Mathletics 3P Learning Progressions Skill Quests







Mathletics

3P Learning Progressions Skill Quests May 2022

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Grade 1

1. Number

Outcome	Quests	Content
Place value and counting	Ordinal numbers to	Using ordinal numbers up to
	31st	31st
	Place value of numbers	Connecting number names
	up to 50	and numerals up to 50
		Compare and order collections
		and numbers up to 50
	Place value of numbers	Read, write and represent
	up to 100	numbers up to 100
		Identifying place value up to
		100
		Identifying numbers before
		and after up to 100
		Comparing and ordering
		Dentities is a reverse set to
		100
		Non standard partitioning
		numbers up to 100
		Bounding numbers up to 100
	Place value of numbers	Comparing and ordering
	up to 200	numbers up to 200
	Count sets to 30	Counting sets to 30 with
		images
	Count numbers up to 100	Counting up to 100
		Counting in tens and ones up
		to 100
	Count numbers up to	Counting on and back in ones
	200	up to 200
	Equality and inequality up to 20	Exploring equality and
		inequality up to 20
		Equality in addition and
		subtraction
Addition and subtraction	Properties of addition	Introducing commutative
		property/law of addition
	Addition within 20	Adding to 9
		Adding to 10
		Adding to 20
		Adding to 20 using friendly
	Addition within 100	Adding within 100
		Adding zero to a number un to
		Eact families to 30
	Subtraction within 20	Subtracting up to 20
	Subtraction within 100	Bridging to ten to subtract up
		to 2-digit numbers

	Addition and	Adding and subtracting up to
	Addition and	Counting on and back to add
	subtraction within 100	and subtract up to 100
	Doubles and near	Adding using doubles up to 20
	doubles	Adding using doubles or near
		doubles
		Subtracting using doubles
	Add & subtract word	Addition and subtraction word
Multiplication and division	problems (Within 20)	Chin sounting by 25
Multiplication and alvision	Skip counting	Skip counting by 2s
		Skip counting by 5s
		Skip counting by 10s up to 50
		and subtract up to 100
		Skip counting by 2s, 5s and
		10s up to 100
		Using grouping and skip
		counting to solve problems
		Grouping and skip counting
		10s (with leftovers)
	Introduction to division	Sharing objects to divide up to 20
		Sharing objects to divide to 20
		(with leftovers)
		Grouping objects to divide
		(groups of 2, 5 or 10)
		Grouping objects to divide (with leftovers)
	-	Solving fair-share problems
		Solving fair-share problems
		with remainders
Fractions	Find fractions	Finding half of a set or
		quantity
Patterns	Number and counting	Repeating number patterns
	patterns	Number patterns (1s, 2s, 5s
		and 10s)
		Addition and subtraction
		number patterns within 5
		Odd and even number
		patterns up to 20
	Shape and symbol	Repeating patterns - objects &
	patterns	symbols

2. Measurement and geometry

Outcome	Quests	Content
Length	Introduction to length	Exploring length
Area	Introduction to area	Exploring area
Volume and capacity	Introduction to volume	Volume & capacity (informal
	and capacity	units)

		Comparing and ordering containers
Mass	Introduction to mass	Comparing and ordering mass using pan balance
Time	Introduction to time	Telling time to the hour and half hour (analogue)
		Telling time to the hour and half hour (digital)
	Months	Months of the year
	Use a calendar	Using a calendar
2D shape	Identify lines	Parallel and vertical/horizontal lines
	Introduction to 2D	Introducing quadrilaterals
	shapes	Introducing octagons
		Introducing pentagons
		Introducing hexagons
		Identifying and naming 2D
		shapes
		Describing, comparing and sorting 2D shapes
3D shape	Introduction to 3D shapes/objects	Introducing surfaces & faces of 3D shapes/objects
		Introducing spheres
		Introducing cones
		Introducing cubes
		Introducing cylinders
		Introducing prisms
		Sorting 3D shapes/objects
Position, movement and direction	Describe position	Using the language of position
		Following and giving
		directions

3. Probability and data

Outcome	Quests	Content
Data	Collect and record	Introducing tally charts
	simple data	Asking questions to collect
		data
		Representing data using
		simple displays
		Interpreting basic data
		displays
		Using and ordering data
Probability and chance	Introduction to chance and probability	Basic language of probability

4. Coding

Outcome	Quests	Content
Computational thinking	Introduction to coding concepts	Solving problems by writing code

	Writing/executing code:
	sequential events
	Reading/altering code:
	sequential events
	Identifying and correcting
	errors

Grade 2

1. Number

Outcome	Quests	Content
Place value and counting	Place value numbers	Reading and writing numbers
	up to 200	up to 200
		Place value up to 200
		Partitioning numbers up to
		200
	Place value numbers	Reading and writing numbers
	up to 1000	up to 1000
		Identifying the place value of
		digits up to 1000
		Comparing and ordering
		numbers up to 1000
		Partitioning numbers to 1000
		Rounding numbers up to 1000
		on a number line
		Rounding numbers up to 1000
		Solving problems with
	Counting on the 1000	numbers up to 1000
	Counting up to 1000	Counting on and back in Is
		Counting on and back by 2s,
		Ss and Ss
		Counting on and back in tens
		in tons from any number
		Counting in hundreds, tens
		and ones
Addition and subtraction	Addition and	Adding and subtracting to 20
	subtraction to 20	Adding and subtracting with
		missing numbers to 20
	Addition to 100	Adding within 100 using jump
		strategy
		Adding within 100 using split
		strategy
		Adding within 100 using
		mixed strategies
	Subtraction within 100	Subtracting within 100 using
		jump strategy
		Subtracting within 100 using
		split strategy
		Subtracting two 2-digit
		numbers using addition
		Subtracting within 100 using
		mixed strategies
	Addition & subtraction	Add & subtract within 100
	within 100	using various strategies
		Using number sense in
		addition and subtraction

		Equivalent addition &
		subtraction number sentences
	Addition and	Solving addition and
	subtraction word	subtraction word problems
Adultic lineation and shiring a	problems China acception	Chie counties has 25 and to 50
Multiplication and division	Skip counting	Skip counting by 2s up to 50
		Skip counting by 2s up to 1000
		Skip counting by 5s up to 50
		Skip counting by 5s up to 1000
		Skip counting by 10s up to 1000
	Strategies for multiplying	Introducing and describing arrays
		The commutative law/property of multiplication
		Using repeated addition to multiply
		Multiplying by 1 or 0
	Strategies for dividing	Dividing by 1
		Dividing by 2 and 5
		Using repeated subtraction to divide
		Dividing by sharing and grouping
	Multiplication and division problems	Multiplication & division problems (2, 5, 10)
Fractions	Introduction to	Understanding the meaning of
	fractions	fraction symbols
		Quarters/fourths of objects,
		sets or shapes
		Finding halves and
		quarters/fourths
		Halves & quarters/fourths of linear models or sets
		Counting in halves and
		guarters/fourths
		Comparing halves/quarters
		(fourths) using models
Patterns	Number patterns	Number patterns

2. Measurement and geometry

Outcome	Quests	Content
Length	Length (informal units)	Compare length using informal
		tape measure (<,>,=)
		Comparing and ordering
		lengths: informal units
	Length (formal units)	Introducing
		centimetres/centimeters

Area	Area	Measuring area using informal units
		Measuring area using square units
Volume	Volume (informal units)	Comparing & ordering volumes of models of blocks
		Comparing & ordering volumes through displacement
	Volume (formal units)	Appropriate units of measurement: capacity
Mass	Mass (informal units)	Comparing & ordering masses using informal units
Time	Tell the time	Relating halves and quarters to telling time
		Telling time to the quarter hour (analogue)
		Telling time to the quarter hour (digital)
		Telling the time in hours
		Telling the time in minutes
		Telling the time in seconds
		Comparing units for
		measuring time
2D shape	2D shapes	Regular polygons
	Introducing symmetry	Line symmetry in the
		environment
3D shape	3D shapes/objects	3D shapes/objects (edges, vertices & faces)
Position, movement and direction	Introduction to transformations	Introducing turns, slides and flips
	Interpret and follow	Interpreting simple maps
	maps	Following pathways on simple
		maps

3. Probability and data

Outcome	Quests	Content
Data	Represent and read data	Picture
		graphs/pictographs/pictograms
		Column/bar graphs
		Reading tables and lists
		Introducing logic diagrams
		Introducing Venn diagrams
	The statistical	Asking questions to collect
	investigation process	data
		The statistical investigation
		process
Probability and chance	The language of probability	Introducing the language of
		probability
		Developing the language of
		probability

4. Coding

Outcome	Quests	Content
Computational thinking	Computational thinking	Solving problems by writing code
		Reading and altering existing code



For more information about Mathletics, contact our friendly team.

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