

Foundation Year Australian Curriculum v8.4			Foundation Year Australian Curriculum v9			Activities (Courses): Topics
Strand	Content Descriptions	Code	Strand	Outcomes	Code	Australian Curriculum v9 Yr F
Number	establish understanding of the language and processes of counting by naming numbers in sequences, initially to and from 20, moving from any starting point	ACMNA001	Number	name, represent and order numbers including zero to at least 20, using physical and virtual materials and numerals	AC9MFN01	Numbers to 10 Numbers to 20 Numbers to 30
	connect number names, numerals and quantities, including zero, initially up to 10 and then beyond	ACMNA002		recognise and name the number of objects within a collection up to 5 using subitising	AC9MFN02	Numbers to 10 Numbers to 20
	subitise small collections of objects	ACMNA003		partition and combine collections up to 10 using part-part-whole relationships and subitising to recognise and name the parts	AC9MFN04	Partition & combine
	compare, order and make correspondences between collections, initially to 20, and explain reasoning	ACMNA289		quantify and compare collections to at least 20 using counting and explain or demonstrate reasoning	AC9MFN03	Numbers to 10 Numbers to 20 Numbers to 30
	establish understanding of the language and processes of counting by naming numbers in sequences, initially to and from 20, moving from any starting point	ACMNA001		represent practical situations involving addition, subtraction and quantification with physical and virtual materials and use counting or subitising strategies	AC9MFN05	Partition & combine
	represent practical situations to model addition and sharing	ACMNA004		represent practical situations that involve equal sharing and grouping with physical and virtual materials and use counting or subitising strategies	AC9MFN06	Equal sharing & grouping
Algebra	sort and classify familiar objects and explain the basis for these classifications. Copy, continue and create patterns with objects and drawings	ACMNA005	Algebra	recognise, copy and continue repeating patterns represented in different ways	AC9MFA01	Patterns
Measurement	use direct and indirect comparisons to decide which is longer, heavier or holds more, and explain reasoning in everyday language	ACMMG006	Measurement	identify and compare attributes of objects and events, including length, capacity, mass and duration, using direct comparisons and communicating reasoning	AC9MFM01	Measurement
	compare and order duration of events using everyday language of time	ACMMG007		sequence days of the week and times of the day including morning, lunchtime, afternoon and night time, and connect them to familiar events and actions	AC9MFM02	Time
	connect days of the week to familiar events and actions	ACMMG008				
	compare and order duration of events using everyday language of time	ACMMG007				
Geometry	sort and classify familiar objects and explain the basis for these classifications. Copy, continue and create patterns with objects and drawings	ACMNA005	Space	sort, name and create familiar shapes; recognise and describe familiar shapes within objects in the environment, giving reasons	AC9MFSP01	Shape & position
	sort, describe and name familiar two-dimensional shapes and three-dimensional objects in the environment	ACMMG009				
Statistics	answer yes/no questions to collect information and make simple inferences	ACMSP011	Statistics	collect, sort and compare data represented by objects and images in response to given investigative questions that relate to familiar situations	AC9MFST01	Simple data
	sort and classify familiar objects and explain the basis for these classifications. Copy, continue and create patterns with objects and drawings	ACMNA005				







	Term one	Term two	Term three	Term four
Unit 1	Number	Number	Number	Number
	Numbers to 10 <ul style="list-style-type: none"> Name and represent Count groups Ordinal numbers to 10 	Numbers to at least 20 <ul style="list-style-type: none"> Name and represent Count groups Ordinal numbers 	Addition and subtraction to 10 <ul style="list-style-type: none"> Represent addition and subtraction problems using objects Use counting strategies to add/subtract Relate addition and subtraction to everyday situations 	Number review Review earlier content
Unit 2	Algebra	Statistics	Number Algebra Space	Number
	Patterns <ul style="list-style-type: none"> Recognise, copy and describe different repeating patterns 	Data: Collection, sorting & display <ul style="list-style-type: none"> Ask simple questions Collect data Sort and display data 	Patterns <ul style="list-style-type: none"> Recognise and discuss repeating patterns in images, and digital technology Introducing number patterns 	Operations: Problem solving <ul style="list-style-type: none"> Practical applications with collections
Unit 3	Number	Space	Number	Statistics
	Collections to 10 <ul style="list-style-type: none"> Subitise collections up to 5 Partition and combine using objects Add to/take away using objects 	2D shapes <ul style="list-style-type: none"> Sort, name and create familiar shapes 	Sharing and grouping to 10 <ul style="list-style-type: none"> Represent and solve equal sharing problems using objects Represent and solve equal grouping problems using objects 	Data: Representation and interpretation <ul style="list-style-type: none"> Compare results Interpret representations of others' displays
Unit 4	Measurement	Number	Space	Measurement
	Mass and capacity <ul style="list-style-type: none"> Use appropriate language, eg, heavier Directly compare Explore everyday use of mass and capacity 	Collections to 20 <ul style="list-style-type: none"> Partition and combine using objects Add to/take away using objects 	2D shapes <ul style="list-style-type: none"> Recognise and describe familiar shapes within objects in the environment 	Measurement review and applications <ul style="list-style-type: none"> Practical applications of measurement
Unit 5	Measurement	Measurement	Space	Space
	Time <ul style="list-style-type: none"> Days of the week Familiar activities/times of the day Sequence events Create a simple roster or schedule 	Length <ul style="list-style-type: none"> Use appropriate language, eg, longer Directly compare Explore everyday use of length 	Position <ul style="list-style-type: none"> Describe the position and location of people and items 	Shape and position review Review earlier content

Strand		Outcomes and content descriptions				Located			
Number	AC9MFN01 name, represent and order numbers including zero to at least 20, using physical and virtual materials and numerals	T1 U1	T2 U1, U4	T3 U2	T4 U1				
	AC9MFN02 recognise and name the number of objects within a collection up to 5 using subitising	T1 U1			T4 U1				
	AC9MFN03 quantify and compare collections to at least 20 using counting and explain or demonstrate reasoning		T2 U1, U4		T4 U2				
	AC9MFN04 partition and combine collections up to 10 using part-part-whole relationships and subitising to recognise and name the parts	T1 U3		T3 U1	T4 U2				
	AC9MFN05 represent practical situations involving addition, subtraction and quantification with physical and virtual materials and use counting or subitising strategies	T1 U3		T3 U1	T4 U2				
	AC9MFN06 represent practical situations involving equal sharing and grouping with physical and virtual materials and use counting or subitising strategies			T3 U3	T4 U2				
Algebra	AC9MFA01 recognise, copy and continue repeating patterns represented in different ways	T1 U2		T3 U2					
Measurement	AC9MFM01 identify and compare attributes of objects and events, including length, capacity, mass and duration, using direct comparisons and communicating reasoning	T1 U4, U5	T2 U5		T4 U4				
	AC9MFM02 sequence days of the week and times of the day including morning, lunchtime, afternoon and night time, and connect them to familiar events and actions	T1 U5			T4 U4				
Space	AC9MFSP01 sort, name and create familiar shapes; recognise and describe familiar shapes within objects in the environment, giving reasons		T2 U3	T3 U4	T4 U5				
	AC9MFSP02 describe the position and location of themselves and objects in relation to other people and objects within a familiar space			T3 U5	T4 U5				
Statistics	AC9MFST01 collect, sort and compare data represented by objects and images in response to given investigative questions that relate to familiar situations		T2 U2		T4 U3				

Strand	Topic	Outcomes	Activities (Courses)	Ebooks
Unit 1 Number	Numbers to 10 Name and represent Count groups Ordinal numbers to 10	AC9MFN01 name, represent and order numbers including zero to at least 20, using physical and virtual materials and numerals AC9MFN02 recognise and name the number of objects within a collection up to 5 using subitising	Numbers to 10 • Count to 5 • How Many? • Concept of zero • Matching numbers to 10 • Dot Display • Ordinal numbers	(YF-A) Numbers and Patterns • Numbers to ten (pp 1–20) • Ordinal numbers (pp 41–44)
Unit 2 Algebra	Patterns Recognise, copy and describe different repeating patterns	AC9MFA01 recognise, copy and continue repeating patterns represented in different ways	Patterns • Simple Patterns • Missing it! • Colour Patterns • Complete the Pattern • Pattern Error	(YF-A) Numbers and Patterns • Patterns (pp 45–48)
Unit 3 Number	Collections to 10 Subitise collections up to 5 Partition and combine using objects Add to/take away using objects	AC9MFN04 partition and combine collections up to 10 using part-part-whole relationships and subitising to recognise and name the parts AC9MFN05 represent practical situations involving addition, subtraction and quantification with physical and virtual materials and use counting or subitising strategies	Numbers to 10 • Order Numbers to 10 • More, less or the same to 10	(YF-A) Operations with Number • Addition (pp 1–20) • Subtraction (pp 21–36)
Unit 4 Measurement	Mass and capacity Use appropriate language, eg, heavier Directly compare Explore everyday use of mass and capacity	AC9MFM01 identify and compare attributes of objects and events, including length, capacity, mass and duration, using direct comparisons and communicating reasoning	Measurement • Which Holds More? • -Balancing Act	(YF-A) Measurement • Mass (pp 16–23) • Volume and capacity (pp 24, 30-35)
Unit 5 Measurement	Time Days of the week Familiar activities/times of the day Sequencing events Create a simple roster or schedule	AC9MFM01 identify and compare attributes of objects and events, including length, capacity, mass and duration, using direct comparisons and communicating reasoning AC9MFM02 sequence days of the week and times of the day including morning, lunchtime, afternoon and night time, and connect them to familiar events and actions	Time • Days of the Week • Days: After and Before • Weekdays and Weekends • Tomorrow and Yesterday (Scaffolded)	(YF-A) Time, Money and Data • Time (pp 1–17)

Strand	Topic	Outcomes	Activities (Courses)	Ebooks
Unit 1 Number	Numbers to at least 20 Name and represent Count groups Ordinal numbers	AC9MFN01 name, represent and order numbers including zero to at least 20, using physical and virtual materials and numerals AC9MFN03 quantify and compare collections to at least 20 using counting and explain or demonstrate reasoning	Numbers to 20 <ul style="list-style-type: none"> • Making teen numbers • Counting up to 20 • Counting Back Within 20 • Matching numbers to 20 • Before, After and Between to 20 • Order Numbers to 20 • More, less or the same to 20 Numbers to 30 <ul style="list-style-type: none"> • Reading numbers to 30 • 1 to 30 • 1st to 31st 	(YF-A) Numbers and Patterns <ul style="list-style-type: none"> • Numbers to 20 (pp 21–31) • Numbers to 30 (pp 32–36) (Y2-C) Numbers <ul style="list-style-type: none"> • Ordinal numbers (pp 52–56)
Unit 2 Statistics	Data: Collection, sorting & display Ask simple questions Collect data Sort and display data	AC9MFST01 collect, sort and compare data represented by objects and images in response to given investigative questions that relate to familiar situations	Simple data <ul style="list-style-type: none"> • Same and Different • Sort It 	(YF-A) Measurement <ul style="list-style-type: none"> • Data (pp 31–36)
Unit 3 Space	2D Shapes Sort, name and create familiar shapes	AC9MFSP01 sort, name and create familiar shapes; recognise and describe familiar shapes within objects in the environment, giving reasons	Shape & position <ul style="list-style-type: none"> • Collect Simple Shapes 	(YF-A) Space and Shape <ul style="list-style-type: none"> • 2D space (pp 1–14)
Unit 4 Number	Collections to 20 Partition and combine using objects Add to/take away using objects	AC9MFN01 name, represent and order numbers including zero to at least 20, using physical and virtual materials and numerals AC9MFN03 quantify and compare collections to at least 20 using counting and explain or demonstrate reasoning		
Unit 5 Measurement	Length Use appropriate language, eg, longer Directly compare Explore everyday use of length	AC9MFM01 identify and compare attributes of objects and events, including length, capacity, mass and duration, using direct comparisons and communicating reasoning	Measurement <ul style="list-style-type: none"> • Everyday Length • Comparing Length 	(YF-A) Measurement <ul style="list-style-type: none"> • Length (pp 1–15)

Strand	Topic	Outcomes	Activities (Courses)	Ebooks
Unit 1 Number	Addition and subtraction to 10 Represent addition and subtraction problems using objects Use counting strategies to add/subtract Relate addition and subtraction to everyday situations	AC9MFN04 partition and combine collections up to 10 using part-part-whole relationships and subitising to recognise and name the parts AC9MFN05 represent practical situations involving addition, subtraction and quantification with physical and virtual materials and use counting or subitising strategies	Partition & combine • How many dots? • Adding to make 5 and 10 • Add and subtract using graphs	
Unit 2 Algebra Number Space	Patterns Recognise and discuss repeating patterns in images, and digital technology Introducing number patterns	AC9MFA01 recognise, copy and continue repeating patterns represented in different ways AC9MFN01 name, represent and order numbers including zero to at least 20, using physical and virtual materials and numerals		(YF-A) Numbers and Patterns • Patterns (pp 49–54)
Unit 3 Number	Sharing and grouping to 10 Represent and solve equal sharing problems using objects Represent and solve equal grouping problems using objects	AC9MFN06 represent practical situations involving equal sharing and grouping with physical and virtual materials and use counting or subitising strategies	Equal sharing & grouping • Share the treasure • Divide into equal groups • Fill the jars	(YF-A) Operations with Number • Grouping and sharing (pp 37–44)
Unit 4 Space	2D shapes Recognise and describe familiar shapes within objects in the environment	AC9MFSP01 sort, name and create familiar shapes; recognise and describe familiar shapes within objects in the environment, giving reasons	Shape & position • Match the Solid 1	(YF-A) Space and Shape • 3D space (pp 15–22)
Unit 5 Space	Position Describe the position and location of people and items	AC9MFSP02 describe the position and location of themselves and objects in relation to other people and objects within a familiar space	Shape & position • Where is it?	(YF-A) Space and Shape • Position (pp 23–28)

Strand	Topic	Outcomes	Activities (Courses)	Ebooks
Unit 1 Number	Number review	<p>AC9MFN01 name, represent and order numbers including zero to at least 20, using physical and virtual materials and numerals</p> <p>AC9MFN02 recognise and name the number of objects within a collection up to 5 using subitising</p>	 Review earlier content	 Review earlier content
Unit 2 Number	Operations: Problem solving Practical applications with collections	<p>AC9MFN03 quantify and compare collections to at least 20 using counting and explain or demonstrate reasoning</p> <p>AC9MFN04 partition and combine collections up to 10 using part-part-whole relationships and subitising to recognise and name the parts</p> <p>AC9MFN05 represent practical situations involving addition, subtraction and quantification with physical and virtual materials and use counting or subitising strategies</p> <p>AC9MFN06 represent practical situations involving equal sharing and grouping with physical and virtual materials and use counting or subitising strategies</p>		<p>(YF-A) Numbers and Patterns</p> <ul style="list-style-type: none"> Number relationships (pp 55–60)
Unit 3 Statistics	Data: Representation and interpretation Compare results Interpret representations of others' displays	<p>AC9MFST01 collect, sort and compare data represented by objects and images in response to given investigative questions that relate to familiar situations</p>	<p>Equal sharing & grouping</p> <ul style="list-style-type: none"> Share the treasure Divide into equal groups Fill the jars 	<p>(YF-A) Operations with Number</p> <ul style="list-style-type: none"> Grouping and sharing (pp 37–44)
Unit 4 Measurement	Measurement review and applications	<p>AC9MFM01 identify and compare attributes of objects and events, including length, capacity, mass and duration, using direct comparisons and communicating reasoning</p> <p>AC9MFM02 sequence days of the week and times of the day including morning, lunchtime, afternoon and night time, and connect them to familiar events and actions</p>	 Review earlier content	 Review earlier content
Unit 5 Space	Shape and position review	<p>AC9MFSP01 sort, name and create familiar shapes; recognise and describe familiar shapes within objects in the environment, giving reasons</p> <p>AC9MFSP02 describe the position and location of themselves and objects in relation to other people and objects within a familiar space</p>	 Review earlier content	 Review earlier content