	Term one	Term two	Term three	Term four
Unit 1	**Number**	**Number**	**Number**	**Number**
	Numbers to 10	**Numbers to at least 20**	**Addition and subtraction to 10**	**Number review**
	• Name and represent • Count groups • Ordinal numbers to 10	• Name and represent • Count groups • Ordinal numbers	• Represent addition and subtraction problems using objects • Use counting strategies to add/subtract • Relate addition and subtraction to everyday situations	Review earlier content
Unit 2	**Algebra**	**Statistics**	**Number** **Algebra** **Space**	**Number**
	Patterns	**Data: Collection, sorting & display**	**Patterns**	**Operations: Problem solving**
	• Recognise, copy and describe different repeating patterns	• Ask simple questions • Collect data • Sort and display data	• Recognise and discuss repeating patterns in images, and digital technology • Introducing number patterns	• Practical applications with collections
Unit 3	**Number**	**Space**	**Number**	**Statistics**
	Collections to 10	**2D shapes**	**Sharing and grouping to 10**	**Data: Representation and interpretation**
	• Subitise collections up to 5 • Partition and combine using objects • Add to/take away using objects	• Sort, name and create familiar shapes	• Represent and solve equal sharing problems using objects • Represent and solve equal grouping problems using objects	• Compare results • Interpret representations of others' displays
Unit 4	**Measurement**	**Number**	**Space**	**Measurement**
	Mass and capacity	**Collections to 20**	**2D shapes**	**Measurement review and applications**
	• Use appropriate language, eg, heavier • Directly compare • Explore everyday use of mass and capacity	• Partition and combine using objects • Add to/take away using objects	• Recognise and describe familiar shapes within objects in the environment	• Practical applications of measurement
Unit 5	**Measurement**	**Measurement**	**Space**	**Space**
	Time	**Length**	**Position**	**Shape and position review**
	• Days of the week • Familiar activities/times of the day • Sequence events • Create a simple roster or schedule	• Use appropriate language, eg, longer • Directly compare • Explore everyday use of length	• Describe the position and location of people and items	Review earlier content

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

Strand	Topic	Outcomes	Activities (Courses)	Ebooks
Unit 1 Number	**Numbers to 10** Name and represent Count groups Ordinal numbers to 10	**VC2MFN01** name, represent and order numbers including zero to at least 20, using physical and virtual materials and numerals **VC2MFN02** recognise and name the number of objects within a collection up to 5 using subitising	**Read & write numbers to 10** • Count to 5 • How Many? • Concept of zero • Matching numbers to 10 • Arranging Numbers • Dot Display • Ordinal numbers	(YF-A) **Numbers and Patterns** • Numbers to ten (pp 1–20) • Ordinal numbers (pp 41–44)
Unit 2 Algebra	**Patterns** Recognise, copy and describe different repeating patterns	**VC2MFA01** follow a short sequence of instructions; recognise, copy, continue and create repeating patterns represented in different ways	**Patterns** • Simple Patterns • Missing it! • Colour Patterns • Complete the Pattern • Pattern Error	(YF-A) **Numbers and Patterns** • Patterns (pp 45–48)
Unit 3 Number	**Collections to 10** Subitise collections up to 5 Partition and combine using objects Add to/take away using objects	**VC2MFN04** partition and combine collections up to 10 using part-part-whole relationships and subitising to recognise and name the parts **VC2MFN05** represent practical situations involving addition, subtraction and quantification with physical and virtual materials and use counting or subitising strategies	**Read & write numbers to 10** • Order Numbers to 10 • More, less or the same to 10 • Balance Numbers to 10	(YF-A) **Operations with Number** • Addition (pp 1–20) • Subtraction (pp 21–36)
Unit 4 Measurement	**Mass and capacity** Use appropriate language, eg, heavier Directly compare Explore everyday use of mass and capacity	**VC2MFM01** identify and compare attributes of objects and events, including length, capacity, mass and duration, using direct comparisons and communicating reasoning	**Length** • Which Holds More? • Balancing Act	(YF-A) **Measurement** • Mass (pp 16–23) • Volume and capacity (pp 24, 30-35)
Unit 5 Measurement	**Time** Days of the week Familiar activities/times of the day Sequencing events Create a simple roster or schedule	**VC2MFM01** identify and compare attributes of objects and events, including length, capacity, mass and duration, using direct comparisons and communicating reasoning **VC2MFM02** sequence days of the week and times of the day including morning, lunchtime, afternoon and night time, and connect them to familiar events and actions	**Time: Days** • Days of the Week • Days: After and Before • Weekdays and Weekends • Tomorrow and Yesterday (Scaffolded)	(YF-A) **Time, Money and Data** • Time (pp 1–17)

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

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

Strand	Topic	Outcomes	Activities (Courses)	Ebooks
Unit 1 Number	**Number review**	**VC2MFN01** name, represent and order numbers including zero to at least 20, using physical and virtual materials and numerals **VC2MFN02** recognise and name the number of objects within a collection up to 5 using subitising	Review earlier content	Review earlier content
Unit 2 Number	**Operations: Problem solving** Practical applications with collections	**VC2MFN03** quantify and compare collections to at least 20 using counting and explain or demonstrate reasoning **VC2MFN04** partition and combine collections up to 10 using part-part-whole relationships and subitising to recognise and name the parts **VC2MFN05** represent practical situations involving addition, subtraction and quantification with physical and virtual materials and use counting or subitising strategies **VC2MFN06** represent practical situations involving equal sharing and grouping with physical and virtual materials and use counting or subitising strategies		(YF-A) **Numbers and Patterns** • Number relationships (pp 55–60)
Unit 3 Statistics	**Data: Representation and interpretation** Compare results Interpret representations of others' displays	**VC2MFST01** collect, sort and compare data represented by objects and images in response to given investigative questions that have only 2 outcomes and relate to familiar situations	**Sort & compare data** • Picture Graphs: Who has the Goods?	(YF-A) **Operations with Number** • Grouping and sharing (pp 37–44)
Unit 4 Measurement	**Measurement review and applications**	**VC2MFM01** identify and compare attributes of objects and events, including length, capacity, mass and duration, using direct comparisons and communicating reasoning **VC2MFM02** sequence days of the week and times of the day including morning, lunchtime, afternoon and night time, and connect them to familiar events and actions	Review earlier content	Review earlier content
Unit 5 Space	**Shape and position review**	**VC2MFSP01** sort, name and create familiar shapes; recognise and describe familiar shapes within objects in the environment, giving reasons **VC2MFSP02** describe the position and location of themselves and objects in relation to other people and objects within a familiar space	Review earlier content	Review earlier content