

The Victorian Curriculum Mathematics Level 2

Number & Algebra:	Measurement & Geometry:	Statistics & Probability:
<p>Number & place value:</p> <p>Investigate number sequences, initially those increasing and decreasing by twos, threes, fives and ten from any starting point, then moving to other sequences. (VCMNA103)</p> <ul style="list-style-type: none"> developing fluency and confidence with numbers and calculations by saying number sequences recognising patterns in number sequences, such as adding 10 always results in the same final digit Recognising that the natural numbers with zero form an ordered infinite set $\{0, 1, 2, 3, \dots\}$ with a first element but no last element <p>Recognise, model, represent and order numbers to at least 1000 (VCMNA104)</p> <ul style="list-style-type: none"> recognising there are different ways of representing numbers and identifying patterns going beyond 100 developing fluency with writing numbers in meaningful contexts <p>Group, partition and rearrange collections up to 1000 in hundreds, tens and ones to facilitate more efficient counting (VCMNA105)</p> <ul style="list-style-type: none"> using an abacus to model and represent numbers understanding three digit numbers as comprised of hundreds, tens and ones/units demonstrating and using models such as linking blocks, sticks in bundles place value blocks and Aboriginal bead strings and explaining reasoning <p>Explore the connection between addition and subtraction (VCMNA106)</p> <ul style="list-style-type: none"> becoming fluent with partitioning numbers to understand the connection between addition and subtraction using counting on to identify the missing element in an additive problem <p>Solve simple addition and subtraction problems using a range of efficient mental and written strategies (VCMNA107)</p> <ul style="list-style-type: none"> becoming fluent with a range of mental strategies for addition and subtraction problems, such as commutativity for addition, building to 10, doubles, 10 facts and adding 10 modelling and representing simple additive situations using materials such as 10 frames, 20 frames and empty number lines <p>Recognise and represent multiplication as repeated addition, groups and arrays (VCMNA108)</p> <ul style="list-style-type: none"> representing array problems with available materials and explaining reasoning visualising a group of objects as a unit and using this to calculate the number of objects in several identical groups <p>Recognise and represent division as grouping into equal sets and solve simple problems using these representations (VCMNA109)</p> <ul style="list-style-type: none"> dividing the class or a collection of objects into equal sized groups identifying the difference between dividing a set of objects into three equal groups (partition) and dividing the same set of objects into groups of three (quotition) 	<p>Using units of measurement:</p> <p>Compare and order several shapes and objects based on length, area, volume and capacity using appropriate uniform informal units (VCMMG115)</p> <ul style="list-style-type: none"> comparing lengths using finger length, hand span or a piece of string comparing areas using the palm of the hand or a stone comparing capacities using a range of containers <p>Compare masses of objects using balance scales (VCMMG116)</p> <ul style="list-style-type: none"> using balance scales to determine whether the mass of different objects is more, less or about the same, or to find out how many marbles are needed to balance a tub of margarine or a carton of milk <p>Tell time to the quarter hour, using the language of 'past' and 'to' (VCMMG117)</p> <ul style="list-style-type: none"> describing the characteristics of quarter past times on an analogue clock, and identifying that the small hand is pointing just past the number and the big hand is pointing to the three <p>Name and order months and seasons (VCMMG118)</p> <ul style="list-style-type: none"> investigating the seasons used by Aboriginal people and comparing them to those used in Western society, and recognising the connection to weather patterns. <p>Use a calendar to identify the date and determine the number of days in each month (VCMMG119)</p> <ul style="list-style-type: none"> using calendars to locate specific information, such as finding a given date on a calendar and saying what day it is, and identifying personally or culturally specific days <p>Shape:</p> <p>Describe and draw two dimensional shapes, with and without digital technologies (VCMMG120)</p> <ul style="list-style-type: none"> identifying key features of squares, rectangles, triangles, kites, rhombuses and circles, such as straight lines or curved lines, and counting the edges and corners <p>Describe the features of three dimensional objects (VCMMG121)</p> <ul style="list-style-type: none"> identifying geometric features such as the number of faces, corners or edges <p>Location & transformation:</p> <p>Interpret simple maps of familiar locations and identify the relative positions of key features (VCMMG122)</p> <ul style="list-style-type: none"> understanding that we use representations of objects and their positions, such as on maps, to allow us to receive and give directions and to describe place constructing arrangements of objects from a set of directions 	<p>Chance:</p> <p>Identify practical activities and everyday events that involve chance. Describe outcomes as 'likely' or 'unlikely' and identify some events as 'certain' or 'impossible' (VCMS125)</p> <ul style="list-style-type: none"> classifying a list of everyday events according to how likely they are to happen, using the language of chance, and explaining reasoning <p>Data representation & interpretation:</p> <p>Identify a question of interest based on one categorical variable. Gather data relevant to the question (VCMS126)</p> <ul style="list-style-type: none"> determine the variety of birdlife in the playground and using a prepared table to record observations <p>Collect, check and classify data (VCMS127)</p> <ul style="list-style-type: none"> recognising the usefulness of tally marks identifying categories of data and using them to sort data <p>Create displays of data using lists, table and picture graphs and interpret them (VCMS128)</p> <ul style="list-style-type: none"> creating picture graphs to represent data using one to one correspondence comparing the usefulness of different data displays

Fractions & Decimals:

Recognise and interpret common uses of halves, quarters and eighths of shapes and collections (VCMNA110)

- recognising that sets of objects can be partitioned in different ways to demonstrate fractions
- relating the number of parts to the size of a fraction

Money & Financial mathematics:

Count and order small collections of Australian coins and notes according to their value (VCMNA111)

- identifying equivalent values in collections of coins or notes, such as two five cent coins having the same value as one 10cent coin
- counting collections of coins or notes to make up a particular value, such as that shown on a price tag

Patterns & algebra:

Describe patterns with numbers and identify missing elements (VCMNA112)

- describing a pattern created by skip counting and representing the pattern on a number line
- investigating features of number patterns resulting from adding twos, fives or 10s

Solve problems by using number sentences for addition or subtraction (VCMNA113)

- representing a word problem as a number sentence
- writing a word problem to represent a number sentence

Apply repetition in arithmetic operations, including multiplication as repeated addition and division as repeated subtraction (VCMNA114)

- using technology to construct a sequence of numbers based on constant addition or subtraction from a given starting value
- sharing a set of objects equally between a small number of groups

Investigate the effect of one step slides and flips with and without digital technologies (VCMMG123)

- understanding that objects can be moved but changing position does not alter an object's size or features

Identify and describe half and quarter turns (VCMMG124)

- predicting and reproducing a pattern based around half and quarter turns of a shape and sketching the next element in the pattern

Level 2 achievement standard

Number and Algebra

Students count to and from, and order numbers up to 1000. They perform simple addition and subtraction calculations, using a range of strategies. They find the total value of simple collections of Australian notes and coins. Students represent multiplication and division by grouping into sets and divide collections and shapes into halves, quarters and eighths.

They recognise increasing and decreasing number sequences involving 2s, 3s, 5s and 10s, identify the missing element in a number sequence, and use digital technology to produce sequences by constant addition.

Measurement and Geometry

Students order shapes and objects, using informal units for a range of measures. They tell time to the quarter hour and use a calendar to identify the date, days, weeks and months included in seasons and other events. Students draw two dimensional shapes, specify their features and explain the effects of one step transformations. They recognise the features of three dimensional objects.

They interpret simple maps of familiar locations.

Statistics and Probability

Students collect data from relevant questions to create lists, tables and picture graphs with and without the use of digital technology. They interpret data in context.

Students describe outcomes of familiar events using everyday language.

The proficiencies of **Understanding**, **Fluency**, **Problem Solving** and **Reasoning** are fundamental to learning mathematics and working mathematically, and are applied across all three strands Number and Algebra, Measurement and Geometry, and Statistics and Probability.

In Level 2, students use **grouping, partitioning** and **re-arrangement to apply place value and extend the range of numbers they use and apply to thousands**.

Students **recognise, model and order numbers to at least 1000** and **use a variety of strategies to count efficiently, including skip counting forwards and backwards by twos threes, fives and tens**, with and without the use of technology. They **explore the relationship between addition and subtraction**, and **use a variety of strategies to solve problems, including missing number**

problems. Students use groups and arrays to represent multiplication and division and **solve simple problems, including finding halves, quarters and eighths of sets and shapes**. They **count and order by value, small collections of Australian coins and notes**.

Students compare and order sets of shapes and objects based on length, area, volume and capacity using uniform informal units.

They compare masses using balance scales, tell the time to the quarter hour, and use months and seasons to **describe sequences of events over a longer time frame**. Students describe sets of shapes and objects defined in terms of properties and draw examples of these with and without the use of technology. They use simple maps and identify relative locations, and **investigate the effect of simple transformations of slides, flips, half and quarter turns**, both by hand and using technology.

Students **use questions of interest to gather and display data for a single categorical variable and interpret it**. They identify chance in a range of activities and **describe related outcomes as 'likely' or 'unlikely'**.