Australian National Curriculum and Maths Wiz (Primary)

MATHS WIZ

Australian National Curriculum and Maths Wiz (Primary)

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FOUNDATION

AUSTRALIAN NATIONAL CURRICULUM	KINETIC EDUCATION LESSONS	
Numbers and Algebra - Number and Place Value		
ACMNA001 Establish understanding of the language and processes of counting by naming numbers in sequences, initially to and from 20, moving from any starting point.	- Counting Things - Counting to 9 - Counting Backwards - Count 1 More - Add on 1	- Counting Game - Plus 1 Sums - How Many? - Ordinal Numbers
ACMNA002 Connect number names, numerals and quantities, include zero, initially up to 10 and then beyond.	- Group of One - Group of Three - Group of Five - Group of Seven - Group of Nine - Typing Numbers - Making Groups - Memory Game - Number Words to 19 - Adding Counters - Adding to 19 - Number Words to 10 - One to Six with Dice - Number Words to 19	- Group of Two - Group of Four - Group of Six - Group of Eight - Group of Ten - How Many? - Counting Groups - Zero - Adding - More Sums with Counters - Ordinal Numbers - Match the Dice - Numbering Groups
ACMNA003 Subitise small collections of objects.	- Counting Things - Group of Two - Group of Four - Group of Six - Group of Eight - Group of Ten - Making Groups - Zero - Adding Counters - Adding to 19 - Match the Dice - Numbering Groups	- Group of One - Group of Three - Group of Five - Group of Seven - Group of Nine - How Many? - Counting Groups - Adding - More Sums with Counters - Number Words to 10 - One to Six with Dice - Number Words to 19
ACMNA289 Compare, order and make correspondences between collections, initially 7 to 20, and explain reasoning.	- Group of One - Group of Three - Group of Five - Group of Seven - Group of Nine - Counting Groups	- Group of Two - Group of Four - Group of Six - Group of Eight - Group of Ten - Is it More?

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AUSTRALIAN NATIONAL CURRICULUM	KINETIC EDUCATION LESSONS	
ACMNA004 Representing practical situations to model addition and sharing.	- Count 1 More - Plus 1 Sums - Adding Counters - Adding to 19	- Add on 1 - Adding - More Sums With Counters
Patterns and Algebra		
ACMNA005 Sort and classify familiar objects and explain the basis for these classifications. Copy, continue and create patterns with objects and drawings.	- Number Patterns	
Measurements and Geometry – Using Units of Measurement		
ACMMG006 Use direct and indirect comparisons to decide which is longer, heavier or holds more, and explain reasoning in everyday language.	- Longer and Shorter - Heavy and Light	- Bigger and Smaller - Hot and Cold
ACMMG007 Compare and order the duration of events using the everyday language of time.	- Time of Day	
ACMMG008 Connect days of the week to familiar events and actions.	- Calendar	
Shape		
ACMMG009 Sort, describe and name familiar two-dimensional shapes and three - dimensional objects in the environment.	- Shapes - Timmy Puzzle	- Tiger Puzzle - Square Puzzle

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AUSTRALIAN NATIONAL CURRICULUM	KINETIC EDUCATION LESSONS
Location and Transformation	
ACMMG010 Describe position and movement	- Left and Right
Statistics and Probability - Data Representation and Interpretation	
ACMSP011 Answer yes/no questions to collect information.	- Can it Happen?

YEAR 1

ACMNA012 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.	- Counting in Tens
ACMNA013 Recognise, model, read, write and order numbers to at least 100. Locate these numbers on a number line.	- Number Words to 99 - Longs and Minis - Read Numbers - Which is Larger? - Which is Smaller? - Typing Numbers
ACMNA014 Count collections to 100 by partitioning numbers using place value.	- Adding Tens - 10 to 19 - Longs and Minis - Make-a-Number Game - Adding Counters - More Sums with Counters
ACMNA015 Represent and solve simple addition and subtraction problems using a range of strategies including counting on, partitioning and rearranging parts.	- Fun Sums - Junior Addition Challenge - Comparing Groups - Adding Things - Adding Counters - More Sums with Counters - Making 10 - Adding Up - Adding Dice - Adding to 19 - More Add-ups - Adding 3 Numbers - Find the Difference - Taking Away Things - Take-Aways - 10 to 19 - Adding Tens - Make-a-Number Game - Adding - Add Up to 19 - Subtraction to 10

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AUSTRALIAN NATIONAL CURRICULUM	KINETIC EDUCATION LESSONS	
ACMNA016 Recognise and describe one-half as one of two equal parts of a whole.	- Shares	
Money and Financial Mathematics		
ACMNA017 Recognise, describe and order Australian coins according to their value.	- Australian Coins	
Patterns and Algebra		
ACMNA018 Investigate and describe number patterns formed by skip counting and patterns with objects.	- Number Patterns	
Measurements and Geometry – Using Units of Measurement		
ACMMG019 Measure and compare the lengths and capacities of pairs of objects using uniform informal units.	- Informal Units*	
ACMMG020 Tell time to the half hour.	- Clocks - Half Past	
ACMMG021 Describe duration using months, weeks, days and hours.	- Months of the Year - O'Clock	- The Calendar
Shape		
ACMMG022 Recognise and classify familiar two-dimensional shapes and three dimensional objects using obvious features.	- Animal Puzzle - Animal Puzzle 1 - Animal Puzzle 2 - Tiger Puzzle - Symmetry	- Square Puzzle - Square Puzzle 1 - Square Puzzle 2 - Shapes - Naming Shapes

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AUSTRALIAN NATIONAL CURRICULUM	KINETIC EDUCATION LESSONS
Location and Transformation	
ACMMG023 Give and follow directions to familiar locations.	- Directions*
Statistics and Probability	
Chance	
ACMSP024 Identify outcomes of familiar events involving chance and describe them using everyday language such as 'will happen', 'won't happen' or 'might happen'.	- Not Likely
Data Representation and Interpretation	
ACMSP262 Choose simple questions and gather responses.	- Not Likely
ACMSP263 Represent data with objects and drawings where one object or drawing represents one data value. Describe the displays.	- Longs and Minis

YEAR 2

AUSTRALIAN NATIONAL CURRICULUM	KINETIC EDUCATION LESSONS
Number and Place Value	
ACMNA026 Investigate number sequences, initially those increasing and decreasing by twos, threes, fives and ten from any starting point, then moving to other sequences.	- Counting in Tens - Skip Counting

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AUSTRALIAN NATIONAL CURRICULUM	KINETIC EDUCATION LESSONS	
ACMNA027 Recognise, model, represent and order numbers to at least 1000.	- Read Number - Make-A-Number Game	
ACMNA028 Group, partition and rearrange collections up to 1000 in hundreds, tens and ones to facilitate more efficient counting.	- 10 to 19 - Rounding to 10	- Flats, Longs and Minis - Rounding Off to The Nearest 100
ACMNA029 Explore the connection between addition and subtraction.	- Find the Difference	
ACMNA030 Solve simple addition and subtraction problems using a range of problems using a range of efficient mental and written strategies.	- Fun Sums - Comparing Groups - Adding Counters - Making 10 - Adding Dice - More Add-ups - Adding Longs and Minis - Take-Aways - Adding Tens - Subtraction to 10	- Junior Addition Challenge - Adding Things - More Sums with Counters - Adding Up - Adding to 19 - Find the Difference - Taking Away Things - Adding - Make-a-Number Game - Add Up to 19
ACMNA031 Recognise and represent multiplication as repeated addition, groups and arrays.	- The "Times Sign" - Multiplying with Blocks	- Equal Times Signs
ACMNA032 Recognise and represent division as grouping into equal sets and solve simple problems using these representations.	- Shares	
Fractions and Decimals		
ACMNA033 Recognise and interpret common uses of halves, quarters and eighths of shapes and collections.	- Fractions - Tenths with Flats	
Money and Financial Mathematics		
ACMNA034 Count and order small collections of Australian coins and notes according to their value.	- Coins - Which Coins?	

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AUSTRALIAN NATIONAL CURRICULUM	KINETIC EDUCATION LESSONS
Patterns and Algebra	
ACMNA035 Describe patterns with numbers and identify missing elements.	- Number Patterns
ACMNA036 Solve problems by using number sentences for addition or subtraction.	- Counting Things - Comparing Groups - Adding Things
ACMMG037 Compare and order several shapes and objects based on length, area, volume and capacity using appropriate uniform informal units.	- Informal Units*
ACMMG038 Compare masses of objects using balance scales.	- Mass
ACMMG039 Tell time to the quarter-hour, using the language of 'past' and 'to'.	- O'Clock - Half-Past
ACMMG040 Name and order months and seasons.	- Seasons - Months of the Year
ACMMG041 Use a calendar to identify the date and determine the number of days in each month.	-The Calendar
Shape	
ACMMG042 Describe and draw two-dimensional shapes, with and without digital technologies.	- Animal Puzzle 1 - Square Puzzle 1 - Animal Puzzle 2 - Square Puzzle 2 - Shapes - Symmetry - Naming Shapes - Polygons - Quadrilaterals

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AUSTRALIAN NATIONAL CURRICULUM	KINETIC EDUCATION LESSONS
ACMMG043 Describe the features of three-dimensional objects.	- Solid Shapes
Measurement and Geometry – Location and Transformation	
ACMMG044 Interpret simple maps of familiar locations and identify the relative positions of key features.	- Maps*
ACMMG045 Investigate the effect of one-step slides and flips with and without digital technologies.	- Flip, Side and Turn
ACMMG046 Identify and describe half and quarter turns.	- Turns*
Statistics and Probability	
Chance	
ACMSP047 Identify practical activities and everyday events that involve chance. Describe outcomes as 'likely' or 'unlikely' and identify some events as 'certain' or 'impossible'.	- Not likely? - Impossible and Unlikely
Data Representation and Interpretation	
ACMSP048 Identify a question of interest based on one categorical variable. Gather data relevant to the question.	- Counting Things - Adding Things
ACMSP049 Collect, check and classify data.	- Showing Data
ACMSP050 Create displays of data using lists, table and picture graphs and interpret them.	- Showing Data

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YEAR 3

AUSTRALIAN NATIONAL CURRICULUM	KINETIC EDUCATION LESSONS
Number and Algebra - Number and Place Value	
ACMNA051 Investigate the conditions required for a number to be odd or even and identify odd and even numbers.	- Odd and Even Numbers*
ACMNA052 Recognise, model represent and order numbers to at least 10 000.	- Blocks, Flats, Longs and - One Thousand and? Minis - 1 to 99 in Words
ACMNA053 Apply place value to partition, rearrange and regroup numbers to at least 10 000 to assist calculations and solve problems.	- Place Value - Adding Terms and Ones - Adding and Carrying - Adding 3 Rows of Numbers - Tens and Ones - Subtracting Tens and Ones - Make-a-Number Game - Adding Longs and Minis - What is the Number? - Adding hundreds, Tens and Ones - Subtracting Tens and Ones With Carrying
ACMNA054 Recognise and explain the connection between addition and subtraction.	- Skip Counting - Find the Pattern
ACMNA055 Recall addition facts for single single-digit numbers and related subtraction facts to develop increasingly efficient mental strategies for computation.	- Addition - Fun Sums - Subtraction - Junior Addition Challenge - Rounding - Junior Subtraction Challenge - Worded Sums - Fun Sums to 19 - Plus and Minus - Mixed Problems
ACMNA056 Recall multiplication facts of two, three, five and ten and related division facts.	- Multiplying Numbers - Division (Set 3) - Introduction to Division - Division Practice - Division - Junior Tables Challenge - Division (Set 2) - Multiplication Tables (Look and Listen)

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AUSTRALIAN NATIONAL CURRICULUM	KINETIC EDUCATION LESSONS
ACMNA057 Represent and solve problems involving multiplication using efficient mental and written strategies and appropriate digital technologies.	- Multiplying Numbers - Extended Multiplication
Fractions and Decimals	
ACMNA058 Model and represent unit fractions including 1/2, 1/4, 1/3, 1/5 and their multiples to a complete whole.	- Halving - Tens with Flats - Fractions - Fractions with more than One Part
Money and Financial Mathematics	
ACMNA059 Represent money values in multiple ways and count the change required for simple transactions to the nearest five cents.	- Going Shopping
Patterns and Algebra	
ACMNA060 Describe, continue, and create number patterns resulting from performing addition or subtraction.	- Skip Counting in 3s - Skip Counting in 4s - Find the Pattern
Measurement and Geometry - Using Units of Measurement	
ACMMG061 Measure, order and compare objects using familiar metric units of length, mass and capacity.	- Length in Decimals - Perimeter - Litres and Millilitres

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AUSTRALIAN NATIONAL CURRICULUM	KINETIC EDUCATION LESSONS
ACMMG062 Tell time to the minute and investigate the relationship between units of time.	- Time Taken - Digital and Analog Time - Solid Shapes - Analog Clock - Digital Clock
ACMMG063 Make models of three-dimensional objects and describe key features.	- Solid 1 - Corners, Sides and Edges
Location and Transformation	
ACMMG065 Create and interpret simple grid maps to show position and pathways.	- Coordinates
ACMMG066 Identify symmetry in the environment.	- Symmetry - Axes of Symmetry
Geometric Reasoning	
ACMMG064 Identify angles as measures of turn and compare angle sizes in everyday situations.	- Angles
Statistics and Probability	
Chance	
ACMSP067 Conduct chance experiments, identify and describe possible outcomes and recognise variation in results.	- Which Will it be? - Impossible and Unlikely

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AUSTRALIAN NATIONAL CURRICULUM	KINETIC EDUCATION LESSONS
Data Representation and Interpretation	
ACMSP068 Identify questions or issues for categorical variables. Identify data sources and plan methods of data collection and recording.	- Showing Data
ACMSP069 Collect data, organise into categories and create displays using lists, tables, picture graphs and simple column graphs, with and without the use of digital technologies.	- Showing Data
ACMSP070 Interpret and compare data displays.	- Showing Data

YEAR 4

Number and Algebra - Number and Place Value	
ACMNA071 Investigate and use the properties of odd and even numbers.	- Odd and Even Numbers*
ACMNA072 Recognise, represent and order numbers to at least tens of thousands.	- Write in Digits - One Thousand and? - What is the Number?

ACMNA073
 	
Apply place value to partition, rearrange and regroup numbers to at least tens of thousands to assist calculations and solve problems.
	- Adding Tens and Ones - Adding and Carrying
	- How many Hundreds? - Adding 3 Rows of Numbers
	- Subtracting Tens and Ones - Subtraction (3 digits)
	- Adding Longs and Minis - Blocks, Flats, Longs and Minis
	- Subtraction (Set 4) - Place Value
	- Adding Thousands, - Subtraction from Hundreds and
	  Hundreds, Tens and Ones Thousands
	- Adding Hundreds, Tens - Subtracting Tens and Ones with
	  and Ones Carrying

ACMNA074 Investigate number sequence involving multiples of 3, 4, 6, 7, 8, and 9.	- Skip Counting in 3s - Skip Counting in 4s - Find the Pattern

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AUSTRALIAN NATIONAL CURRICULUM	KINETIC EDUCATION LESSONS
ACMNA075 Recall multiplication facts up to 10 x 10 and related division facts.	- Multiplying with Blocks - Equal Times Signs - Junior Tables Challenge - The Times Sign - Times Tables (Look and Listen) with lessons for Tables from 1-12
ACMNA076 Develop efficient mental and written strategies and use appropriate digital technologies for multiplication and for division where there is no remainder.	- Shares - Shares and Groups - Mixed Problems

Fractions and Decimals

ACMNA077 Investigate equivalent fractions used in contexts.	- Writing Division as a Fraction - Division and the 1 Times Table
ACMNA078 Count by quarters, halves and thirds, including with mixed numerals. Locate and represent these fractions on a number line.	-What is a Fraction?
ACMNA079 Recognise that the place value system can be extended to tenths and hundredths. Make connections between fractions and decimal notation.	- Tenths With Flats - Ones and Hundredths - Tenths (Place Value) - Decimal Hundredths - Writing Decimal Hundredths

Money and Financial Mathematics

ACMNA080 Solve problems involving purchases and the calculation of change to the nearest five cents with and without digital technologies.	- Going Shopping - Best Buy

Patterns and Algebra

ACMNA081 Explore and describe number patterns resulting from performing multiplication.	- Square Numbers

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AUSTRALIAN NATIONAL CURRICULUM	KINETIC EDUCATION LESSONS
ACMNA082 Solve word problems by using number sentences involving multiplication or division where there is no remainder.	- Worded Problems - Problems Challenge
ACMNA083 Use equivalent number sentences involving addition and subtraction to find unknown quantities.	- Multiplying Numbers - Extended Multiplication - Worded Problems
Measurement and Geometry – Using Units of Measurement	
ACMMG084 Used scaled instruments to measure and compare lengths, masses, capacities and temperatures.	- Temperature - The Square Metre - Volume of a Solid - Litres and Millilitres
ACMMG290 Compare objects using familiar metric units of area and volume.	- Length in Decimals - Area - The Square Metre - Volume - Perimeter
ACMMG085 Convert between units of time.	- Digital and Analog Time - Time Taken
ACMMG086 Use am and pm notation and solve simple time problems.	- Time Taken - Time
Shape	
ACMMG087 Compare the areas of regular and irregular shapes by informal means.	- Area - The Square Metre - Square Puzzle 2 - Square Puzzle 3
ACMMG088 Compare and describe two-dimensional shapes that result from combining and splitting common shapes, with and without the use of digital technologies.	- Square Puzzle 2 - Volume of a Solid - Square Puzzle 3 - Litres and Millilitres - Square Puzzle 4 - The Square Metre - Super Square - Super Square Puzzle - Mass - Perimeter

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AUSTRALIAN NATIONAL CURRICULUM	KINETIC EDUCATION LESSONS
Location and Transformation	
ACMMG090 Use simple scales, legends and directions to interpret information contained in basic maps.	- Maps*
ACMMG091 Create symmetrical patterns, pictures and shapes with and without digital technologies.	- Symmetry - Axes of Symmetry
Geometric Reasoning	
ACMMG089 Compare angles and classify them as equal to, greater than or less than a right angle.	- Angles
Statistics and Probability	
Chance	
ACMSP092 Describe possible everyday events and order their chances of occurring.	- Impossible and Unlikely - Which Will it Be?
ACMSP093 Identify everyday events where one cannot happen if the other happens.	- Showing Data
ACMSP094 Identify events where the chance of one will not be affected by the occurrence of the other.	- Independent Events*
Data Representation and Interpretation	
ACMSP095 Select and trial methods for data collection, including survey questions and recording sheets.	- Showing Data

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AUSTRALIAN NATIONAL CURRICULUM	KINETIC EDUCATION LESSONS
ACMSP097 Evaluate the effectiveness of different displays in illustrating data features including variability.	- Showing Data

YEAR 5

Number and Algebra - Number and Place Value

AUSTRALIAN NATIONAL CURRICULUM	KINETIC EDUCATION LESSONS	
ACMNA098 Identify and describe factors and multiples of whole numbers and use them to solve problems.	- Multiples - Factors and Multiples - The Factor Tree - HCF and LCM for Large Numbers	- Highest Common Factor - Lowest Common Multiple
ACMNA099 Use estimation and rounding to check the reasonableness of answers to calculations.	- Rounding - Estimating Subtractions - Estimating Quotients - Estimation	- Estimating Additions - Estimating Products - Rounding off to the Nearest 100
ACMNA100 Solve problems involving multiplication of large numbers by one-or two digit numbers using efficient mental, written strategies and appropriate digital technologies.	- Multiplying Numbers - Extended Multiplication - Long Multiplication - Groups and Shares - Mixed Problems	- Introduction to Division - Division Practice - Division with Remainder - Division into Hundreds - Junior Division Challenge - Multiplying by Tens, Hundreds and Thousands
ACMNA101 Solve problems involving division by a one-digit number, including those that result in a remainder.	- Groups and Shares - Division with Remainder - Mixed Problems - Multiplication and Division	- Tables Test 1 (Simple Division) - Tables Test 2 (Simple Division)
ACMNA291 Use efficient mental and written strategies and apply appropriate digital technologies to solve problems.	- Worded Sums - Problems 4 - Problems 5	

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AUSTRALIAN NATIONAL CURRICULUM	KINETIC EDUCATION LESSONS
Fractions and Decimals	
ACMNA102 Compare and order common unit fractions and locate and represent them on a number line.	- Tenths (Number Line)
ACMNA103 Investigate strategies to solve problems involving addition and subtraction of fractions with the same denominator.	- Fraction & Decimals
ACMNA104 Recognise that the number system can be extended beyond hundredths.	- Thousandths*
ACMNA105 Compare, order and represent decimals.	- Decimal Hundredths - Writing Decimal Hundredths - Ones and Hundredths
Money and Financial Mathematics	
ACMNA106 Create simple financial plans.	- Going Shopping - Best Buy
Patterns and Algebra	
ACMNA107 Describe, continue and create patterns with fractions, decimals and whole numbers resulting from addition and subtraction.	- Changing a Mixed Number to an Improper Fraction - Changing an Improper Fraction into a Mixed Number
ACMNA121 Use equivalent number sentences involving multiplication and division to find unknown quantities.	- Problems - Multiplication and Division

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AUSTRALIAN NATIONAL CURRICULUM	KINETIC EDUCATION LESSONS	
Measurement and Geometry - Using Units of Measurement		
ACMMG108 Choose appropriate units of measurement for length, area, volume, capacity and mass.	- Mass - Litres and Milliltre - Length in Decimals - Units of Length	- Unit Conversions (Distance) - Unit Conversions (Weight)
ACMMG109 Calculate the perimeter and area of rectangles using familiar metric units.	- Perimeter - Area - Area of a rectangle	
ACMMG110 Compare 12- and 24- hour systems and convert between them.		
ACMMG111 Connect three-dimensional objects with their nets and other two-dimensional representations.	- Corners, Sides and Edges	
Location and Transformation		
ACMMG113 Use a grid reference system to describe locations. Describe routes using landmarks and directional language.	- Points of the Compass - Coordinates	
ACMMG114 Describe translations, reflections and rotations of two-dimensional shapes. Identify line and rotational symmetries.	- Flip, Side and Turn - Axes of Symmetry	
ACMMG115 Apply the enlargement transformations to familiar two-dimensional shapes and explore the properties of the resulting image compared with the original.	- Enlarged Image*	

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AUSTRALIAN NATIONAL CURRICULUM	KINETIC EDUCATION LESSONS
Geometric Reasoning	
ACMMG112 Estimate, measure and compare angles using degrees. Construct angles using a protractor.	- Angles
Statistics and Probability	
Chance	
ACMSP116 List outcomes of chance experiments involving equally likely outcomes and represent probabilities of those outcomes using fractions.	- Probability (Chance) - Which will it be?
ACMSP117 Recognise that probabilities range from 0 to 1.	- Impossible or Unlikely
Data Representation and Interpretation	
ACMSP118 Pose questions and collect categorical or numerical data by observation or survey.	- Data and Graphs
ACMSP119 Construct displays, including column graphs, dot plots and tables, appropriate for data type, with and without the use of digital technologies.	- Pictographs - Pie Graphs - Data and Graphs
ACMSP120 Describe and interpret data sets in context.	- Pie Graphs - Data and Graphs

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YEAR 6

AUSTRALIAN NATIONAL CURRICULUM	KINETIC EDUCATION LESSONS
Number and Algebra - Number and Place Value	
ACMNA122 Identify and describe properties of prime, composite, square and triangle numbers.	- Prime Numbers - Prime and Composite Numbers

ACMNA123
 	
Select and apply efficient mental and written strategies and appropriate digital technologies to solve problems involving all four operations with whole numbers.
	- Average (Means) - Problems 2
	- Missing Signs - Problems 3
	- Comparing Numbers - Problems 4
	- Order of Operations - Problems 5
	- Inequalities - Multiplication and Division
	- Plus and Minus (Set 1) - Worded Sums
	- Plus and Minus (Set 2) - Division Revision
	- Groups and Shares (Set 1) - Times Tables Challenge
	- Groups and Shares (Set 2) - Addition Challenge
	- Mixed Problems - Subtraction Challenge
	- Problems 1 - Division Challenge
	   - Addition and Subtraction
	     Challenge
	   - Multiplication challenge

ACMNA124 Investigate everyday situations that use positive and negative whole numbers and zero. Locate and represent these numbers on a number line.	- Tenths (Number Line)
Fractions and Decimals	

ACMNA125
 	
Compare fractions with related denominators and locate and represent them on a number line.
	- Changing a Mixed to an Improper - Tenths (Number Line)
	  Fraction
	- Changing an Improper Fraction into a
	  Mixed number
	- Equivalent Fractions

ACMNA126 Compare fractions with related denominators and locate and represent them on a number line.	- Fraction & Decimals

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AUSTRALIAN NATIONAL CURRICULUM	KINETIC EDUCATION LESSONS	
ACMNA127 Find a simple fraction of a quantity where the result is a whole number, with and without digital technologies.	- Fraction Of	
ACMNA128 Add and subtract decimals, with and without digital technologies, and use estimation and rounding to check the reasonableness of answers.	- Decimal Addition - Decimal Subtraction - Adding and Subtracting - Fraction & Decimals	- Adding Decimals - Subtraction of Decimals - Calculator: Plus and Minus
ACMNA129 Multiply decimals by whole numbers and perform divisions that result in terminating decimals, with and without digital technologies.	- Multiplication of Decimals - Multiplication and Division	
ACMNA130 Multiply and divide decimals by powers of 10.		
ACMNA131 Make connections between equivalent fractions, decimals and percentages.	- Percentage - Equivalent Fractions - Tenths (Number Line) - Tenths (Place Value)	- Tenths with Flats - Decimal Hundredths - Ones and Hundredths - Writing Decimal Hundredths
Money and Financial Mathematics		
ACMNA132 Investigate and calculate percentage discounts of 10%, 25% and 50% on sale items, with and without digital technologies.	- Percentage Of	
Patterns and Algebra		
ACMNA133 Continue and create sequences involving whole numbers, fractions and decimals. Describe the rule to create the sequence.	- Find The Pattern	
ACMNA134 Explore the use of brackets and order of operations to write number sentences.	- Problems 4 - Problems 5 - Order of Operations	

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AUSTRALIAN NATIONAL CURRICULUM	KINETIC EDUCATION LESSONS
Measurement and Geometry - Using Units of Measurement	
ACMMG135 Connect decimal representations to the metric system.	- Length in Decimals - Litres and Milliliters
ACMMG136 Convert between common metric units of length, mass and capacity.	- Units of Length - Units of Conversion (Distance) - Units of Conversion (Weight) - Litres and Millilitres
ACMMG137 Solve problems involving the comparison of lengths and areas using appropriate units.	- Units of Length - Square Metre - Area of a Rectangle - Length in Decimals
ACMMG138 Connect volume and capacity and their units of measurement.	- Litres and Millilitres
ACMMG139 Interpret and use Timetables.	- Timestables*
Shape	
ACMMG140 Construct simple prisms and pyramids.	- Solid Shapes
Location and Transformation	
ACMMG142 Investigate combinations of translations, reflections and rotations, with and without the use of digital technologies.	- Flip, Slide and Turn
ACMMG143 Introduce the Cartesian coordinate system using all four quadrants.	- Cartesian Coordinates*

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AUSTRALIAN NATIONAL CURRICULUM	KINETIC EDUCATION LESSONS
Geometric Reasoning	
ACMMG141 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.	- Angles - Angle Rules
Statistics and Probability	
Chance	
ACMSP144 Describe probabilities using fractions, decimals and percentages.	- What are the Chances?*
ACMSP145 Conduct chance experiments with both small and large numbers of trials using appropriate digital technologies.	-N/A
Data Representation and Interpretation	
ACMSP147 Interpret and compare a range of data displays, including side by side column graphs for two categorical variables.	- Pictographs - Piegraphs - Data and Graphs
ACMSP148 Interpret secondary data presented in digital media and elsewhere.	- N/A
Number and Algebra - Number and Place Value	
ACMNA149 Investigate index notation and represent whole numbers as products of powers of prime numbers.	- Prime Numbers - Multiples

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