Albion Primary School
Mathematics v2.0 Scope and Sequence
Quick Overview

Italic text highlights Numeracy concepts that are not reported on but should be introduced to students

	Term 1	Term 2	Term 3	Term 4
Foundation **Big Idea:** **Trust the Count**	• Numbers to 20 VC2MFN01 • Collection up to 5 VC2MFN02 • Repeating patterns VC2MFA01	• Collections to at least 20 VC2MFN03 • Partitioning and combining collections to at least 10 VC2MFN04 • Addition VC2MFN05 • Days of week, times of the day VC2MFM02 • Length, capacity, mass, duration VC2MFM01 • 2D shapes VC2MFSP01	• Money VC2MFN05 • Subtraction VC2MFN05 • Grouping VC2MFN06 • Skip counting VC2MFN06 • 2-digit numbers VC2MFN04 • Collecting and sorting data VC2MFST01	• Sharing VC2MFN06 • Position and location VC2MFSP02
Year 1 **Big Idea:** **Place Value**	• Numbers to at least 120 VC2M1N01 • Partitioning 1- and 2-digit numbers VC2M1N02 • Sets of numbers to at least 120 VC2M1N03 • Skip counting VC2M1A01 • Pattern sequences VC2M1A01 • Days of week, months of year, years VC2M1M03	• Addition and subtraction VC2M1N04 • Length using informal units VC2M1M02 • Shape VC2M1SP01 • *Probability*	• Multiplication and Division VC2M1N06 • Pattern sequences and repeating unit for patterns VC2M1A02 • Mass, Capacity VC2M1M01 • Duration and time – o'clock and half-past VC2M1M01	• Money VC2M1N05 • Location VC2M1SP02 • Data VC2M1ST01, VC2M1ST02
Year 2 **Big Idea:** **Place Value**	• Numbers to at least 1000 VC2M2N01 • Partitioning two and three digit numbers VC2M2N02 • Dates, calendars VC2M2M03 • Classifying shapes VC2M2SP01	• Addition and subtraction VC2M2N04 • Pattern (additive patterns) VC2M2A01 • Addition facts to 20 VC2M2A02 • Length, Capacity, mass informal units VC2M2M01 • *Probability*	• Multiplication and division VC2M2N05, VC2M2A03, VC2M2A04 • Money VC2M2N06 • Halves, quarters, eighths VC2M2M03 • Time – half-past, quarter past, quarter to VC2M2M02	• Fractions VC2M2N03 • Location VC2M2SP02 • Data VC2M2ST01, VC2M2ST02
Year 3 **Big Idea:** **Multiplicative Thinking**	• Numbers beyond 10,000 VC2M3N02 • Estimation with problem solving VC2M3N06 • Odd and even numbers VC2M3N01 • Time VC2M3M03 • Shape features VC2M3SP01	• Addition and subtraction VC2M3N04 • Creating algorithms for patterns VC2M3N09 • Connections between addition and subtraction VC2M3A01, VC2M3A02 • Length, mass, capacity and metric units VC2M3M01, VC2M3M02 • Probability VC2M3P01, VC2M3P02	• Multiplication and Division VC2M3N05 • Money VC2M3N07 • Multiplication facts and related division facts VC2M3A03 • Time VC2M3M04 • Data VC2M3ST01, VC2M3ST02, VC2M3ST03	• Fractions VC2M3N03 • Money VC2M3N08 • Angles VC2M3M05 • Location VC2M3SP02
Year 4 **Big Idea:** **Multiplicative Thinking**	• Numbers to tenths and hundredths VC2M4N01 • Multiple number sequences VC2M4N02 • 2D and 3D shapes VC2M4SP01 • Composite shapes VC2M4SP02	• Addition and subtraction VC2M4N06, VC2M4N10, VC2M4A01 • Length, mass, capacity, duration, temperature with appropriate units VC2M4M01 • Perimeter and area VC2M4M02 • Probability VC2M4P01, VC2M4P02	• Multiplication and Division VC2M4N05, VC2M4N06, VC2M4N10 • Money VC2M4N09 • Time VC2M4M03 • Data and statistics VC2M4ST01, VC2M4ST02, VC2M4ST03	• Calculations including with money VC2M4N07, VC2M4N08 • Fractions VC2M4N03, VC2M4N04 • Angles VC2M4M04 • Location VC2M4SP03 • Symmetry VC2M4SP04
Year 5 **Big Idea:** **Multiplicative Partitioning**	• Place value VC2M5N01 • Operations VC2M5N02 VC2M5A01 VC2M5A2	• Place value VC2M5N01 • Operations VC2M5N02 • Multiplication and division inverse VC2M5A01 and VC2M5A02 • Length, mass, capacity VC2M5M01 • Perimeter and area VC2M5M02 • Shape – nets VC2M5SP01 • Probability VC2M5P01 and VC2M5P02	• Money – financial VC2M5N08 • Fractions and decimals VC2M5N03, VC2M5N05 • Time VC2M5M03 • Geometry VC2M5SP03	• Fractions, decimals and percentages VC2M5N04, VC2M5N10 • Problem solving VC2M5N09 • Angles VC2M5M04 • Location and coordinates VC2M5SP02 • Data VC2M5ST01, VC2M5ST02, VC2M5ST03
Year 6 **Big Idea:** **Multiplicative Partitioning**	• Number properties VC2M6N02 • Operations VC2M6N04, VC2M6N06 • Pattern VC2M6A01, VC2M6A03	• Place value – Decimals VC2M6N04 • Area • Length, mass, capacity conversion of units VC2M6M01 • Shape – cross sections. Prisms VC2M6SP01 • Probability VC2M6P01 and VC2M6P02	• Money – financial VC2M6N09 • Fractions and decimals VC2M6N03, VC2M6N05 • Time VC2M5M03 • Geometry VC2M5SP03	• Rational numbers and percentages VC2M6N01 • Integers and coordinates VC2M6N08 • Order of operations VC2M6A02 • Location and coordinates, Cartesian plane VC2M6SP02

				• Data VC2M6ST01, VC2M6ST02, VC2M6ST03