

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.

Foundation	Year 1	Year 2
<p>USING UNITS OF MEASUREMENT</p> <p>Use direct and indirect comparisons to decide which is longer, heavier or holds more, and explain reasoning in everyday language [ACMMG006]</p> <ul style="list-style-type: none"> - comparing objects directly, by placing one object against another to determine which is longer or by pouring from one container into the other to see which one holds more <p>Compare and order the duration of events using the everyday language of time [ACMMG007]</p> <p>knowing and identifying the days of the week and linking specific days to familiar events</p> <p>Connect days of the week to familiar events and actions [ACMMG008]</p>	<p>USING UNITS OF MEASUREMENT</p> <p>Measure and compare the lengths and capacities of pairs of objects using uniform informal units [ACMMG019]</p> <ul style="list-style-type: none"> - understanding that in order to compare objects, the unit of measurement must be the same size <p>Tell time to the half-hour [ACMMG020]</p> <ul style="list-style-type: none"> - reading time on analogue and digital clocks and observing the characteristics of half-hour times <p>Describe duration using months, weeks, days and hours [ACMMG021]</p>	<p>USING UNITS OF MEASUREMENT</p> <p>Compare and order several shapes and objects based on length, area, volume and capacity using appropriate uniform informal units [ACMMG037]</p> <ul style="list-style-type: none"> - comparing lengths using finger length, hand span or a piece of string <p>Compare masses of objects using balance scales [ACMMG038]</p> <ul style="list-style-type: none"> - using balance scales to determine whether the mass of different objects is more, less or about the same. <p>Tell time to the quarter-hour, using the language of 'past' and 'to' [ACMMG039]</p> <p>Name and order months and seasons [ACMMG040]</p> <p>Use a calendar to identify the date and determine the number of days in each month [ACMMG041]</p>
<p>SHAPE</p> <p>Sort, describe and name familiar two-dimensional shapes and three-dimensional objects in the environment [ACMMG009]</p> <ul style="list-style-type: none"> - sorting and describing squares, circles, triangles, rectangles, spheres and cubes 	<p>SHAPE</p> <p>Recognise and classify familiar two-dimensional shapes and three-dimensional objects using obvious features [ACMMG022]</p> <ul style="list-style-type: none"> - focusing on geometric features and describing shapes and objects using everyday words such as 'corners', 'edges' and 'faces' 	<p>SHAPE</p> <p>Describe and draw two-dimensional shapes, with and without digital technologies [ACMMG042]</p> <ul style="list-style-type: none"> - identifying key features of squares, rectangles, triangles, kites, rhombuses and circles, such as straight lines or curved lines, and counting the edges and corners <p>Describe the features of three-dimensional objects [ACMMG043]</p> <ul style="list-style-type: none"> - identifying geometric features such as the number of faces, corners or edges
<p>LOCATION AND TRANSFORMATION</p> <p>Describe position and movement [ACMMG010]</p>	<p>LOCATION AND TRANSFORMATION</p> <p>Give and follow directions to familiar locations [ACMMG023]</p>	<p>LOCATION AND TRANSFORMATION</p> <p>Interpret simple maps of familiar locations and identify the relative positions of key features [ACMMG044]</p> <p>Investigate the effect of one-step slides and flips with and without digital technologies [ACMMG045]</p> <p>Identify and describe half and quarter turns [ACMMG045]</p>

Year 1 Achievement Target

By the end of Year 1, students describe number sequences resulting from skip counting by 2s, 5s and 10s. They identify representations of one half. They recognise Australian coins according to their value. Students explain time durations. They describe two-dimensional shapes and three-dimensional objects. Students describe data displays. Students count to and from 100 and locate numbers on a number line. They carry out simple additions and subtractions using counting strategies. They partition numbers using place value. They continue simple patterns involving numbers and objects. Students order objects based on lengths and capacities using informal units. They tell time to the half hour. They use the language of direction to move from place to place. Students classify outcomes of simple familiar events. They collect data by asking questions and draw simple data displays.

PROFICIENCY STRANDS	
<p>Understanding</p> <p>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.</p>	<p>Problem Solving</p> <p>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.</p>
<p>Fluency</p> <p>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.</p>	<p>Reasoning</p> <p>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.</p>