-24) • Subtraction (pp 25-30, 33-37, 39) • Addition and subtraction (pp 41–44, 47-52)
Unit 3 Space Algebra **2D shapes and patterns** Shape patterns Recognise, describe, and extend patterns	**AC9M1SP01** make, compare and classify familiar shapes … **AC9M1A02** recognise, continue and create repeating patterns …	**Patterns** • Simple Patterns • Missing it! • Colour Patterns • Complete the Pattern • Pattern Error		**Pattern sequences** • Relating number & object patterns • Shape patterns **Repeating patterns** • Recognising repeating patterns • Manipulating repeating patterns • Extending repeating patterns • Describing & creating repeating patterns • Exploring repeating patterns with objects		(Y1-B) **Patterns and Relationships** • Patterns and rules (pp 1–8)
Unit 4 Measurement **Time** Name, list, and use familiar units of time Compare durations Sequence events Estimate durations	**AC9M1M03** describe the duration and sequence of events using years, months, weeks, days and hours	**Measuring time** • Days of the Week • Days: After and Before • Tomorrow and Yesterday (without scaffold) • Weekdays and Weekends • Tell Time to the Hour • Hour Times		**Duration & sequence of events** • Introducing the months of the year • Working with years & months • Comparing & sequencing intervals of time • Describing duration		(Y1-B) **Time and Money** • Time (pp 1–10)
Unit 5 Measurement **Length** Measure using informal units Measure using uniform units Compare lengths	**AC9M1M02** measure the length of shapes and objects using informal units, recognising that units need to be uniform and used end-to-end	**Measuring & comparing length** • Comparing Length • Measuring length with blocks • Everyday Length		**Explore & measure length** • Exploring informal units of length & distance **Identify measurable attributes** • Introducing the attribute of length **Compare lengths** • Indirect comparisons of lengths		(Y1-B) **Measurement** • Length (pp 1–14)

Strand & Topic	Outcomes	Activities (Courses)		Skill Quests		Ebooks
Unit 1 Number **Partition numbers** Partition one- and two-digit numbers Part-part-whole facts to 10	**AC9M1N01** recognise, represent and order numbers to at least 120 … **AC9M1N02** partition one- and two-digit numbers in different ways …	**Place value to 2 digits** • Making Teen Numbers • Place Value 1 • Repartition Two-digit Numbers		**Place value of 2-digit numbers** • Identifying place value up to 2 digits • Solving problems using place value up to 2 digits **Partition 2-digit numbers** • Partitioning 2-digit numbers (standard) • Partitioning 2-digit numbers (non-standard)		(Y1-B) **Numbers** • Place value to 99 (pp 29–41)
Unit 2 Number **Addition and subtraction to 20** Commutative property Equality and inequality Doubles and near doubles Problem solving	**AC9M1N04** add and subtract numbers within 20 … **AC9M1N05** use mathematical modelling to solve practical problems …	**Add & subtract within 20** • Commutative Property of Addition • Addictive Addition • Add 3 Numbers Using Bonds to 10 • Add 3 Single Digit Numbers • Doubles and Near Doubles • Subtracting from 20 • Simple Subtraction • All about Twenty • Doubles and Halves to 20 • Balance Numbers to 20 • 1 More, 2 Less	**Add & subtract problems within 20** • Add and Subtract Problems • Problems: Addition and Subtraction • Adding In Any Order	**Combinations that add up to 20** • Model & record combinations that make 11 – 20 • Add zero to a number (up to 20) **Addition & subtraction strategies** • Introducing the commutative property of addition • Adding & subtracting near doubles • Relating counting to adding & subtracting • Adding doubles up to 20 • Finding the difference between 2 numbers (to 20)	**Explore equality & inequality** • Exploring equality & inequality up to 10 & 20	(Y1-B) **Operations with Number** • Addition (pp 7-8, 10-11, 13-18) • Subtraction (pp 31-32, 38, 40) • Addition and subtraction (pp 45-46, 53-54)
Unit 3 Number **Grouping: multiplication** Count collections using groups Counting money Problem solving	**AC9M1N06** use mathematical modelling to solve practical problems involving equal sharing and grouping; represent the situations with diagrams, physical and virtual materials, and use calculation strategies to solve the problem	**Multiply & divide by grouping** • Share the Treasure • Divide Into Equal Groups • Fill the Jars • Grouping in Twos • Grouping in Fives • Grouping in Tens **Count in groups** • Making Numbers Count • Making Big Numbers Count		**Explore arrays & repeated addition** • Exploring arrays (no x symbol) • Using repeated addition to multiply **Equal sharing & grouping** • Grouping & skip counting to multiply **Count collections** • Counting collections 0 to 100 • Using groups of 10 to count large collections **Count money** • Counting Australian notes & coins		(Y1-B) **Operations with Number** • Multiplication (pp 55–63)
Unit 4 Measurement **Mass and capacity** Use hefting and balance scales Informal measurements Compare mass and capacities	**AC9M1M01** compare directly and indirectly and order objects and events using attributes of length, mass, capacity and duration, communicating reasoning	**Measuring & comparing length** • Filling Fast! • Everyday Mass • Balancing Objects		**Explore, compare & order capacity** • Exploring capacity using informal units • Comparing & ordering capacity, informal units **Explore, compare & order mass** • Comparing & ordering mass, informal units **Identify measurable attributes** • Introducing the attribute of mass		(Y1-B) **Measurement** • Mass (pp 15–25) • Volume and capacity (pp 26, 28-31)
Unit 5 Statistics **Data Collection** Pose questions Collect and record information	**AC9M1ST01** acquire and record data for categorical variables in various ways including using digital tools, objects, images, drawings, lists, tally marks and symbols	**Read, represent & interpret data** • Tallies		**Gather & record data** • Asking suitable questions for data collection • Completing tally charts • Gathering, sorting & recording data		(Y1-B) **Chance and Data** • Data (pp 7–13)

Strand & Topic	Outcomes	Activities (Courses)	Skill Quests		Ebooks
Unit 1 Number Algebra **Number patterns** Recognise, continue and create pattern sequences Recognise, continue and create repeating patterns Identify repeating unit Skip counting	**AC9M1N03** quantify sets of objects, to at least 120 … **AC9M1A01** recognise, continue and create pattern sequences … **AC9M1A02** recognise, continue and create repeating patterns …	**Skip Counting Patterns** • Count by 2s, 5s and 10s • Counting on a 100 grid • Count Forward Patterns • Count Backward Patterns • Skip Counting • Skip Counting with Coins	**Pattern sequences** • Exploring number patterns (1, 2, 5, 10) • Additive & subtractive patterns (within 5) **Repeating patterns** • Exploring repeating numeric patterns	**Skip counting** • Skip counting by 2s • Skip counting by 5s • Skip counting by 10s • Skip counting with money • Skip counting by 2s, 5s & 10	(Y1-B) **Patterns and Relationships** • Patterns and rules (pp 9–16) • Number relationships (pp 17–32) (Y1-B) **Numbers** • Skip counting (pp 42–53)
Unit 2 Number **Grouping: division** Equal sharing Sharing money Problem solving	**AC9M1N03** quantify sets of objects, to at least 120 … **AC9M1N06** use mathematical modelling to solve practical problems …		**Equal sharing & grouping** • Sharing to divide up to 20 • Grouping to divide		(Y1-B) **Operations with Number** • Division (pp 64–69)
Unit 3 Space **Properties of shapes** Make, compare and classify familiar shapes Recognise familiar shapes in the environment	**AC9M1SP01** make, compare and classify familiar shapes; recognise familiar shapes and objects in the environment, identifying the similarities and differences between them	**Shape and space** • Match the Solid 1 • Collect Simple Shapes • Count Sides and Corners	**Introduction two-dimensional shapes** • Sorting quadrilaterals from other 2D shapes • Comparing 2D shapes		(Y1-B) **Space and Shape** • 2D space (pp 1–18)
Unit 4 Measurement **Position** Give and follow directions Create and follow algorithms	**AC9M1SP02** give and follow directions to move people and objects to different locations within a space	**Shape and space** • Where is it? • Left or Right?	**Position & direction** • Position using left, right & ordinal numbers • Giving directions to others		(Y1-B) **Space and Shape** • Position (pp 31–38)
Unit 5 Statistics **Data representation** Represent collected data Compare and discuss the data	**AC9M1ST01** acquire and record data for categorical variables … **AC9M1ST02** represent collected data for a categorical variable …	**Read, represent & interpret data** • Read Graphs • Picture Graphs: Who has the Goods? • Picture Graphs: More or Less • Picture Graphs: Single-Unit Scale • Making Picture Graphs: With Scale	**Represent & read data** • Representing data in a simple display • Reading simple data displays using objects • Picture graphs • Ordering category data		(Y1-B) **Chance and Data** • Data (pp 14–21)

Strand & Topic	Outcomes	Activities (Courses)	Skill Quests	Ebooks
Unit 1 Number Algebra **Number review**	**AC9M1N01** recognise, represent and order numbers to at least 120 … **AC9M1N02** partition one- and two-digit numbers in different ways …	Review earlier content	Review earlier content	Review earlier content
Unit 2 Number **Operations: problem solving** Solve practical problems involving additive situations Solve practical problems involving equal sharing and grouping	**AC9M1N03** quantify sets of objects, to at least 120 … **AC9M1N04** add and subtract numbers within 20 … **AC9M1N05** use mathematical modelling to solve … **AC9M1N06** use mathematical modelling to solve …		**Add & subtract practical problems** • Solving addition & subtraction word problems to 20 **Equal sharing & grouping** • Solving equal group problems • Solving grouping & sharing problems	
Unit 3 Space **Properties of objects** Describe, compare and classify familiar objects Recognise familiar objects in the environment	**AC9M1SP01** make, compare and classify familiar shapes; recognise familiar shapes and objects in the environment, identifying the similarities and differences between them			(Y1-B) **Space and Shape** • 3D space (pp 19–30)
Unit 4 Measurement **Measurement review and applications** Solve practical problems involving measurement Select appropriate measurements	**AC9M1M01** compare directly and indirectly and order objects and events using attributes of length, mass, capacity and duration, communicating reasoning	Review earlier content	Review earlier content	Review earlier content
Unit 5 Space **2D shape and 3D object review**	**AC9M1M02** measure the length of shapes and objects using informal units … **AC9M1M03** describe the duration and sequence of events using years, months, weeks, days and hours	Review earlier content	Review earlier content	Review earlier content