

Year 3 Australian Curriculum v8.4			Year 3 Australian Curriculum v9			New Courses: Units of Work	Activities (Courses): Topics	Skill Quests
Strand	Content Descriptions	Code	Strand	Outcomes	Code	NEW	Australian Curriculum v9 Yr 03	
Number	recognise, model, represent and order numbers to at least 10 000	ACMNA052	Number	recognise, represent and order natural numbers using naming and writing conventions for numerals beyond 10 000	AC9M3N01	Y3 Whole number and place value	Numbers beyond 10 000 with 5 digits	Numbers to 10 000 Numbers to 100 000 Numbers to 1 000 000 Numbers of any size
	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	ACMNA058		recognise and represent unit fractions including $\frac{1}{2}$, $\frac{1}{4}$, $\frac{1}{3}$, $\frac{1}{5}$ and $\frac{1}{10}$ and their multiples in different ways; combine fractions with the same denominator to complete the whole	AC9M3N02	Y3 Fractions Y4 Fractions	Unit fractions	Fraction symbols Find & count in halves & quarters Introduce eighths Introduce thirds Introduce sixths Introduce fifths Introduce tenths
	apply place value to partition, rearrange and regroup numbers to at least 10 000 to assist calculations and solve problems	ACMNA053		add and subtract two- and three-digit numbers using place value to partition, rearrange and regroup numbers to assist in calculations without a calculator	AC9M3N03		Up to 3 digit add & subtract	Addition & subtraction using place value
	represent and solve problems involving multiplication using efficient mental and written strategies and appropriate digital technologies	ACMNA057		multiply and divide one- and two-digit numbers, representing problems using number sentences, diagrams and arrays, and using a variety of calculation strategies	AC9M3N04		Multiply & Divide	Multiplication & division
				estimate the quantity of objects in collections and make estimates when solving problems to determine the reasonableness of calculations	AC9M3N05	NEW	Up to 3 digit add & subtract	Estimation strategies
				use mathematical modelling to solve practical problems involving additive and multiplicative situations including financial contexts; formulate problems using number sentences and choose calculation strategies, using digital tools where appropriate; interpret and communicate solutions in terms of the situation	AC9M3N06		Y4 Fractions	Solve practical problems
				follow and create algorithms involving a sequence of steps and decisions to investigate numbers; describe any emerging patterns	AC9M3N07	NEW		Create algorithms to investigate numbers
	investigate the conditions required for a number to be odd or even and identify odd and even numbers	ACMNA051						
	represent money values in multiple ways and count the change required for simple transactions to the nearest five cents	ACMNA059						

➡ MOVED TO Y4

➡ MOVED TO MEASUREMENT

Year 3 Australian Curriculum v8.4			Year 3 Australian Curriculum v9			New Courses: Units of Work	Activities (Courses): Topics	Skill Quizzes
Strand	Content Descriptions	Code	Strand	Outcomes	Code	NEW	Australian Curriculum v9 Yr 03	
Algebra	recognise and explain the connection between addition and subtraction	ACMNA054	Algebra	recognise and explain the connection between addition and subtraction as inverse operations, apply to partition numbers and find unknown values in number sentences	AC9M3A01		Patterns & missing numbers	Addition & subtraction relationship
	recall addition facts for single-digit numbers and related subtraction facts to develop increasingly efficient mental strategies for computation	ACMNA055		extend and apply knowledge of addition and subtraction facts to 20 to develop efficient mental strategies for computation with larger numbers without a calculator	AC9M3A02			Apply knowledge of facts to 20
	recall multiplication facts of two, three, five and ten and related division facts	ACMNA05		recall and demonstrate proficiency with multiplication facts for 3, 4, 5 and 10; extend and apply facts to develop the related division facts	AC9M3A03		Patterns & missing numbers	Multiplication & division facts for 2 Multiplication & division facts for 10 Multiplication & division facts for 5 Mult/div facts for 2, 5 & 10 Multiplication & division facts for 3 Multiplication & division facts for 4
	describe, continue, and create number patterns resulting from performing addition or subtraction	ACMNA060						
Measurement			Measurement	identify which metric units are used to measure everyday items; use measurements of familiar items and known units to make estimates	AC9M3M01		Measurements	Identify metric units of measure
	measure, order and compare objects using familiar metric units of length, mass and capacity	ACMMG061		measure and compare objects using familiar metric units of length, mass and capacity, and instruments with labelled markings	AC9M3M02			Length, mass & capacity
	tell time to the minute and investigate the relationship between units of time	ACMMG062		recognise and use the relationship between formal units of time including days, hours, minutes and seconds to estimate and compare the duration of events	AC9M3M03			Introduce units of time
				describe the relationship between the hours and minutes on analog and digital clocks, and read the time to the nearest minute	AC9M3M04		Measurements	Tell time
	identify angles as measures of turn and compare angle sizes in everyday situations	ACMMG064		identify angles as measures of turn and compare angles with right angles in everyday situations	AC9M3M05		Shape & space	Identify & compare angles
	represent money values in multiple ways and count the change required for simple transactions to the nearest five cents	ACMNA059		recognise the relationships between dollars and cents and represent money values in different ways	AC9M3M06		Money, Dollars & Cents	Money

Year 3 Australian Curriculum v8.4			Year 3 Australian Curriculum v9			New Courses: Units of Work	Activities (Courses): Topics	Skill Quests
Strand	Content Descriptions	Code	Strand	Outcomes	Code	NEW	Australian Curriculum v9 Yr 03	
Geometry	make models of three-dimensional objects and describe key features	ACMMG063	Space	make, compare and classify objects, identifying key features and explaining why these features make them suited to their uses	AC9M3SP01		Shape & space	3D objects
	create and interpret simple grid maps to show position and pathways	ACMMG065		interpret and create two dimensional representations of familiar environments, locating key landmarks and objects relative to each other	AC9M3SP02			Interpret & create maps
	identify symmetry in the environment <small>➡ MOVED TO Y4</small>	ACMMG066						
Statistics	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	ACMSP069	Statistics	acquire data for categorical and discrete numerical variables to address a question of interest or purpose by observing, collecting and accessing data sets; record the data using appropriate methods including frequency tables and spreadsheets	AC9M3ST01		Record sort read & interpret data	Collect & record data
	interpret and compare data displays	ACMSP070		create and compare different graphical representations of data sets including using software where appropriate; interpret the data in terms of the context	AC9M3ST02		Record sort read & interpret data	Create & compare data representations
	identify questions or issues for categorical variables. Identify data sources and plan methods of data collection and recording	ACMSP068		conduct guided statistical investigations involving the collection, representation and interpretation of data for categorical and discrete numerical variables with respect to questions of interest	AC9M3ST03			Understand statistical investigations
Probability			Probability	identify practical activities and everyday events involving chance; describe possible outcomes and events as 'likely' or 'unlikely' and identify some events as 'certain' or 'impossible' explaining reasoning <small>➡ MOVED FROM Y2</small>	AC9M3P01		Probability and chance	Language of chance
	Understand statistical investigations	ACMSP067		conduct repeated chance experiments; identify and describe possible outcomes, record the results, recognise and discuss the variation	AC9M3P02			Chance experiments

	Term one	Term two	Term three	Term four
Unit 1	Number	Number Algebra	Number	Number
	Addition and subtraction: mental strategies <ul style="list-style-type: none"> Review 3-digit numbers Number facts to 20 Place value Read, write and order 4-digit numbers Round numbers Partitioning 	Number Facts and Patterns <ul style="list-style-type: none"> Number facts: 2, 3, 4, 5 and 10 Identify and make patterns using shapes & numbers Describe patterns and determine rules Find missing terms 	Numbers to 1 000 000 <ul style="list-style-type: none"> Read, write and represent numbers to 1 000 000 Place value Compare and order numbers to 1 000 000 Round to nearest 10, 100, 1000 	Money and number review <ul style="list-style-type: none"> Recognise money Count money Money conversions
Unit 2	Number Algebra	Number Algebra	Number	Number Algebra
	Addition and subtraction (2-digit numbers) <ul style="list-style-type: none"> Addition and subtraction facts to 10 and 20 Inverse operations Efficient mental strategies to add and subtract 2-digit numbers 	Multiplication and division: 1- by 1-digit numbers <ul style="list-style-type: none"> Use efficient mental strategies for multiplication and division Solve problems involving multiplication and division 	Addition and subtraction (3-digit numbers) <ul style="list-style-type: none"> Efficient mental strategies to add and subtract 3-digit numbers 	Operations review Review earlier content
Unit 3	Number	Number	Number Algebra	Measurement
	Fractions: Halves, quarters and eights <ul style="list-style-type: none"> Represent unit fractions Create wholes using unit fractions Find fractions of a collection Count in fractions 	Fractions: Thirds, fifths, and multiples <ul style="list-style-type: none"> Count with fractions Fractions of a collection Equivalent fractions 	Multiplication and division: 1- by 2-digit numbers <ul style="list-style-type: none"> Efficient mental strategies to multiply and divide 2-digit numbers Solve problems involving multiplication and division 	Time <ul style="list-style-type: none"> Use formal units of time Estimate durations Read and represent digital and analogue time Use timers
Unit 4	Measurement Algebra	Statistics	Probability Statistics	Space
	Length <ul style="list-style-type: none"> Identify appropriate units of measurement Measure length using mm, cm & m Estimate and compare length 	Data <ul style="list-style-type: none"> Collect data Represent data using graphs and tables Interpret data 	Chance and data <ul style="list-style-type: none"> Use language of probability Conduct simple chance experiments Graph results Interpret data 	Position and 2D shape <ul style="list-style-type: none"> Interpret 2D representations of environments Interpret maps Create and follow directions
Unit 5	Space	Space Measurement	Measurement	Measurement
	3D Objects <ul style="list-style-type: none"> Recognise 2D shapes in 3D objects Describe, sort and compare 3D objects Create 3D models 	2D shape and angles <ul style="list-style-type: none"> Review properties of shapes Use quarter, half, and three-quarter turns Compare angles to right angles 	Mass and capacity <ul style="list-style-type: none"> Measure weight using g & kg Compare the weight of objects Measure capacity using mL & L Compare the capacity of containers 	Measurement review and applications <ul style="list-style-type: none"> Choose appropriate units Use measurement in everyday situations

Strand	Outcomes and content descriptions	Located
Number	AC9M3N01 recognise, represent and order natural numbers using naming and writing conventions for numerals beyond 10 000	T1 U1 T3 U1 T4 U1
	AC9M3N02 recognise and represent unit fractions including $\frac{1}{2}$, $\frac{1}{3}$, $\frac{1}{4}$, $\frac{1}{5}$ and $\frac{1}{10}$ and their multiples in different ways; combine fractions with the same denominator to complete the whole	T1 U3 T2 U3
	AC9M3N03 add and subtract two- and three-digit numbers using place value to partition, rearrange and regroup numbers to assist in calculations without a calculator	T1 U2 T3 U2 T4 U2
	AC9M3N04 multiply and divide one- and two-digit numbers, representing problems using number sentences, diagrams and arrays, and using a variety of calculation strategies	T2 U2 T3 U3 T4 U2
	AC9M3N05 estimate the quantity of objects in collections and make estimates when solving problems to determine the reasonableness of calculations	T1 U1, U2 T3 U2 T4 U1, U2
	AC9M3N06 use mathematical modelling to solve practical problems involving additive and multiplicative situations including financial contexts; formulate problems using number sentences and choose calculation strategies, using digital tools where appropriate; interpret and communicate solutions in terms of the situation	T1 U2, U3 T2 U2, U3 T3 U2, U3 T4 U2
	AC9M3N07 follow and create algorithms involving a sequence of steps and decisions to investigate numbers; describe any emerging patterns	T2 U1 T3 U3
Algebra	AC9M3A01 recognise and explain the connection between addition and subtraction as inverse operations, apply to partition numbers and find unknown values in number sentences	T1 U2 T4 U2
	AC9M3A02 extend and apply knowledge of addition and subtraction facts to 20 to develop efficient mental strategies for computation with larger numbers without a calculator	T1 U2, U4 T4 U2
	AC9M3A03 recall and demonstrate proficiency with multiplication facts for 3, 4, 5 and 10; extend and apply facts to develop the related division facts	T2 U1, U2 T3 U3 T4 U2
Measurement	AC9M3M01 identify which metric units are used to measure everyday items; use measurements of familiar items and known units to make estimates	T1 U4 T3 U5 T4 U5
	AC9M3M02 measure and compare objects using familiar metric units of length, mass and capacity, and instruments with labelled markings	T1 U4 T3 U5 T4 U5
	AC9M3M03 recognise and use the relationship between formal units of time including days, hours, minutes and seconds to estimate and compare the duration of events	T4 U3 T4 U5
	AC9M3M04 describe the relationship between the hours and minutes on analogue and digital clocks, and read the time to the nearest minute	T4 U3 T4 U5

Strand	Outcomes and content descriptions	Located
Measurement (cont'd)	AC9M3M05 identify angles as measures of turn and compare angles with right angles in everyday situations	T2 U5
	AC9M3M06 recognise the relationships between dollars and cents and represent money values in different ways	T4 U1
Space	AC9M3SP01 make, compare and classify objects, identifying key features and explaining why these features make them suited to their uses	T1 U5
	AC9M3SP02 interpret and create two-dimensional representations of familiar environments, locating key landmarks and objects relative to each other	T4 U4
Statistics	AC9M3ST01 acquire data for categorical and discrete numerical variables to address a question of interest or purpose by observing, collecting and accessing data sets; record the data using appropriate methods including frequency tables and spreadsheets	T2 U4 T3 U4
	AC9M3ST02 create and compare different graphical representations of data sets including using software where appropriate; interpret the data in terms of the context	T2 U4 T3 U4
	AC9M3ST03 conduct guided statistical investigations involving the collection, representation and interpretation of data for categorical and discrete numerical variables with respect to questions of interest	T2 U4 T3 U4
Probability	AC9M3P01 identify practical activities and everyday events involving chance; describe possible outcomes and events as 'likely' or 'unlikely' and identify some events as 'certain' or 'impossible' explaining reasoning	T3 U4
	AC9M3P02 conduct repeated chance experiments; identify and describe possible outcomes, record the results, recognise and discuss the variation	T3 U4

Strand & Topic	Outcomes	New Courses	Activities (Courses)	Skill Quests	Challenges	Ebooks
Unit 1 Number <hr/> Numbers to at least 10 000 <hr/> Review 3-digit numbers Number facts to 20 Place value Read, write and order 4-digit numbers Round numbers Partitioning	AC9M3N01 recognise, represent and order natural numbers using naming and writing conventions for numerals beyond 10 000 AC9M3N05 estimate the quantity of objects in collections and make estimates when solving problems to determine the reasonableness of calculations	Y3 Whole number and Place Value <ul style="list-style-type: none"> Numbers to at least 10 000s Place value Partitioning Number lines 	Numbers beyond 10 000 with 5 digits <ul style="list-style-type: none"> Place Value 3 Place Value Thousands Partition and Rename 2 Ascending Order Descending Order Smallest and largest numbers 	Apply knowledge of facts to 20 <ul style="list-style-type: none"> Finding fact families Numbers bonds to 20 Applying facts to 20 to larger numbers Numbers to 10 000 <ul style="list-style-type: none"> Identifying & counting numbers to 4 digits Reading & representing numbers to 4 digits Comparing & ordering numbers to 4 digits Place value to 4 digits Partitioning numbers to 4 digits Rounding numbers to 4 digits 	Number & Algebra: Whole Number LEVEL 2–4 <ul style="list-style-type: none"> Swap the numbers (DOK 2) Partitioning 4-digit numbers (DOK 3) Bank mistake (DOK 3) Alex's number (DOK 3) Find the 4 digits (DOK 3) Football friends (DOK 3) Top score (DOK 2) 33 beads (DOK 3) LEVEL 3–5 <ul style="list-style-type: none"> Target numbers! (DOK 3) Build the number (DOK 3) 	(Y3) Reading and Understanding Whole Numbers <ul style="list-style-type: none"> Build a number (Y3-D) Reading and Understanding Whole Numbers <ul style="list-style-type: none"> Looking at whole numbers (pp 1–10) Place value of whole numbers (pp 11–18) Round and estimate (pp 19–26) (Y4-E) Reading and Understanding Whole Numbers <ul style="list-style-type: none"> Looking at whole numbers (pp 1–8) Place value of whole numbers (pp 9–16) Round and estimate (pp 17–24)
Unit 2 Number Algebra <hr/> Addition and subtraction (2-digit numbers) <hr/> Addition and subtraction facts to 10 and 20 Inverse operations Efficient mental strategies to add and subtract 2-digit numbers	AC9M3N03 add and subtract two- and three-digit numbers... AC9M3N05 estimate the quantity of objects in collections... AC9M3N06 use mathematical modelling to solve practical problems ... AC9M3A01 recognise and explain the connection between addition and subtraction ... AC9M3A02 extend and apply knowledge of addition and subtraction facts ...	Coming soon	Up to 3 digit add & subtract <ul style="list-style-type: none"> Add 3 Numbers: Bonds to 100 Partition Puzzles 2 Repartition to Subtract Estimate Differences Estimate Sums Bar Model Problems 1 Bar Model Problems 2 	Addition & subtraction using place value <ul style="list-style-type: none"> Add & subtract using number facts within 1000 Add & subtract 2- & 3-digit using jump strategy Add & subtract 2- & 3-digit using place value Add & subtract 2- & 3-digit using bridging to 10 Add & subtract 2- & 3-digit using split strategy Add & subtract 2-digit rounding & compensation Adding & subtracting to make 100 Addition & subtraction relationship <ul style="list-style-type: none"> Relationship between addition & subtraction Equivalent number sentences Word problems for finding unknown quantities Representing add & subtract using a bar model 	Number & Algebra: Addition & Subtraction LEVEL 2–4 <ul style="list-style-type: none"> The key to adding (DOK 2) Make 200 (DOK 3) Game over (DOK 3) Choosing chores (DOK 4) 	(Y3-D) Addition and Subtraction <ul style="list-style-type: none"> Addition mental strategies (pp 1–14) Subtraction mental strategies (pp 15–30)
Unit 3 Number <hr/> Fractions: Halves, quarters and eighths <hr/> Represent unit fractions Create wholes using unit fractions Find fractions of a collection Count in fractions	AC9M3N02 recognise and represent unit fractions including $\frac{1}{2}$, $\frac{1}{3}$, $\frac{1}{4}$, $\frac{1}{5}$ and $\frac{1}{10}$ and their multiples in different ways; combine fractions with the same denominator ... AC9M3N02 use mathematical modelling to solve practical problems involving additive and multiplicative situations ...	Y3 Fractions <ul style="list-style-type: none"> Halves, Quarters and Eighths Unit fractions 1 Unit fractions 2 Proper fractions 		Fraction symbols <ul style="list-style-type: none"> Exploring the meaning of fraction symbols Introducing terms numerator & denominator Find & count in halves & quarters <ul style="list-style-type: none"> Finding half of a set or quantity (symbols) Finding quarters of sets or shapes (symbols) Finding halves & quarters (symbols) Counting in halves & quarters to 1 Introduce eighths <ul style="list-style-type: none"> Introducing eighths Using fractions: halves, quarters & eighths Introduce tenths <ul style="list-style-type: none"> Introducing tenths 	Number & Algebra: Fractions LEVEL 2–4 <ul style="list-style-type: none"> Monstrous proportions (DOK 2) 	(Y3-D) Fractions <ul style="list-style-type: none"> Introducing fractions (pp 1–12)

Strand & Topic	Outcomes	New Courses	Activities (Courses)	Skill Quests	Challenges	Ebooks
<p>Unit 4 Measurement Algebra</p> <hr/> <p>Length</p> <p>Identify appropriate units of measurement Measure length using mm, cm & m Estimate and comparing length</p>	<p>AC9M3M01 identify which metric units are used to measure everyday items; use measurements of familiar items and known units to make estimates</p> <p>AC9M3M02 measure and compare objects using familiar metric units of length, mass and capacity, and instruments with labelled markings</p> <p>AC9M3A02 extend and apply knowledge of addition and subtraction facts to 20 to develop efficient mental strategies for computation with larger numbers without a calculator</p>	<p>Y3 Fractions</p> <ul style="list-style-type: none"> Halves, Quarters and Eighths 	<p>Measurements</p> <ul style="list-style-type: none"> How Long is That? Measure to the Nearest Half Centimetre <p>Unit fractions</p> <ul style="list-style-type: none"> Fraction Length Models 1 	<p>Length, mass & capacity</p> <ul style="list-style-type: none"> Comparing, ordering & measuring length <p>Identify metric units of measure</p> <ul style="list-style-type: none"> Introducing centimetres Introducing millimetres Selecting appropriate units to measure length 	<p>Measurement: Length LEVEL 2–4</p> <ul style="list-style-type: none"> Measured to perfection (mm) (DOK 2) Parking problems (DOK 3) Paw prints (DOK 3) Robot race (DOK 2) Metres or centimetres? (DOK 3) 	<p>(Y3-D) Measurement</p> <ul style="list-style-type: none"> Units of length (pp 1–5)
<p>Unit 5 Space</p> <hr/> <p>3D objects</p> <p>Recognise 2D shapes in 3D objects Describe, sort and compare 3D objects Create 3D models</p>	<p>AC9M3SP01 make, compare and classify objects, identifying key features and explaining why these features make them suited to their uses</p>	<p>Coming soon</p>	<p>Shape & space</p> <ul style="list-style-type: none"> How Many Faces? How many Edges? Count the Corners Relate Shapes and Solids Collect the Objects 	<p>3D objects</p> <ul style="list-style-type: none"> Exploring prisms & pyramids Introducing nets Recognising & comparing 3D objects Describing & sorting 3D objects Comparing 2D shapes & 3D objects 	<p>Geometry: 3D Shapes LEVEL 2–4</p> <ul style="list-style-type: none"> Shape sums (DOK 3) Opposite shapes (DOK 2) Faces, edges and vertices (DOK 3) 	<p>(Y3-D) Space, Shape and Position</p> <ul style="list-style-type: none"> Investigating 3D shapes (pp 14–21)



Strand & Topic	Outcomes	New Courses	Activities (Courses)	Skill Quests	Challenges	Ebooks
Unit 1 Number Algebra <hr/> Number facts and patterns <hr/> Number facts: 2, 3, 4, 5 and 10 Identify and make patterns using shapes & numbers Describe patterns and determine rules Find missing terms	AC9M3N07 follow and create algorithms involving a sequence of steps and decisions to investigate numbers; describe any emerging patterns AC9M3A03 recall and demonstrate proficiency with multiplication facts for 3, 4, 5 and 10; extend and apply facts to develop the related division facts	Coming soon	Patterns & missing numbers <ul style="list-style-type: none"> • Odd and Even Numbers 1 • Pick the Next Number • Describing Patterns • Find the Missing Number 1 • Missing Values • Counting by Twos • Counting by Fives • Counting by Tens • Count by 2s, 5s and 10s • Dividing Twos • Dividing Fives • Dividing Tens • Skip Counting with Coins • Grouping in Fours • Dividing Fours • Grouping in Threes • Dividing Threes 	Multiplication & division facts for 2 <ul style="list-style-type: none"> • Recalling multiplication & division facts for 2 Multiplication & division facts for 10 <ul style="list-style-type: none"> • Exploring multiplication by 10 • Recalling multiplication & division facts for 10 Multiplication & division facts for 5 <ul style="list-style-type: none"> • Exploring multiplication by 5 • Recalling multiplication & division facts for 5 Mult/div facts for 2, 5 & 10 <ul style="list-style-type: none"> • Multiplication & division facts for 2, 5, 10 Multiplication & division facts for 3 <ul style="list-style-type: none"> • Exploring multiplication by 3 • Recalling multiplication & division facts for 3 Multiplication & division facts for 4 <ul style="list-style-type: none"> • Exploring multiplication by 4 • Recalling multiplication & division facts for 4 Create algorithms to investigate numbers <ul style="list-style-type: none"> • Identifying & creating number patterns • Working with code to create algorithms 	Number & Algebra: Multiplication & Division LEVEL 2–4 <ul style="list-style-type: none"> • Trading card count (DOK 3) • How many stickers? (DOK 3) Number & Algebra: Patterns LEVEL 2–4 <ul style="list-style-type: none"> • Table patterns (DOK 3) • Jamie's patterns (DOK 2) • Multiplication table patterns (DOK 3) • Take-away time (DOK 3) • Puzzling patterns (DOK 4) 	(Y3-D) Patterns and Algebra <ul style="list-style-type: none"> • Patterns and functions (pp 1–12) (Y3-D) Multiplication and Division <ul style="list-style-type: none"> • Multiplication facts (pp 8–19)
Unit 2 Number Algebra <hr/> Multiplication and division: 1- by 1-digit numbers <hr/> Use efficient mental strategies for multiplication and division Solve problems involving multiplication and division	AC9M3N04 multiply and divide one- and two-digit numbers, representing problems using number sentences, diagrams and arrays ... AC9M3N06 use mathematical modelling to solve practical problems ... AC9M3A03 recall and demonstrate proficiency with multiplication facts for 3, 4, 5 and 10 ...	Coming soon	Multiply & Divide <ul style="list-style-type: none"> • Related Facts 2 • Frog Jump Multiplication • Frog Jump Division • Equivalent Facts: Multiply • Divide Into Equal Groups 	Multiplication & division <ul style="list-style-type: none"> • Using repeated addition to multiply • Using repeated subtraction to divide • Relating multiplication & division • Interpreting & solving mult/div word problems • Multiplication strategies: 1-digit numbers 	Number & Algebra: Multiplication & Division LEVEL 2–4 <ul style="list-style-type: none"> • Party time (DOK 2) • A wheel problem (DOK 3) 	(Y3-D) Multiplication and Division <ul style="list-style-type: none"> • Introducing multiplication (pp 1–7) • Mental multiplication strategies (pp 20–25) • Division (pp 26–31)
Unit 3 Number <hr/> Fractions: Thirds, fifths, and multiples <hr/> Count with fractions Fractions of a collection Equivalent fractions	AC9M3N02 recognise and represent unit fractions including $\frac{1}{2}$, $\frac{1}{3}$, $\frac{1}{4}$, $\frac{1}{5}$ and $\frac{1}{10}$ and their multiples in different ways ... AC9M3N06 use mathematical modelling to solve practical problems involving additive and multiplicative situations ...	Y3 Fractions <ul style="list-style-type: none"> • Fractions and wholes • Unit Fractions and Sharing 	Unit fractions <ul style="list-style-type: none"> • Shade fractions • Identifying Fractions on a Number Line • Fractions of a Collection 1 • Unit Fractions 	Introduce thirds <ul style="list-style-type: none"> • Introducing thirds • Using fractions: halves, thirds & quarters Introduce sixths <ul style="list-style-type: none"> • Introducing sixths Introduce fifths <ul style="list-style-type: none"> • Introducing fifths 	Number & Algebra: Fractions LEVEL 2–4 <ul style="list-style-type: none"> • Decorate using fractions (DOK 2) 	(Y3-D) Fractions <ul style="list-style-type: none"> • Types of fractions (pp 13–21) (Y4-E) Fractions <ul style="list-style-type: none"> • Working with fractions (pp 1–11) • Types of fractions (pp 12–14)

Strand & Topic	Outcomes	New Courses	Activities (Courses)	Skill Quests	Challenges	Ebooks
<p>Unit 4 Statistics</p> <hr/> <p>Data</p> <p>Collect data</p> <p>Represent data using graphs and tables</p> <p>Interpret data</p>	<p>AC9M3ST01 acquire data for categorical and discrete numerical variables to address a question of interest or purpose ...</p> <p>AC9M3ST02 create and compare different graphical representations of data sets ...</p> <p>AC9M3ST03 conduct guided statistical investigations involving the collection, representation and interpretation of data ...</p>	Coming soon	<p>Record sort read & interpret data</p> <ul style="list-style-type: none"> Tallies Sorting Data Pictographs Interpreting Tables Reading from a Column Graph Column Graphs 	<p>Collect & record data</p> <ul style="list-style-type: none"> Collecting & recording category data Using tables <p>Create & compare data representations</p> <ul style="list-style-type: none"> Representing & interpreting data displays Comparing data displays <p>Understand statistical investigations</p> <ul style="list-style-type: none"> Introducing the statistical investigation process Conducting a statistical investigation 	<p>Statistics & Data LEVEL 2–4</p> <ul style="list-style-type: none"> Transport trouble (DOK 3) What's missing? (DOK 3) Pampered pets (DOK 2) Fruitful investigation (DOK 3) Lynn investigates (DOK 4) 	<p>(Y3-D) Chance and Data</p> <ul style="list-style-type: none"> Data (pp 10–21)
<p>Unit 5 Space Measurement</p> <hr/> <p>2D shape and angles</p> <p>Review properties of shapes</p> <p>Use quarter, half, and three-quarter turns</p> <p>Compare angles to right angles</p>	<p>AC9M3M05 identify angles as measures of turn and compare angles with right angles in everyday situations</p>	Coming soon	<p>Shape & space</p> <ul style="list-style-type: none"> Comparing Angles Equal Angles 	<p>Identify & compare angles</p> <ul style="list-style-type: none"> Introducing angles Introducing right angles 	<p>Geometry: Angles LEVEL 2–4</p> <ul style="list-style-type: none"> Right angle sort (DOK 3) Flag flying (DOK 4) 	<p>(Y3-D) Space, Shape and Position</p> <ul style="list-style-type: none"> Lines and angles (pp 1–5) Investigating 2D shapes (pp 6–8)

Strand & Topic	Outcomes	New Courses	Activities (Courses)	Skill Quests	Challenges	Ebooks
<p>Unit 1 Number</p> <p>Numbers to 1 000 000</p> <p>Read, write and represent numbers to 1 000 000</p> <p>Place value</p> <p>Compare and order numbers to 1 000 000</p> <p>Round to nearest 10, 100, 1000</p>	<p>AC9M3N01 recognise, represent and order natural numbers using naming and writing conventions for numerals beyond 10 000</p>	<p>Y3 Whole number and Place Value</p> <ul style="list-style-type: none"> • Rounding • Compare numbers • Order numbers 	<p>Numbers beyond 10 000 with 5 digits</p> <ul style="list-style-type: none"> • Partition and Rename 3 • Numbers from Words to Digits 1 • Rounding Numbers 	<p>Numbers to 100 000</p> <ul style="list-style-type: none"> • Comparing & ordering numbers to 5 digits • Place value to 5 digits • Partitioning numbers to 5 digits • Rounding numbers to 5 digits <p>Numbers to 1 000 000</p> <ul style="list-style-type: none"> • Reading & representing numbers to 6 digits • Comparing & ordering numbers to 6 digits • Place value to 6 digits • Partitioning numbers to 6 digits • Counting by ones, tens & hundreds 	<p>Number & Algebra: Whole Number LEVEL 3–5</p> <ul style="list-style-type: none"> • Swap the digits (DOK2) • Exploring a 5-digit number (DOK2) • Too much information (DOK3) 	<p>(Y5-F) Reading and Understanding Whole Numbers</p> <ul style="list-style-type: none"> • Looking at whole numbers (pp 1–8) • Place value of whole numbers (pp 9–16) • Round and estimate (pp 17–18)
<p>Unit 2 Number</p> <p>Addition and subtraction (3-digit numbers)</p> <p>Efficient mental strategies to add and subtract 3-digit numbers</p>	<p>AC9M3N03 add and subtract two- and three-digit numbers using place value to partition, rearrange and regroup numbers to assist in calculations without a calculator</p> <p>AC9M3N05 estimate the quantity of objects in collections and make estimates when solving problems to determine the reasonableness of calculations</p> <p>AC9M3N06 mathematical modelling to solve practical problems involving additive and multiplicative situations including financial contexts; formulate problems using number sentences and choose calculation strategies, using digital tools where appropriate; interpret and communicate solutions in terms of the situation</p>	<p>Coming soon</p>		<p>Addition & subtraction using place value</p> <ul style="list-style-type: none"> • Adding & subtracting - bridging with unknowns • Adding & subtracting 3-digits using partitioning • Adding & subtracting 3-digits using place value • Add & subtract 3-digit rounding & compensation • Add & subtract multiples of 100, 1000 & 10 000 • Add & subtract using non-standard partitioning • Add & subtract: choosing efficient strategies <p>Estimation strategies</p> <ul style="list-style-type: none"> • Estimating additions • Estimating subtractions • Judging the reasonableness of answers <p>Solve practical problems</p> <ul style="list-style-type: none"> • Solving addition & subtraction practical problems 	<p>Number & Algebra: Addition & Subtraction LEVEL 2–4</p> <ul style="list-style-type: none"> • Calculate through this maze (DOK3) 	<p>(Y4-E) Addition and Subtraction</p> <ul style="list-style-type: none"> • Addition mental strategies (pp 1–15) • Subtraction mental strategies (pp 16–27)

Strand & Topic	Outcomes	New Courses	Activities (Courses)	Skill Quests	Challenges	Ebooks
<p>Unit 3 Number Algebra</p> <p>Multiplication and division: 1- by 2-digit numbers</p> <p>Efficient mental strategies to multiply and divide 2-digit numbers Solve problems involving multiplication and division</p>	<p>AC9M3N04 multiply and divide one- and two-digit numbers ...</p> <p>AC9M3N06 use mathematical modelling to solve practical problems...</p> <p>AC9M3N07 follow and create algorithms ...</p> <p>AC9M3A03 recall and demonstrate proficiency with multiplication facts for 3, 4, 5 and 10 ...</p>	Coming soon		<p>Multiplication & division</p> <ul style="list-style-type: none"> Multiplying 2-digit numbers by a 1-digit number <p>Solve practical problems</p> <ul style="list-style-type: none"> Solve multiplication & division practical problems Missing number problems using all four operations 		<p>(Y4-E) Multiplication and Division</p> <ul style="list-style-type: none"> Using known facts (pp 8–12) Mental multiplication strategies (pp 13–21) Division (pp 22–28) Mental division strategies (pp 29–33)
<p>Unit 4 Probability Statistics</p> <p>Chance and data</p> <p>Use language of probability Conduct simple chance experiments Graph results Interpret data</p>	<p>AC9M3P01 identify practical activities and everyday events involving chance ...</p> <p>AC9M3P02 conduct repeated chance experiments ...</p> <p>AC9M3ST01 acquire data for categorical and discrete numerical variables ...</p> <p>AC9M3ST02 create and compare different graphical representations of data ...</p> <p>AC9M3ST03 conduct guided statistical investigations ...</p>	Coming soon	<p>Probability and chance</p> <ul style="list-style-type: none"> Will it Happen? Most Likely and Least Likely Introductory probability What are the Chances? How many Combinations? 	<p>Language of chance</p> <ul style="list-style-type: none"> Using basic probability language <p>Chance experiments</p> <ul style="list-style-type: none"> Conducting chance experiments 	<p>Chance & Probability LEVEL 2–4</p> <ul style="list-style-type: none"> Selective sleeperover (DOK 3) Picking plums (DOK 3) Sock sort (DOK 2) Multiple mayhem (DOK 4) <p>LEVEL 3–5</p> <ul style="list-style-type: none"> Matt's day (DOK 2) Roll of the dice (DOK 4) Everyday events (DOK 3) Pulling marbles (DOK 3) 	<p>(Y3-D) Chance and Data</p> <ul style="list-style-type: none"> Chance (pp 1–9)
<p>Unit 5 Space Measurement</p> <p>2D shape and angles</p> <p>Review properties of shapes Use quarter, half, and three-quarter turns Compare angles to right angles</p>	<p>AC9M3M01 identify which metric units are used to measure everyday items; use measurements of familiar items and known units to make estimates</p> <p>AC9M3M02 measure and compare objects using familiar metric units of length, mass and capacity, and instruments with labelled markings</p>	Coming soon	<p>Measurements</p> <ul style="list-style-type: none"> Using a Litre How Heavy? Ordering Mass (g) 	<p>Length, mass & capacity</p> <ul style="list-style-type: none"> Comparing, ordering & measuring mass Comparing, ordering & measuring capacity <p>Identify metric units of measure</p> <ul style="list-style-type: none"> Introducing kilograms Introducing grams Selecting appropriate units to measure mass Introducing millilitres Introducing litres Selecting appropriate units to measure capacity 	<p>Measurement: Mass LEVEL 2–4</p> <ul style="list-style-type: none"> Beryl the St Bernard (DOK 3) Placing pumpkins (DOK 2) 	<p>(Y3-D) Measurement</p> <ul style="list-style-type: none"> Mass (pp 21–25) Volume and capacity (pp 16–18)

Strand & Topic	Outcomes	New Courses	Activities (Courses)	Skill Quests	Challenges	Ebooks
Unit 1 Measurement Number Money and number review Recognise money Count money Money conversions	AC9M3N05 estimate the quantity of objects in collections and make estimates when solving problems to determine the reasonableness of calculations AC9M3M06 recognise the relationships between dollars and cents and represent money values in different ways AC9M3N01 recognise, represent and order natural numbers using naming and writing conventions for numerals beyond 10 000	Coming soon	Money, Dollars & Cents <ul style="list-style-type: none"> • Money • Who's got the Money? 	Money <ul style="list-style-type: none"> • Recognising Australian notes & coins • Counting Australian dollars & cents • Using money to make purchases 	Number & Algebra: Money LEVEL 2–4 <ul style="list-style-type: none"> • Bike for sale (DOK 3) • Fruit salad (DOK 3) 	(Y3-D) Addition and Subtraction <ul style="list-style-type: none"> • Money (pp 41–48)
Unit 2 Number Algebra Operations review	AC9M3N03 add and subtract two- and three-digit numbers ... AC9M3N04 multiply and divide one- and two-digit numbers ... AC9M3N05 estimate the quantity of objects in collections ... AC9M3N06 use mathematical modelling to solve practical problem s... AC9M3A01 recognise and explain the connection between addition and subtraction ... AC9M3A02 extend and apply knowledge of addition and subtraction facts ... AC9M3A03 recall and demonstrate proficiency with multiplication facts for 3, 4, 5 and 10 ...	Coming soon	 Review earlier content	 Review earlier content	 Review earlier content	 Review earlier content

Strand & Topic	Outcomes	New Courses	Activities (Courses)	Skill Quests	Challenges	Ebooks
Unit 3 Measurement Time Use formal units of time Estimate durations Read and represent digital and analogue time Use timers	AC9M3M03 recognise and use the relationship between formal units of time including days, hours, minutes and seconds to estimate and compare the duration of events AC9M3M04 describe the relationship between the hours and minutes on analogue and digital clocks, and read the time to the nearest minute	Coming soon	Measurements <ul style="list-style-type: none"> Five Minute Times What is the Time? 	Introduce units of time <ul style="list-style-type: none"> Introducing hours Introducing minutes Introducing seconds Duration & units of time <ul style="list-style-type: none"> Understanding relationship between units of time Understanding duration Tell time <ul style="list-style-type: none"> Telling time to five minutes Telling time to the minute 	Measurement: Time LEVEL 2–4 <ul style="list-style-type: none"> Scenic stroll (DOK 3) Time for T.V. (DOK 3) Mystery birthdate (DOK 3) 	(Y3-D) Time <ul style="list-style-type: none"> Telling time (pp 1–8) Measuring time (pp 9–16)
Unit 4 Space Position and 2D shapes Interpret 2D representations of environments Interpret maps Create and follow directions	AC9M3SP02 interpret and create two-dimensional representations of familiar environments, locating key landmarks and objects relative to each other	Coming soon	Shape & space <ul style="list-style-type: none"> Following Directions Coordinate Meeting Place Map Coordinates Where is it? Symmetry 	Interpret & create maps <ul style="list-style-type: none"> Interpreting simple maps 	Geometry: Symmetry, Transformation & Location LEVEL 2–4 <ul style="list-style-type: none"> A day on the farm (DOK 3) 	(Y3-D) Space, Shape and Position <ul style="list-style-type: none"> Position (pp 22–28)
Unit 5 Measurement Measurement review and applications Choose appropriate units Use measurement in everyday situations	AC9M3M01 identify which metric units are used to measure everyday items ... AC9M3M02 measure and compare objects using familiar metric units of length, mass and capacity ... AC9M3M03 recognise and use the relationship between formal units of time including days, hours, minutes and seconds ... AC9M3M04 describe the relationship between the hours and minutes on analogue and digital clocks ...	Coming soon	Measurements <ul style="list-style-type: none"> Which Unit of Measurement? Which Measuring Tool? 	Identify metric units of measure <ul style="list-style-type: none"> Identifying correct units of measurement 	 Review earlier content	 Review earlier content