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				
	subitise small collections of objects	ACMNA003		recognise and name the number of objects within a collection up to 5 using subitising	AC9MFN02	Numbers to 10 Numbers to 20
				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 to model addition and sharing	ACMNA004		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 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				
	connect days of the week to familiar events and actions	ACMMG008		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
	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				

Scope & Sequence
Australian Curriculum v9 Yr F

	Term one	Term two	Term three	Term four
Unit 1	**Number**	**Number**	**Number**	**Number**
	Numbers to 10	**Numbers to at least 20**	**Addition and subtraction to 10**	**Number review**
	• Name and represent • Count groups • Ordinal numbers to 10	• Name and represent • Count groups • Ordinal numbers	• Represent addition and subtraction problems using objects • Use counting strategies to add/subtract • Relate addition and subtraction to everyday situations	Review earlier content
Unit 2	**Algebra**	**Statistics**	**Number** **Algebra** **Space**	**Number**
	Patterns	**Data: Collection, sorting & display**	**Patterns**	**Operations: Problem solving**
	• Recognise, copy and describe different repeating patterns	• Ask simple questions • Collect data • Sort and display data	• Recognise and discuss repeating patterns in images, and digital technology • Introducing number patterns	• Practical applications with collections
Unit 3	**Number**	**Space**	**Number**	**Statistics**
	Collections to 10	**2D shapes**	**Sharing and grouping to 10**	**Data: Representation and interpretation**
	• Subitise collections up to 5 • Partition and combine using objects • Add to/take away using objects	• Sort, name and create familiar shapes	• Represent and solve equal sharing problems using objects • Represent and solve equal grouping problems using objects	• Compare results • Interpret representations of others' displays
Unit 4	**Measurement**	**Number**	**Space**	**Measurement**
	Mass and capacity	**Collections to 20**	**2D shapes**	**Measurement review and applications**
	• Use appropriate language, eg, heavier • Directly compare • Explore everyday use of mass and capacity	• Partition and combine using objects • Add to/take away using objects	• Recognise and describe familiar shapes within objects in the environment	• Practical applications of measurement
Unit 5	**Measurement**	**Measurement**	**Space**	**Space**
	Time	**Length**	**Position**	**Shape and position review**
	• Days of the week • Familiar activities/times of the day • Sequence events • Create a simple roster or schedule	• Use appropriate language, eg, longer • Directly compare • Explore everyday use of length	• Describe the position and location of people and items	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** • 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** • Reading numbers to 30 • 1 to 30 • 1st to 31st	(YF-A) **Numbers and Patterns** • Numbers to 20 (pp 21–31) • Numbers to 30 (pp 32–36) (Y2-C) **Numbers** • 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** • Same and Different • Sort It	(YF-A) **Measurement** • 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** • Collect Simple Shapes	(YF-A) **Space and Shape** • 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** • Everyday Length • Comparing Length	(YF-A) **Measurement** • 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**	**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	Review earlier content	Review earlier content
Unit 2 Number	**Operations: Problem solving** Practical applications with collections	**AC9MFN03** quantify and compare collections to at least 20 using counting and explain or demonstrate reasoning **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 **AC9MFN06** represent practical situations involving equal sharing and grouping with physical and virtual materials and use counting or subitising strategies		(YF-A) **Numbers and Patterns** • Number relationships (pp 55–60)
Unit 3 Statistics	**Data: Representation and interpretation** Compare results Interpret representations of others' displays	**AC9MFST01** collect, sort and compare data represented by objects and images in response to given investigative questions that relate to familiar situations	**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 Measurement	**Measurement review and applications**	**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	Review earlier content	Review earlier content
Unit 5 Space	**Shape and position review**	**AC9MFSP01** sort, name and create familiar shapes; recognise and describe familiar shapes within objects in the environment, giving reasons **AC9MFSP02** describe the position and location of themselves and objects in relation to other people and objects within a familiar space	Review earlier content	Review earlier content