

Cross Curriculum Priorities



General Capabilities



First Steps Links

SPACE

Represent Location

- KU 1 Pg.
- KU 2 Pg.
- KU 3 Pg.

Represent Shape

- KU 1 Pg.
- KU 2 Pg.
- KU 3 Pg.

Represent Transformation

- KU 1 Pg.
- KU 2 Pg.
- KU 3 Pg.
- KU 4 Pg.

Reason Geometrically

- KU 1 Pg.
- KU 2 Pg.
- KU 3 Pg.
- KU 4 Pg.

SPACE

Understand Units

- KU 1 Pg.
- KU 2 Pg.
- KU 3 Pg.
- KU 4 Pg.
- KU 5 Pg.
- KU 6 Pg.
- KU 7 Pg.
- KU 8 Pg.
- KU 9 Pg.

Direct Measure

- KU 1 Pg.
- KU 2 Pg.
- KU 3 Pg.
- KU 4 Pg.
- KU 5 Pg.
- KU 6 Pg.

Indirect Measure

- KU 1 Pg.
- KU 2 Pg.
- KU 3 Pg.
- KU 4 Pg.

Estimate

- KU 1 Pg.
- KU 2 Pg.
- KU 3 Pg.

Year 4	Year 5	Year 6
<p>USING UNITS OF MEASUREMENT</p> <p>Use scaled instruments to measure and compare lengths, masses, capacities and temperatures. [ACMMG084]</p> <ul style="list-style-type: none"> - Reading and interpreting the graduated scales on a range of measuring instruments to the nearest graduation. <p>Compare objects using familiar metric units of area and volume. [ACMMG290]</p> <ul style="list-style-type: none"> - Comparing areas using grid paper, volume using centicubes <p>Convert between units of time. [ACMMG085]</p> <ul style="list-style-type: none"> - Identifying and using the correct operation for converting units of time. <p>Use am and pm notation and solve simple time problems. [ACMMG086]</p> <ul style="list-style-type: none"> - Calculating the time spent at school during a normal day - Calculating the time required to travel between two locations - Using units hours, minutes and seconds. - Determining the arrival time given the departure time. 	<p>USING UNITS OF MEASUREMENT</p> <p>Choose appropriate units of measurement for length, area, volume, capacity and mass. [ACMMG108]</p> <ul style="list-style-type: none"> - Recognising that some units of measurement are better suited to some tasks than others <p>Calculate the perimeter and area of rectangles using familiar metric units. [ACMMG109]</p> <ul style="list-style-type: none"> - Exploring efficient ways of calculating the perimeters of rectangles such as adding the length and width together and doubling the result. <p>Compare 12 and 24 hour time systems and convert between them. [ACMMG110]</p>	<p>USING UNITS OF MEASUREMENT</p> <p>Connect decimal representations to the metric system. [ACMMG135]</p> <p>Convert between common metric units of length, mass and capacity. [ACMMG136]</p> <p>Solve problems involving the comparison of lengths and areas using appropriate units. [ACMMG137]</p> <p>Connect volume and capacity and their units of measurement. [ACMMG138]</p> <p>Interpret and use timetables. [ACMMG139]</p>
<p>SHAPE</p> <p>Compare the areas of regular and irregular shapes by informal means. [ACMMG087]</p> <ul style="list-style-type: none"> - Comparing areas using metric units, such as counting the number of square centimetres required to cover two areas by overlaying the areas with a grid of centimetre squares. <p>Compare and describe two dimensional shapes that result from combining and splitting common shapes, with and without the use of digital technologies. [ACMMG088]</p> <ul style="list-style-type: none"> - Identifying common two-dimensional shapes that are part of a composite shape by recreating it from these shapes. - Creating two-dimensional shapes from written and verbal instructions. 	<p>SHAPE</p> <p>Connect three dimensional objects with their nets and two-dimensional representations. [ACMMG111]</p> <ul style="list-style-type: none"> - the shape and relative position of each face of a solid to determine the net of the solid, including that of prisms and pyramids. - Representing two-dimensional shapes such as photographs, sketches and images created by digital technologies. 	<p>SHAPE</p> <p>Construct simple prisms and pyramids. [ACMMG140]</p> <ul style="list-style-type: none"> - Constructing prisms and pyramids from nets and skeletal models. - Considering the history and significance of pyramids from a range of cultural perspectives including those structures found in China, Korea and Indonesia.
<p>LOCATION AND TRANSFORMATION</p> <p>Use simple scales, legends and directions to interpret information contained in basic maps. [ACMMG090]</p> <p>Create symmetrical patterns, pictures and shapes with and without digital technologies. [ACMMG091]</p>	<p>LOCATION AND TRANSFORMATION</p> <p>Use a grid reference system to describe locations. Describe routes using landmarks and directional language. [ACMMG113]</p> <p>Describe translations, reflections and rotations of two-dimensional shapes. Identify line and rotational symmetries. [ACMMG114]</p> <p>Apply the enlargement transformation to familiar two dimensional shapes and explore the properties of the resulting image compared with the original. [ACMMG115]</p>	<p>LOCATION AND TRANSFORMATION</p> <p>Investigate combinations of translations, reflections and rotations with and without the use of digital technologies. [ACMMG142]</p> <p>Introduce the Cartesian co-ordinate systems using all four quadrants. [ACMMG143]</p>
<p>GEOMETRIC REASONING</p> <p>Compare angles and classify them as equal to, greater than or less than a right angle. [ACMMG089]</p>	<p>GEOMETRIC REASONING</p> <p>Estimate, measure and compare angles using degrees. Construct angles using a protractor. [ACMMG112]</p>	<p>GEOMETRIC REASONING</p> <p>Investigate, with and without digital technologies, angles on a straight line, angles at a point and vertically opposite angles. Use results to find unknown angles. [ACMMG141]</p>

Year 5 Achievement Target

By the end of Year 5, students solve simple problems involving the four operations using a range of strategies. They check the reasonableness of answers using estimation and **rounding**. Students identify and describe factors and multiples. They explain plans for simple budgets. Students connect three-dimensional objects with their two-dimensional representations. They describe transformations of two-dimensional shapes and identify line and rotational symmetry. Students compare and interpret different **data** sets.

Students order decimals and unit fractions and locate them on number lines. They add and subtract fractions with the same **denominator**. Students continue patterns by adding and subtracting fractions and decimals. They find unknown quantities in **number** sentences. They use appropriate units of measurement for length, area, **volume**, **capacity** and mass, and calculate **perimeter** and area of rectangles. They convert between 12 and 24 hour time. Students use a grid reference system to locate landmarks. They measure and construct different angles. Students list outcomes of chance experiments with **equally likely outcomes** and assign probabilities between 0 and 1. Students pose questions to gather **data**, and construct **data** displays appropriate for the **data**.

PROFICIENCY STRANDS

Understanding

Students build a robust knowledge of adaptable and transferable mathematical concepts. They make connections between related concepts and progressively apply the familiar to develop new ideas. They develop an understanding of the relationship between the 'why' and the 'how' of mathematics. Students build understanding when they connect related ideas, when they represent concepts in different ways, when they identify commonalities and differences between aspects of content, when they describe their thinking mathematically and when they interpret mathematical information.



Problem Solving

Students develop the ability to make choices, interpret, formulate, model and investigate problem situations, and communicate solutions effectively. Students formulate and solve problems when they use mathematics to represent unfamiliar or meaningful situations, when they design investigations and plan their approaches, when they apply their existing strategies to seek solutions, and when they verify that their answers are reasonable.



Fluency

Students develop skills in choosing appropriate procedures, carrying out procedures flexibly, accurately, efficiently and appropriately, and recalling factual knowledge and concepts readily. Students are fluent when they calculate answers efficiently, when they recognise robust ways of answering questions, when they choose appropriate methods and approximations, when they recall definitions and regularly use facts, and when they can manipulate expressions and equations to find solutions.



Reasoning

Students develop an increasingly sophisticated capacity for logical thought and actions, such as analysing, proving, evaluating, explaining, inferring, justifying and generalising. Students are reasoning mathematically when they explain their thinking, when they deduce and justify strategies used and conclusions reached, when they adapt the known to the unknown, when they transfer learning from one context to another, when they prove that something is true or false and when they compare and contrast related ideas and explain their choices.

