## Essential Learning statements

|  | Prep | Year 1 | Year 2 |
| :---: | :---: | :---: | :---: |
| 1 | Sort and classify familiar objects and explain the basis for these classifications, and copy, continue and create patterns with objects and drawings | Recognise, model, read, write and numbers to at least 100 | Read, write, make, order and partition numbers and collections to 1000. |
| 2 | Verbally counting to and from 20 from any starting point with 1:1 correspondence. | Using place value knowledge, compare, order collections to 100 | Count by twos, threes, fives and tens from any starting point forwards and backwards. |
| 3 | Matching number names to numerals and materials up to 0-20. | Counting to and from 100 from any starting point, and skip counting by 2 's, 5's and 10 's from 0 . | Count, calculate the total and order small collections of Australian coins and notes. |
| 4 | Make and show addition and subtraction problems to 20 for real life situations. | Represent and solve simple addition and subtraction problems using a range of strategies including counting on, partitioning and rearranging parts. | Solve simple addition and subtraction problems using a range of mental and written strategies. |
| 5 | Subitise small collections of items to at least 10 (The process of immediately recgonising how many items are in a small group). | Recognise and describe one-half as one of two equal parts of a whole (shapes and collections) | Recognise and represent multiplication as repeated addition, groups and arrays |
| 6 | Read, write, make, order and compare numerals to at least 20. | Model sharing and grouping using real life stories and situations | Recognise and represent division as sharing into equal groups and parts to solve simple problems. |
| 7 | Answer yes/no questions, organise answers into simple data displays using objects and drawings and interpret simple data displays. | Identify outcomes of familiar events involving chance and describe them using everyday language such as 'will happen', 'won't happen' or 'might happen' | Collect, check and classify data relevant to a question then create displays of data using lists, table and picture graphs and interpret them. |
| 8 | Use direct and indirect comparisons to decide which is longer, heavier or holds more, and explain reasoning in everyday language. | Recognise and classify 2D and 3D shapes using obvious features. | Compare and order several shapes and objects based on length, area, volume mass and capacity using appropriate uniform units. |
| 9 | Follow a short sequence of instructions. | Tell time to the o'clock and half-hour. | Tell time to the quarter-hour, using the language of 'past' and 'to' |
| 10 | Identify the days of the week in sequence and connect days to familiar events. | Describe duration using months, weeks, days and hours. | Name and order months and seasons. Use a calendar to identify the date and determine the number of days in each month |


|  | Year 3 | Year 4 | Year 5 | Year 6 |
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| 1 | Recognise, order and apply place value to partition and rearrange numbers to at least 10000 to assist calculations and solve problems | Recognise, order, and apply place value to partition, rearrange and regroup numbers to at least tens of thousands to assist calculations and solve problems. | Recognise, represent, partition and order numbers to at least hundreds of thousands. | Select and apply efficient mental and written strategies and appropriate digital technologies to solve problems involving all four operations with whole numbers and make estimates for these computations. |
| 2 | Apply knowledge of fact families, partitioning, mental and written strategies to solve authentic addition and subtraction problems. | Develop efficient mental and written strategies for addition and subtraction to solve authentic addition and subtraction problems. | Use efficient mental and written strategies for all operations and apply appropriate digital technologies to solve problems. | Explore the use of brackets and order of operations to write number sentences |
| 3 | Describe, continue, and create number patterns resulting from performing addition or subtraction. | Solve problems involving purchases and the calculation of change to the nearest five cents with and without digital technologies | Use estimation and rounding to check the reasonableness of answers to calculations | Add and subtract decimals, with and without digital technologies, and use estimation and rounding to check the reasonableness of answers |
| 4 | Choose appropriate strategies to represent and solve multiplication problems. | Recall multiplication facts up to $10 \times 10$ and related division facts and investigate number sequences involving multiples of $3,4,6,7,8$, and 9 . <br> Develop efficient mental and written strategies and use appropriate digital technologies to solve multiplication. | Identify and describe factors and multiples of whole numbers and use them to solve problems | Multiply and divide decimals by powers of 10 |
| 5 | Model and represent unit fractions including $1 / 2,1 / 4,1 / 3$, $1 / 5$ and their multiples to a complete whole | Develop efficient mental and written strategies and use appropriate digital technologies to solve division where there is no remainder including word problems. | Compare, order and represent decimals. | Investigate and calculate percentage discounts of $10 \%$, $25 \%$ and $50 \%$ on sale items, with and without digital technologies |
| 6 | Conduct chance experiments, identify and describe possible outcomes using language such as 'likely', or 'unlikely', 'certain' or 'impossible' and recognise variation in results. | Recognise that the place value system can be extended to tenths and hundredths. Make connections between fractions and decimal notation | Compare, order and represent common unit fractions by representing them on a number line | Find a simple fraction of a quantity where the result is a whole number, with and without digital technologies. |
| 7 | Create and interpret simple grid maps to show position and pathways | Construct suitable data displays from given or collected data including, tables, column graphs and picture graphs when one picture may represent many data vales. | List outcomes of chance experiments involving equally likely outcomes and represent probabilities of those outcomes using fractions | Construct, interpret and compare a range of data displays, including side-by-side column graphs for two categorical variables |
| 8 | Tell time to the minute and investigate the relationship between units of time | Explain and compare the geometric properties of twodimensional shapes and three-dimensional objects | Choose appropriate units of measurement for length, area, volume, capacity and mass. | Convert between common metric units of length, mass and capacity |
| 9 |  | Use scaled instruments to measure and compare lengths, masses, capacities and temperatures Compare objects using familiar metric units of area and volume | Estimate, measure and compare angles using degrees. Construct angles using a protractor. | Measure, calculate and compare elapsed time |
| 10 |  |  | Use am and pm notation and solve simple time problems and convert between units of time including 24 hr systems. | Interpret and use timetables |

