

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	AC9M1N02		
	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 within 20
				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 <small>➡ MOVED TO Y2</small>	ACMNA016					
	recognise, describe and order Australian coins according to their value <small>➡ REMOVED</small>	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		recognise, continue and create repeating patterns with numbers, symbols, shapes and objects, identifying the repeating unit	AC9M1A02	Patterns	Repeating patterns
	investigate and describe number patterns formed by skip-counting and patterns with objects	ACMNA017					

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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		
	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
	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 within 20
				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		recognise, continue and create repeating patterns with numbers, symbols, shapes and objects, identifying the repeating unit	AC9M1A02	Patterns	Repeating patterns
	investigate and describe number patterns formed by skip-counting and patterns with objects	ACMNA017					

	Term one	Term two	Term three	Term four
Unit 1	Number	Number	Number Algebra	Number Algebra
	Numbers to at least 120 <ul style="list-style-type: none"> Read, write, and represent numbers to 120 Compare and order Count forwards and backwards 	Partition numbers <ul style="list-style-type: none"> Partition one- and two-digit numbers Part-part-whole facts to 10 	Number Patterns <ul style="list-style-type: none"> Recognise, continue and create pattern sequences Recognise, continue and create repeating patterns Identify repeating unit Skip counting 	Number review Review earlier content
Unit 2	Number	Number	Number	Number
	Addition and subtraction to 10 <ul style="list-style-type: none"> Count on/back Subitising Number bonds Doubles and near doubles 	Addition and subtraction to 20 <ul style="list-style-type: none"> Commutative property Equality and inequality Doubles and near doubles Problem solving 	Grouping: Division <ul style="list-style-type: none"> Equal sharing Sharing money Problem solving 	Operations: Problem solving <ul style="list-style-type: none"> 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 <ul style="list-style-type: none"> Shape patterns Recognise, describe, and extend patterns 	Grouping: Multiplication <ul style="list-style-type: none"> Count collections using groups Counting money Problem solving 	Properties of shapes <ul style="list-style-type: none"> Make, compare and classify familiar shapes Recognise familiar shapes in the environment 	Properties of objects <ul style="list-style-type: none"> Describe, compare and classify familiar objects Recognise familiar objects in the environment
Unit 4	Measurement	Measurement	Measurement	Measurement
	Time <ul style="list-style-type: none"> Name, list, and use familiar units of time Compare durations Sequence events Estimate durations 	Mass and capacity <ul style="list-style-type: none"> Use hefting and balance scales Informal measurements Compare mass and capacities 	Position <ul style="list-style-type: none"> Give and follow directions Create and follow algorithms 	Measurement review and applications <ul style="list-style-type: none"> Solve practical problems involving measurement Select appropriate measurements
Unit 5	Measurement	Statistics	Statistics	Space
	Length <ul style="list-style-type: none"> Measure using informal units Measure using uniform units Compare lengths 	Data collection <ul style="list-style-type: none"> Pose questions Collect and record information 	Data representation <ul style="list-style-type: none"> Represent collected data Compare and discuss the data 	2D shape and 3D object review 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 <ul style="list-style-type: none"> 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 	<ul style="list-style-type: none"> 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 <ul style="list-style-type: none"> Nearest Ten? 	<ul style="list-style-type: none"> Count numbers to 120 <ul style="list-style-type: none"> 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 <ul style="list-style-type: none"> Reading & writing 2-digit numbers 	<ul style="list-style-type: none"> Compare & order numbers to 100 <ul style="list-style-type: none"> Comparing numbers to 100 Ordering numbers to 100 Read, write & order numbers to 200 <ul style="list-style-type: none"> Reading & writing 3-digit numbers to 200 Identify ordinal numbers to 31st <ul style="list-style-type: none"> Identifying ordinal numbers up to 31st 	(Y1-B) Numbers <ul style="list-style-type: none"> Numbers to 20 (pp 1–13) Numbers to 50 (pp 14–22) Numbers to 100 (pp 23–28) (Y2-C) Numbers <ul style="list-style-type: none"> 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 <ul style="list-style-type: none"> 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 	<ul style="list-style-type: none"> Subtracting from Ten All about Ten Doubles and Halves to 10 1 More, 2 Less Add & subtract problems within 20 <ul style="list-style-type: none"> Who's got the Money? Adding to 10 Word Problems 	<ul style="list-style-type: none"> Recognise & recall bonds to 10 <ul style="list-style-type: none"> Recognising & recalling bonds to 10 Addition & subtraction strategies <ul style="list-style-type: none"> Introducing the commutative property of addition Adding & subtracting near doubles Relating counting to adding & subtracting 	<ul style="list-style-type: none"> Adding & subtracting within 10 fluently Adding compatible numbers (doubles or bonds to 10) Combinations that add up to 20 <ul style="list-style-type: none"> Model & record combinations that make 5 – 9 	(Y1-B) Operations with Number <ul style="list-style-type: none"> 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 <ul style="list-style-type: none"> Simple Patterns Missing it! Colour Patterns Complete the Pattern Pattern Error 	<ul style="list-style-type: none"> Pattern sequences <ul style="list-style-type: none"> Relating number & object patterns Shape patterns Repeating patterns <ul style="list-style-type: none"> Recognising repeating patterns Manipulating repeating patterns Extending repeating patterns Describing & creating repeating patterns Exploring repeating patterns with objects 	<ul style="list-style-type: none"> (Y1-B) Patterns and Relationships <ul style="list-style-type: none"> 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 <ul style="list-style-type: none"> Days of the Week Days: After and Before Tomorrow and Yesterday (without scaffold) Weekdays and Weekends Tell Time to the Hour Hour Times 	<ul style="list-style-type: none"> Duration & sequence of events <ul style="list-style-type: none"> Introducing the months of the year Working with years & months Comparing & sequencing intervals of time Describing duration 	<ul style="list-style-type: none"> (Y1-B) Time and Money <ul style="list-style-type: none"> 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 <ul style="list-style-type: none"> Comparing Length Measuring length with blocks Everyday Length 	<ul style="list-style-type: none"> Explore & measure length <ul style="list-style-type: none"> Exploring informal units of length & distance Identify measurable attributes <ul style="list-style-type: none"> Introducing the attribute of length Compare lengths <ul style="list-style-type: none"> Indirect comparisons of lengths 	<ul style="list-style-type: none"> (Y1-B) Measurement <ul style="list-style-type: none"> Length (pp 1–14) 		

Strand & Topic	Outcomes	Activities (Courses)	Skill Quests	Ebooks
Unit 1 Number <hr/> 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 <ul style="list-style-type: none"> Making Teen Numbers Place Value 1 Repartition Two-digit Numbers 	Place value of 2-digit numbers <ul style="list-style-type: none"> Identifying place value up to 2 digits Solving problems using place value up to 2 digits Partition 2-digit numbers <ul style="list-style-type: none"> Partitioning 2-digit numbers (standard) Partitioning 2-digit numbers (non-standard) 	(Y1-B) Numbers <ul style="list-style-type: none"> Place value to 99 (pp 29–41)
Unit 2 Number <hr/> 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 <ul style="list-style-type: none"> Commutative Property of Addition Additive 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 <ul style="list-style-type: none"> Add and Subtract Problems Problems: Addition and Subtraction Adding In Any Order 	Combinations that add up to 20 <ul style="list-style-type: none"> Model & record combinations that make 11 – 20 Add zero to a number (up to 20) Addition & subtraction strategies <ul style="list-style-type: none"> 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) 	(Y1-B) Operations with Number <ul style="list-style-type: none"> 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 <hr/> 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 <ul style="list-style-type: none"> Share the Treasure Divide Into Equal Groups Fill the Jars Grouping in Twos Grouping in Fives Grouping in Tens Count in groups <ul style="list-style-type: none"> Making Numbers Count Making Big Numbers Count 	Explore arrays & repeated addition <ul style="list-style-type: none"> Exploring arrays (no x symbol) Using repeated addition to multiply Equal sharing & grouping <ul style="list-style-type: none"> Grouping & skip counting to multiply Count collections <ul style="list-style-type: none"> Counting collections 0 to 100 Using groups of 10 to count large collections Count money <ul style="list-style-type: none"> Counting Australian notes & coins 	(Y1-B) Operations with Number <ul style="list-style-type: none"> Multiplication (pp 55–63)
Unit 4 Measurement <hr/> 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 <ul style="list-style-type: none"> Filling Fast! Everyday Mass Balancing Objects 	Explore, compare & order capacity <ul style="list-style-type: none"> Exploring capacity using informal units Comparing & ordering capacity, informal units Explore, compare & order mass <ul style="list-style-type: none"> Comparing & ordering mass, informal units Identify measurable attributes <ul style="list-style-type: none"> Introducing the attribute of mass 	(Y1-B) Measurement <ul style="list-style-type: none"> Mass (pp 15–25) Volume and capacity (pp 26, 28-31)
Unit 5 Statistics <hr/> 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 <ul style="list-style-type: none"> Tallies 	Gather & record data <ul style="list-style-type: none"> Asking suitable questions for data collection Completing tally charts Gathering, sorting & recording data 	(Y1-B) Chance and Data <ul style="list-style-type: none"> Data (pp 7–13)

Strand & Topic	Outcomes	Activities (Courses)	Skill Quests	Ebooks	
Unit 1 Number Algebra <hr/> 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 <ul style="list-style-type: none"> 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 <ul style="list-style-type: none"> Exploring number patterns (1, 2, 5, 10) Additive & subtractive patterns (within 5) Repeating patterns <ul style="list-style-type: none"> Exploring repeating numeric patterns 	Skip counting <ul style="list-style-type: none"> 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 <ul style="list-style-type: none"> Patterns and rules (pp 9–16) Number relationships (pp 17–32) (Y1-B) Numbers <ul style="list-style-type: none"> Skip counting (pp 42–53)
Unit 2 Number <hr/> 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 <ul style="list-style-type: none"> Sharing to divide up to 20 Grouping to divide 	(Y1-B) Operations with Number <ul style="list-style-type: none"> Division (pp 64–69) 	
Unit 3 Space <hr/> 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 <ul style="list-style-type: none"> Match the Solid 1 Collect Simple Shapes Count Sides and Corners 	Introduction two-dimensional shapes <ul style="list-style-type: none"> Sorting quadrilaterals from other 2D shapes Comparing 2D shapes 	(Y1-B) Space and Shape <ul style="list-style-type: none"> 2D space (pp 1–18) 	
Unit 4 Measurement <hr/> 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 <ul style="list-style-type: none"> Where is it? Left or Right? 	Position & direction <ul style="list-style-type: none"> Position using left, right & ordinal numbers Giving directions to others 	(Y1-B) Space and Shape <ul style="list-style-type: none"> Position (pp 31–38) 	
Unit 5 Statistics <hr/> 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 <ul style="list-style-type: none"> 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 <ul style="list-style-type: none"> Representing data in a simple display Reading simple data displays using objects Picture graphs Ordering category data 	(Y1-B) Chance and Data <ul style="list-style-type: none"> 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 <ul style="list-style-type: none"> Solving addition & subtraction word problems to 20 Equal sharing & grouping <ul style="list-style-type: none"> 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 <ul style="list-style-type: none"> 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