

	Term one	Term two	Term three	Term four
	Number	Number Algebra	Number	Number
	Addition and subtraction: mental strategies	Number Facts and Patterns	Numbers to 1 000 000	Money and number review
Unit 1	Review 3-digit numbers     Number facts to 20     Place value     Read, write and order 4-digit numbers     Round numbers     Partitioning	<ul> <li>Properties of odd and even numbers</li> <li>Number facts: 2, 3, 4, 5 and 10</li> <li>Identify and make patterns using shapes &amp; numbers</li> <li>Describe patterns and determine rules</li> <li>Find missing terms</li> <li>Odd and even numbers</li> </ul>	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	Recognise money     Count money     Money conversions
	Number Algebra	Number Algebra	Number	Number Algebra
Unit 2	Addition and subtraction (2-digit numbers)	Multiplication and division: 1- by 1-digit numbers	Addition and subtraction (3-digit numbers)	Operations review
	Addition and subtraction facts to 10 and 20     Inverse operations     Efficient mental strategies to add and subtract 2-digit numbers	<ul> <li>Use efficient mental strategies for multiplication and division</li> <li>Solve problems involving multiplication and division</li> </ul>	Efficient mental strategies to add and subtract 3-digit numbers	Review earlier content
	Number	Number	Number Algebra	Measurement
Unit 3	Fractions: Halves, quarters and eights	Fractions: Thirds, fifths, and multiples	Multiplication and division: 1- by 2-digit numbers	Time
	<ul> <li>Represent unit fractions</li> <li>Create wholes using unit fractions</li> <li>Find fractions of a collection</li> <li>Count in fractions</li> </ul>	Count with fractions     Fractions of a collection     Equivalent fractions	Efficient mental strategies to multiply and divide 2-digit numbers     Solve problems involving multiplication and division	Use formal units of time Estimate durations Read and represent digital and analogue time Use timers
	Measurement Algebra	Statistics	Probability Statistics	Space
Unit 4	Length	Data	Chance and data	Position and 2D shape
· · · · ·	Identify appropriate units of measurement     Measure length using mm, cm & m     Estimate and compare length	<ul> <li>Collect data</li> <li>Represent data using graphs and tables</li> <li>Interpret data</li> </ul>	Use language of probability Conduct simple chance experiments Graph results Interpret data	Interpret 2D representations of environments     Interpret maps     Create and follow directions
	Space	Space Measurement	Measurement	Measurement
	3D Objects	2D shape and angles	Mass and capacity	Measurement review and applications
Unit 5	<ul> <li>Recognise 2D shapes in 3D objects</li> <li>Describe, sort and compare 3D objects</li> <li>Create 3D models</li> </ul>	<ul> <li>Review properties of shapes</li> <li>Use quarter, half, and three-quarter turns</li> <li>Compare angles to right angles</li> </ul>	Measure weight using g & kg     Compare the weight of objects     Measure capacity using mL & L     Compare the capacity of containers	Choose appropriate units     Use measurement in everyday situations



Strand	Outcomes and content descriptions	Located	S
Number	VC2M3N01 identify, explain and use the properties of odd and even numbers	T2 U1	٨
	VC2M3N02 recognise, represent and order natural numbers using naming and writing conventions for numerals beyond 10 000	T1 U1 T3 U1 T4 U1	
	<b>VC2M3N03</b> 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	
	VC2M3N04 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	
	VC2M3N05 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	
	VC2M3N06 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	s
	VC2M3N07 recognise the relationships between dollars and cents and represent money values in different ways	T4 U1	
	VC2M3N08  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	s
	VC2M3N09 follow and create algorithms involving a sequence of steps and decisions to investigate numbers; describe any emerging patterns	T2 U1 T3 U3	
Algebra	VC2M3A01 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	
	VC2M3A02 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	P
	VC2M3A03 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	

Strand	Outcomes and content descriptions	Located
Measurement	VC2M3M01 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
	VC2M3M02 measure and compare objects using familiar metric units of length, mass and capacity, and instruments with labelled markings	T1 U4 T3 U5 T4 U5
	VC2M3M03 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
	VC2M3M04  describe the relationship between the hours and minutes on analog and digital clocks, and read the time to the nearest minute	T4 U3 T4 U5
	VC2M3M05 identify angles as measures of turn and use right angles as a reference to compare angles in everyday situations	T2 U5
Space	VC2M3SP01 make, compare and classify objects, identifying key features and explaining why these features make them suited to their uses	T1 U5
	VC2M3SP02 interpret and create two-dimensional representations of familiar environments, locating key landmarks and objects relative to each other	T4 U4
Statistics	VC2M3ST01 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
	VC2M3ST02 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
	VC2M3ST03  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	VC2M3P01 identify practical activities and everyday events that involve chance, and describe possible outcomes and events as 'likely' or 'unlikely' and identify some events as 'certain' or 'impossible', explaining reasoning	T3 U4
	VC2M3P02 conduct repeated chance experiments; identify and describe possible outcomes, record the results, and recognise and discuss the variation	T3 U4



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Strand & Topic	Outcomes	New Courses	Activities (Courses)	Skill Quests	Challenges	Ebooks
Unit 1 Number Numbers to at least 10 000  Review 3-digit numbers Number facts to 20 Place value Read, write and order 4-digit numbers Round numbers Partitioning	vc2M3N02 recognise, represent and order natural numbers using naming and writing conventions for numerals beyond 10 000 vc2M3N06 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  • Numbers to at least 10 000s  • Place value  • Partitioning  • Number lines	Read & write numbers to 10 000  Place Value 3  Place Value - Thousands  Partition and Rename 2  Partition and Rename 3  Ascending Order  Descending Order  Smallest and largest numbers  Numbers from Words to Digits 1  Rounding Numbers	Apply knowledge of facts to 20  Finding fact families  Numbers bonds to 20  Applying facts to 20 to larger numbers  Numbers up to 10 000  Identifying & counting numbers to 4 digits  Reading & representing numbers to 4 digits  Comparing & ordering numbers to 4 digits  Partitioning numbers to 4 digits  Rounding numbers to 4 digits	Number & Algebra: Whole Number LEVEL 2-4  • 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  • Target numbers! (DOK 3)  • Build the number (DOK 3)	Y3 Reading and Understanding Whole Numbers  • Build a number  Y3-D Reading and Understanding Whole Numbers  • 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  • 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  Addition and subtraction (2-digit numbers)  Addition and subtraction facts to 10 and 20 Inverse operations Efficient mental strategies to add and subtract 2-digit numbers	VC2M3N04 add and subtract two- and three-digit numbers VC2M3N06 estimate the quantity of objects in collections VC2M3N08 use mathematical modelling to solve practical problems VC2M3A01 recognise and explain the connection between addition and subtraction VC2M3A02 extend and apply knowledge of addition and subtraction facts	Coming soon	Add & subtract to 3 digits  Add 3 Numbers: Bonds to 100  Partition Puzzles 2  Repartition to Subtract  Nearest 1000?  Estimation: Add and Subtract  Estimate Differences  Estimate Sums  Bar Model Problems 1  Bar Model Problems 2  Patterns with numbers  Related facts 1  Adding in any order  Complements to 10, 20, 50  Complements to 50 and 100	Addition & subtraction using place value  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- & 3-digit using split strategy  Add & subtract 2-digit rounding & compensation  Adding & subtraction relationship  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  • The key to adding (DOK.2)  • Make 200 (DOK.3)  • Game over (DOK.3)  • Choosing chores (DOK.4)	(y3-D) Addition and Subtraction  • Addition mental strategies (pp 1–14)  • Subtraction mental strategies (pp 15–30)
Unit 3 Number  Fractions: Halves, quarters and eighths  Represent unit fractions Create wholes using unit fractions Find fractions of a collection Count in fractions	VC2M3N03 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 VC2M3N03 use mathematical modelling to solve practical problems involving additive and multiplicative situations	Y3 Fractions  • Halves, Quarters and Eighths  • Unit fractions 1  • Unit fractions 2  • Proper fractions		Fraction symbols  • Exploring the meaning of fraction symbols  • Introducing terms numerator & denominator  Find & count in halves & quarters  • 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  • Introducing eighths  • Using fractions: halves, quarters & eighths  Introduce tenths  • Introducing tenths	Number & Algebra: Fractions LEVEL 2-4  • Monstrous proportions (DOK2)	(Y3-D) Fractions • Introducing fractions (pp 1–12)



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Strand & Topic	Outcomes	New Courses	Activities (Courses)	Skill Quests	Challenges	Ebooks
Measurement Algebra  Length  dentify appropriate units of measurement  Measure length using mm, cm & m Estimate and comparing length	VC2M3M01 identify which metric units are used to measure everyday items; use measurements of familiar items and known units to make estimates VC2M3M02 measure and compare objects using familiar metric units of length, mass and capacity, and instruments with labelled markings VC2M3A02 extend and apply knowledge of addition and subtraction facts to 20 to develop efficient mental strategies for computation with larger numbers without a calculator	Y3 Fractions  • Halves, Quarters and Eighths	Length, capacity & mass  • How Long is That?  • Measure to the Nearest Half Centimetre  Unit fractions  • Fraction Length Models 1	Length, mass & capacity  • Comparing, ordering & measuring length  Identify metric units of measure  • Introducing centimetres  • Introducing millimetres  • Selecting appropriate units to measure length	Measurement: Length LEVEL 2-4  • Measured to perfection (mm) (DOK2)  • Parking problems (DOK3)  • Paw prints (DOK3)  • Robot race (DOK2)  • Metres or centimetres? (DOK3)	(3-D) Measurement • Units of length (pp 1–5)
Brace Broopiets Recognise 2D shapes in 3D objects Describe, sort and compare 3D objects Create 3D models	WC2M3SP01 make, compare and classify objects, identifying key features and explaining why these features make them suited to their uses	Coming soon	Classify shapes  How Many Faces?  How many Edges?  Count the Corners  Count Sides and Corners  Relate Shapes and Solids  Collect the Objects	3D objects  Exploring prisms & pyramids  Introducing nets  Recognising & comparing 3D objects  Describing & sorting 3D objects  Comparing 2D shapes & 3D objects	Geometry: 3D Shapes LEVEL 2-4  • Shape sums OOK 3  • Opposite shapes OOK 2  • Faces, edges and vertices OOK 3	Y3-D Space, Shape and Position • Investigating 3D shapes (pp 14–21)



Strand & Topic	Outcomes	New Courses	Activities (Courses)	Skill Quests	Challenges	Ebooks
Unit 1 Number Algebra  Number facts and patterns  Properties of odd and even numbers Number facts: 2, 3, 4, 5 and 10 Identify and make patterns using shapes & numbers Describe patterns and determine rules Find missing terms	VC2M3N09 follow and create algorithms involving a sequence of steps and decisions to investigate numbers; describe any emerging patterns VC2M3A03 recall and demonstrate proficiency with multiplication facts for 3, 4, 5 and 10; extend and apply facts to develop the related division facts VC2M3N01 identify, explain and use the properties of odd and even numbers	Coming soon	Read & write numbers to 10 000  Odd and Even Numbers 1  Patterns with numbers  Counting by Fives  Count by Fives  Count by Tens  Count by Tens  Count by 2s, 5s and 10s  Counting pin 4s  Grouping in fives  Dividing Fives  Dividing Tens  Skip Counting with Coins  Grouping in Threes  Dividing Threes  Grouping in Fours  Dividing Fours	Odd & even numbers Exploring odd & even numbers  Multiplication & division facts for 2 Recalling multiplication & division facts for 10 Exploring multiplication by 10 Recalling multiplication by 10 Recalling multiplication & division facts for 10  Multiplication & division facts for 5 Exploring multiplication by 5 Recalling multiplication by 5 Recalling multiplication & division facts for 5  Mult/div facts for 2, 5 & 10 Multiplication & division facts for 3 Exploring multiplication by 3 Recalling multiplication by 3 Recalling multiplication & division facts for 3  Multiplication & division facts for 4 Exploring multiplication by 4 Recalling multiplication & division facts for 4 Create algorithms to investigate numbers Identifying & creating number patterns Working with code to create algorithms	Number & Algebra: Multiplication & Division LEVEL 2-4  • Trading card count (DOK3)  • How many stickers? (DOK3)  Number & Algebra: Patterns LEVEL 2-4  • Table patterns (DOK3)  • Jamie's patterns (DOK2)  • Multiplication table patterns (DOK3)  • Take-away time (DOK3)  • Puzzling patterns (DOK4)	(Y3-D) Patterns and Algebra Patterns and functions (pp 1–12) (Y3-D) Multiplication and Division Multiplication facts (pp 8–19)
Unit 2 Number Algebra  Multiplication and division: 1- by 1-digit numbers  Use efficient mental strategies for multiplication and division  Solve problems involving multiplication and division	VC2M3N05 multiply and divide one- and two-digit numbers, representing problems using number sentences, diagrams and arrays VC2M3N08 use mathematical modelling to solve practical problems VC2M3A03 recall and demonstrate proficiency with multiplication facts for 3, 4, 5 and 10	Coming soon	Multiply & Divide  Related Facts 2 Frog Jump Multiplication Frog Jump Division Equivalent Facts: Multiply Divide Into Equal Groups	Multiplication & division  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  • Party time (DOK2)  • A wheel problem (DOK3)	(y3-D) Multiplication and Division  • Introducing multiplication (pp 1–7)  • Mental multiplication strategies (pp 20–25)  • Division (pp 26–31)
Unit 3 Number  Fractions: Thirds, fifths, and multiples  Count with fractions Fractions of a collection Equivalent fractions	VC2M3N03 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  VC2M3N08 use mathematical modelling to solve practical problems involving additive and multiplicative situations	Y3 Fractions • Fractions and wholes • Unit Fractions and Sharing	Unit fractions Shade fractions Identifying Fractions on a Number Line Fractions of a Collection 1 Unit Fractions	Introduce thirds Introducing thirds Using fractions: halves, thirds & quarters Introduce sixths Introducing sixths Introduce fifths Introducing fifths	Number & Algebra: Fractions LEVEL 2-4 • Decorate using fractions (DOK2)	(Y3-D) Fractions Types of fractions (pp 13–21) (Y4-E) Fractions Working with fractions (pp 1–11) Types of fractions (pp 12–14)



Victorian Maniemancs v2.0 Level 03					Viciona Level 3		
Strand & Topic	Outcomes	New Courses	Activities (Courses)	Skill Quests	Challenges	Ebooks	
Statistics  Data  Collect data Represent data using graphs and tables Interpret data	VC2M3ST01 acquire data for categorical and discrete numerical variables to address a question of interest or purpose VC2M3ST02 create and compare different graphical representations of data sets VC2M3ST03 conduct guided statistical investigations involving the collection, representation and interpretation of data	Coming soon	Sort, represent & interpret data  Tallies Sorting Data Pictographs Interpreting Tables Reading from a Column Graph Column Graphs Add and Subtract Using Graphs	Collect & record data  Collecting & recording category data Using tables  Create & compare data representations Representing & interpreting data displays Comparing data displays Understand statistical investigations Introducing the statistical investigation process Conducting a statistical investigation	Statistics & Data  LEVEL 2-4  • Transport trouble (OOK3)  • What's missing? (OOK3)  • Pampered pets (OOK2)  • Fruitful investigation (OOK3)  • Lynn investigates (FOK4)	(Y3-D) Chance and Data • Data (pp 10–21)	
Space Measurement  2D shape and	VC2M3M05 identify angles as measures of turn and compare angles with right angles in everyday situations	Coming soon	Introduction to angles  • Comparing Angles  • Equal Angles  • Right Angle Relation	Identify & compare angles  Introducing angles  Introducing right angles	Geometry: Angles LEVEL 2-4  Right angle sort OOK3 Flag flying (OOK4)	(y3-D) Space, Shape and Position • Lines and angles (pp 1–5) • Investigating 2D shapes (pp 6–8)	



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Strand & Topic	Outcomes	New Courses	Activities (Courses)	Skill Quests	Challenges	Ebooks
Unit 1 Numbers to 1 000 000  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	VC2M3N02 recognise, represent and order natural numbers using naming and writing conventions for numerals beyond 10 000	Y3 Whole number and Place Value  Rounding  Compare numbers  Order numbers		Numbers to 100 000  Comparing & ordering numbers to 5 digits Place value to 5 digits Partitioning numbers to 5 digits Rounding numbers to 5 digits Numbers to 1 000 000 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	Number & Algebra: Whole Number LEVEL 3-5  • Swap the digits (OOK 2)  • Exploring a 5-digit number (DOK 2)  • Too much information (DOK 3)	Y5-F Reading and Understanding Whole Numbers  • Looking at whole numbers (pp 1–8)  • Place value of whole numbers (pp 9–16)  • Round and estimate (pp 17–18)
Number  Addition and subtraction (3-digit numbers)  Efficient mental strategies to add and subtract 3-digit numbers	vc2M3N04 add and subtract two- and three-digit numbers using place value to partition, rearrange and regroup numbers to assist in calculations without a calculator vc2M3N06 estimate the quantity of objects in collections and make estimates when solving problems to determine the reasonableness of calculations vc2M3N08 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	Coming soon		Addition & subtraction using place value  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 unlitiples of 100, 1000 & 10 000  Add & subtract using non-standard partitioning  Add & subtract: choosing efficient strategies  Estimation strategies  Estimating additions  Estimating subtractions  Judging the reasonableness of answers	Number & Algebra: Addition & Subtraction LEVEL 2-4  • Calculate through this maze (DOK3)	Y4-E) Addition and Subtraction  • Addition mental strategies (pp 1–15)  • Subtraction mental strategies (pp 16–27)



Strand & Topic	Outcomes	New Courses	Activities (Courses)	Skill Quests	Challenges	Ebooks
Unit 3 Number Algebra  Multiplication and division: 1- by 2-digit numbers  Efficient mental strategies to multiply and divide 2-digit numbers  Solve problems involving multiplication and division	VC2M3N05 multiply and divide one- and two-digit numbers VC2M3N08 use mathematical modelling to solve practical problems VC2M3N09 follow and create algorithms VC2M3A03 recall and demonstrate proficiency with multiplication facts for 3, 4, 5 and 10	Coming soon		Multiplication & division  Multiplying 2-digit numbers by a 1-digit number  Solve practical problems  Solve multiplication & division practical problems		Wa-E Multiplication and Division     Using known facts (pp 8–12)     Mental multiplication strategies (pp 13–21)     Division (pp 22–28)     Mental division strategies (pp 29–3)
Unit 4 Probability Statistics  Chance and data  Use language of probability Conduct simple chance experiments Graph results Interpret data	VC2M3P01 identify practical activities and everyday events involving chance VC2M3P02 conduct repeated chance experiments VC2M3ST01 acquire data for categorical and discrete numerical variables VC2M3ST02 create and compare different graphical representations of data VC2M3ST03 conduct guided statistical investigations	Coming soon	Probability  • Will it Happen?  • Most Likely and Least Likely  • Introductory probability  • What are the Chances?  • How many Combinations?	Language of chance  • Using basic probability language  Chance experiments  • Conducting chance experiments	Chance & Probability LEVEL 2-4  • Selective sleepover (DOK 3)  • Picking plums (DOK 2)  • Sock sort (DOK 2)  • Multiple mayhem (DOK 4) LEVEL 3-5  • Matt's day (DOK 2)  • Roll of the dice (DOK 4)  • Everyday events (DOK 3)  • Pulling marbles (DOK 3)	(Y3-D) Chance and Data • Chance (pp 1–9)
Unit 5 Space Measurement  2D shape and angles Review properties of shapes Use quarter, half, and three-quarter turns Compare angles to right angles	VC2M3M01 identify which metric units are used to measure everyday items; use measurements of familiar items and known units to make estimates VC2M3M02 measure and compare objects using familiar metric units of length, mass and capacity, and instruments with labelled markings	Coming soon	Length, capacity & mass  • Using a Litre  • How Heavy?  • Ordering Mass (g)	Length, mass & capacity  Comparing, ordering & measuring mass Comparing, ordering & measuring capacity  Identify metric units of measure Introducing kilograms Introducing grams Selecting appropriate units to measure mass Introducing millilitres Introducing litres Selecting appropriate units to measure capacity	Measurement: Mass LEVEL 2-4  • Beryl the St Bernard ©OK3  • Placing pumpkins (DOK2)	(Y3-D) Measurement • Mass (pp 21–25) • Volume and capacity (pp 16–18)



Strand & Topic	Outcomes	New Courses	Activities (Courses)	Skill Quests	Challenges	Ebooks
Unit 1 Number  Money and number review  Recognise money Count money Money conversions	VC2M3N06 estimate the quantity of objects in collections and make estimates when solving problems to determine the reasonableness of calculations VC2M3N07 recognise the relationships between dollars and cents and represent money values in different ways VC2M3N02 recognise, represent and order natural numbers using naming and writing conventions for numerals beyond 10 000	Coming soon		Money  Recognising Australian notes & coins Counting Australian dollars & cents Using money to make purchases	Number & Algebra: Money LEVEL 2-4  • Bike for sale OOK3  • Fruit salad OOK3	(Y3-D) Addition and Subtraction • Money (pp 41–48)
Unit 2 Number Algebra  Operations review	VC2M3N04 add and subtract two- and three-digit numbers VC2M3N05 multiply and divide one- and two-digit numbers VC2M3N06 estimate the quantity of objects in collections VC2M3N08 use mathematical modelling to solve practical problem s VC2M3A01 recognise and explain the connection between addition and subtraction VC2M3A02 extend and apply knowledge of addition and subtraction facts VC2M3A03 recall and demonstrate proficiency with multiplication facts for 3, 4, 5 and 10	Coming soon	Review earlier content	Solve practical problems Solving addition & subtraction practical problems Missing number problems using all four operations  Solve practical problems Solving addition & subtraction practical practical problems Solving addition & subtraction practical pra	Review earlier content	Review earlier content



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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	VC2M3M03 recognise and use the relationship between formal units of time, including days, hours, minutes and seconds, to estimate and compare the duration of events VC2M3M04 describe the relationship between the hours and minutes on analog and digital clocks, and read the time to the nearest minute	Coming soon	Time: Five minute times & conversions  • Five Minute Times  • What is the Time?  • Time Conversions: Whole Numbers 1	Introduce units of time  Introducing hours  Introducing minutes  Introducing seconds  Duration & units of time  Understanding relationship between units of time  Understanding duration  Tell time  Telling time to five minutes  Telling time to the minute	Measurement: Time LEVEL 2-4 • Scenic stroll (DOK3) • Time for T.V. (DOK3) • Mystery birthdate (DOK3)	(Y3-D) <b>Time</b> • 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	VC2M3SP02 interpret and create two-dimensional representations of familiar environments, locating key landmarks and objects relative to each other	Coming soon	Position • Following Directions • Coordinate Meeting Place • Map Coordinates • Where is it?	Interpret & create maps  • Interpreting simple maps	Geometry: Symmetry, Transformation & Location LEVEL 2-4 • A day on the farm (DOK3)	(Y3-D) Space, Shape and Position • Position (pp 22–28)
Measurement Measurement review and applications Choose appropriate units Use measurement in everyday situations	VC2M3M01 identify which metric units are used to measure everyday items VC2M3M02 measure and compare objects using familiar metric units of length, mass and capacity VC2M3M03 recognise and use the relationship between formal units of time including days, hours, minutes and seconds VC2M3M04 describe the relationship between the hours and minutes on analogue and digital clocks	Coming soon	Measurements  • Which Unit of Measurement?  • Which Measuring Tool?	Identify metric units of measure  • Identifying correct units of measurement	Review earlier content	Review earlier content