



## ABLEWA Mathematics: Scope and Sequence

### Number and Algebra

	Stage A	Stage B	Stage C	Stage D	Pre primary	Year 1
<b>Number and place, Value</b>	Respond to objects being counted and distributed (ACMNA001a)	Use number names 'one', 'two' and 'three' in sequence to count in everyday situations (ACMNA001b)	Use number names in sequence to count in everyday situations, initially from one to five (ACMNA001c)	Use number names in sequence to count in everyday situations, initially from one to ten (ACMNA001d)	Establish understanding of the language and processes of counting by naming numbers in sequences, initially to and from 20, moving from any starting point.	Develop confidence with number sequences to and from 100 by ones from any starting point. Skip count by twos, fives and tens starting from zero.
	Respond to situations where counting is involved (ACMNA002a)	Correspond 'one' with a single object (ACMNA002b)	Know and match number name, numerals and quantities to three (ACMNA002c)	Recognise number name, numerals and quantities, initially up to five and beyond (ACMNA002d)	Connect number names, numerals and quantities, including zero, initially up to 10 and then beyond.	Recognise, model, read, write and order numbers to at least 100. Locate these numbers on a number line.
	Respond to groups of personally relevant objects (ACMNA003a)	Explore the concept of 'none', 'one' and 'more' (ACMNA003b)	Identify groups as being 'one', 'more' or 'less' (ACMNA003c)	Subitise regular arrangements of objects and arrays up to five (ACMNA003d)	Subitise small collections of objects.	
	Respond to situations where the comparison of two collections or objects are involved (ACMNA289a)	Make comparison between items using appropriate language such as 'same' or 'different' (ACMNA289b)	Compare and order two collections according to their quantity (ACMNA289c)	Compare, order and make comparisons between two collections, according to their quantity, using numbers initially to five (ACMNA289d)	Represent practical situations to model addition and sharing.	Count collections to 100 by partitioning numbers using place value.
	Respond to the removal and addition of familiar items and objects in practical situations (ACMNA004a)	Participate in everyday situations involving 'adding' and 'taking away' (ACMNA004b)	Demonstrate in practical situations, 'adding one more to' and 'taking one away from' in everyday situations (ACMNA004c)	Model practical situations involving 'adding to' or 'taking away' with collections of up to five objects (ACMNA004d)	Compare, order and make correspondences between collections, initially to 20, and explain reasoning.	Represent and solve simple addition and subtraction problems using a range of strategies including counting on, partitioning and rearranging parts.
<b>Fractions and decimals</b>	This sequence starts at Year 1 and ends at Year 6.					Recognise and describe one-half as one of two equal parts of a whole.
<b>Real Number</b>	This sequence starts at Year 7.					
<b>Money and financial mathematics</b>	This sequence starts at Year 1.					Recognise, describe and order Australian coins according to their value.
<b>Patterns and algebra</b>	Respond to the identification of objects (ACMNA005a)	Participate in comparing objects, using 'same' and 'different' (ACMNA005b)	Pair two identical objects from a small collection. Recognise simple repeated patterns (ACMNA005c)	Sort like objects based on a given classification. Identify and continue a simple repeated pattern with its next element (ACMNA005d)	Sort and classify familiar objects and explain the basis for these classifications. Copy, continue and create patterns with objects and drawings.	Investigate and describe number patterns formed by skip counting and patterns with objects.
<b>Linear and non-linear relationships</b>	This sequence starts at Year 7.					

## Measurement and Geometry

		Stage A	Stage B	Stage C	Stage D	Pre primary	Year 1
Measurement and Geometry	Using units of Measurement	Respond to objects based on length (ACMMG006a)	Compare objects using direct comparison of length (ACMMG006b)	Compare two objects based on measurement attributes of length (ACMMG006c)	Respond to contexts involving 'heavier/lighter' than and 'holds more/less' than (ACMMG006d)	Use direct and indirect comparisons to decide which is longer, heavier or holds more, and explain reasoning in everyday language.	Measure and compare the lengths and capacities of pairs of objects using uniform informal units.
		Respond to personally relevant everyday events (ACMMG007a)	Recognise and participate in familiar events that happen on a daily basis (ACMMG007b)	Identify familiar events that occur at different stages of a day (morning, afternoon, evening, night) (ACMMG007c)	Identify and sequence regular events that occur during the school day and comment on their duration (short/long) (ACMMG007d)	Compare and order the duration of events using the everyday language of time.	Tell time to the half hour.
		Respond to personally relevant routines (ACMMG008a)	Participate in regular daily events (ACMMG008b)	Identify familiar events within the day (using a visual schedule) (ACMMG008c)	Identify the days of the week in sequence (ACMMG008d)	Connect days of the week to familiar events and actions.	Describe duration using months, weeks, days and hours.
	Shape	Respond to familiar everyday shapes and objects (ACMMG009a)	Identify when two shapes or objects are the same sort or not (ACMMG009b)	Match familiar two dimensional shapes and three dimensional objects (ACMMG009c)	Use direct comparison to sort three dimensional objects and two dimensional shapes (ACMMG009d)	Sort, describe and name familiar two-dimensional shapes and three dimensional objects in the environment.	Recognise and classify familiar two dimensional shapes and three-dimensional objects using obvious features.
	Location and transformation	Respond to movement of an object (ACMMG010a)	Respond to a simple statement about location or direction (ACMMG010b)	Locate familiar three dimensional objects in the classroom when named (ACMMG010c)	Follow simple directional words, to locate or move an object 'on', 'in', or 'under' (ACMMG010d)	Describe position and movement.	Give and follow directions to familiar locations.

## Statistics and Probability

		Stage A	Stage B	Stage C	Stage D	Pre primary	Year 1
Statistics and probability	Chance						Identify outcomes of familiar events involving chance and describe them using everyday language such as 'will happen', 'won't happen' or 'might happen'.
	Data representation and interpretation	Respond to objects relevant to a given context (ACMSP011a)	Participate in data collection (ACMSP011b)	Identify data relevant to a given context (ACMSP011c)	Answer simple yes/no questions about data that has been gathered in a given context (ACMSP011d)	Answer yes/no questions to collect information.	Choose simple questions and gather responses. Represent data with objects and drawings where one object or drawing represents one data value. Describe the displays.

