Mathology Little Books Victorian Curriculum Correlation F–2 (By Mathology Little Book)

Book Title	Strand	Sub-strand	Suggested Grade	Mathology Big Idea	Maths Concept	VIC code	Content description
A Warm Cozy Nest	Number and Algebra	Number and place value	F	Numbers tell us how many and how much	Count sets to 5 Recognise numerals to 5	F: VCMNA069	Establish understanding of the language and processes of counting by naming numbers in sequences, initially to and from 20, moving from any starting point.
						F: VCMNA070	Connect number names, numerals and quantities, including zero, initially up to 10 and then beyond. *(Up to 5)*
Dan's Doggy Daycare	Number and Algebra	Number and place value	F	Numbers tell us how many and how much	Count and compare sets to 10 Compose and decompose to 10	F: VCMNA069	Establish understanding of the language and processes of counting by naming numbers in sequences, initially to and from 20, moving from any starting point.
						F: VCMNA070	Connect number names, numerals and quantities, including zero, initially up to 10 and then beyond. *(Up to 5)*
						F: VCMNA072	Compare, order and make correspondences between collections, initially to 20, and explain reasoning.
						F: VCMNA073	Represent practical situations to model addition and subtraction. *(Addition Only)* *(Up to 10)*
Lots of Dots	Number and Algebra	Number and place value	F	Numbers tell us how many and how much	Subitise and count sets to 10 Compose and decompose to 10	F: VCMNA070	Connect number names, numerals and quantities, including zero, initially up to 10 and then beyond.
						F: VCMNA071	Subitise small collections of objects.
						F: VCMNA069	Establish understanding of the language and processes of counting by naming numbers in sequences, initially to and from 20, moving from any starting point.
Acorns for Wilaiya	Number and Algebra	Number and place value	F	Numbers tell us how many and how much	Count sets to 10 Compare sets to 10	F: VCMNA070	Connect number names, numerals and quantities, including zero, initially up to 10 and then beyond.
						F: VCMNA069	Establish understanding of the language and processes of counting by naming numbers in sequences, initially to and from 20, moving from any starting point.
						F: VCMNA073	Represent practical situations to model addition and subtraction. *(Addition Only)* *(Up to 10)*
Animals Hide	Number and Algebra	Number and place value	F	Numbers tell us how many and how much	Count sets to 10 Compare quantities to 10	F: VCMNA070	Connect number names, numerals and quantities, including zero, initially up to 10 and then beyond.
						F: VCMNA072	Compare, order and make correspondences between collections, initially to 20, and explain reasoning.
						F: VCMNA073	Represent practical situations to model addition and subtraction. *(Addition Only)* *(Up to 10)*
Spot Check	Number and Algebra	Number and place value	F	Numbers are related in many ways	Compare Quantities to 10 Count sets to 10	F: VCMNA072	Compare, order and make correspondences between collections, initially to 20, and explain reasoning.
						F: VCMNA071	Subitise small collections of objects.

Unit	Strand	Sub-strand	Level	Big Idea	Learning Intentions	Code	Content Description
Time for Games	Number and Algebra	Number and place value	F	Numbers are related in many ways	Compare Quantities to 10 (further developed) Count sets to 10 (further developed)	F: VCMNA072	Compare, order and make correspondences between collections, initially to 20, and explain reasoning.
						F: VCMNA069	Establish understanding of the language and processes of counting by naming numbers in sequences, initially to and from 20, moving from any starting point.
						F: VCMNA070	Connect number names, numerals and quantities, including zero, initially up to 10 and then beyond. *(Up to 10)*
Let's Play Waltes!	Number and Algebra	Number and place value	F	Numbers are related in many ways	Count and compare to 10 Compose and decompose to 10	F: VCMNA072	Compare, order and make correspondences between collections, initially to 20, and explain reasoning.
						F: VCMNA069	Establish understanding of the language and processes of counting by naming numbers in sequences, initially to and from 20, moving from any starting point.
						F: VCMNA070	Connect number names, numerals and quantities, including zero, initially up to 10 and then beyond.
						F: VCMNA073	Represent practical situations to model addition and subtraction. *(Addition Only)*
A Lot of Noise!	Number and Algebra	Patterns and algebra	F	Regularity and repetition form patterns that can be generalised and predicted mathematically	Identify and extend repeating patterns Reproduce and create repeating patterns	F: VCMNA076	Sort and classify familiar objects and explain the basis for these classifications, and copy, continue and create patterns with objects and drawings.
Hedge and Hog	Statistics and probability	Data representation and interpretation	F	Formulating questions, collecting data, and consolidating data in visual and graphical displays helps us understand, predict, and interpret situations that involve uncertainty, variability, and randomness	Collect and interpret data Sort a collection	F: VCMSP084	Organise answers to yes/no questions into simple data displays using objects and drawings.
						F: VCMNA076	Sort and classify familiar objects and explain the basis for these classifications, and copy, continue and create patterns with objects and drawings.
						F: VCMSP083	Answer yes/no questions to collect information
						F: VCMSP085	Interpret simple data displays about yes/no questions.
The New Nest	Measurement and Geometry	Shape	F	Objects can be located in space and viewed from multiple perspectives	Locate objects in the environment Use positional language	F: VCMMG082	Describe position and movement.
						F: VCMMG081	Sort, describe and name familiar two-dimensional shapes and three-dimensional objects in the environment.
To Be Long	Measurement and Geometry	Using units of measurement	F	Many things in our world have attributes that can be measured and compared	Compare objects by length Order objects by length	F: VCMMG078	Use direct and indirect comparisons to decide which is longer, heavier or holds more, and explain reasoning in everyday language.
Zoom In, Zoom Out	Measurement and Geometry	Shape	F	2-D shapes and 3-D solids can be analyzed and classified in different ways by their attributes	Identify Shapes Locate objects	F: VCMMG081	Sort, describe and name familiar two-dimensional shapes and three-dimensional objects in the environment.
						F: VCMMG082	Describe position and movement.
The Best in Show	Measurement and Geometry	Using units of measurement	F	Assigning a unit to a continuous attribute allows us to measure and make comparisons	Measure to compare and order objects Choose and use measuring tools	F: VCMMG078	Use direct and indirect comparisons to decide which is longer, heavier or holds more, and explain reasoning in everyday language. *(Length and mass only)*
The Castle Wall	Measurement and Geometry	Shape	F	2-D shapes and 3-D solids can be analyzed and classified in different ways by their attributes	Explore, describe and compare shapes and solids Create and describe 3-D structures	F: VCMMG081	Sort, describe and name familiar two-dimensional shapes and three-dimensional objects in the environment.

On Safari!	Number and Algebra	Number and place value	F	Numbers tell us how many and how much	Count sets to 20 Add 1 or 2	F: VCMNA069	Establish understanding of the language and processes of counting by naming numbers in sequences, initially to and from 20, moving from any starting point.
						F: VCMNA070	Connect number names, numerals and quantities, including zero, initially up to 10 and then beyond.
						F: VCMNA073	Represent practical situations to model addition and subtraction. *(Addition Only) (Up to 20)*
Paddling the River	Number and Algebra	Number and place value	F	Numbers are related in many ways	Count, compare and order to 20 Compose and decompose to 20	F: VCMNA072	Compare, order and make correspondences between collections, initially to 20, and explain reasoning.
						F: VCMNA069	Establish understanding of the language and processes of counting by naming numbers in sequences, initially to and from 20, moving from any starting point.
						F: VCMNA070	Connect number names, numerals and quantities, including zero, initially up to 10 and then beyond.
						F: VCMNA073	Represent practical situations to model addition and subtraction. *(Addition Only)*
How Many Is Too Many?	Number and Algebra	Number and place value	1	Quantities and numbers can be grouped by or partitioned into equal-sized units	Estimate and group to skip-count to 50 Compare quantities to 50	1: VCMNA086	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.
						1: VCMNA087	Recognise, model, read, write and order numbers to at least 100. Locate these numbers on a number line.
At the Corn Farm	Number and Algebra	Number and place value	F/1	Quantities and numbers can be grouped by or partitioned into equal-sized units	Group quantities based on units of 10 Compare and order sets/quantities to 20	1: VCMNA086	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.
						1: VCMNA088	Count collections to 100 by partitioning numbers using place value.
						F: VCMNA074	Represent practical situations to model sharing
						1: VCMNA090	Represent practical situations that model sharing.
						F: VCMNA070	Connect number names, numerals and quantities, including zero, initially up to 10 and then beyond. *(Up to 20*
Cats and Kittens!	Number and Algebra	Number and place value	1	Quantities and numbers can be added and subtracted to determine how many or how much	Add and subtract to 20 Compare quantities to 20	1: VCMNA089	Represent and solve simple addition and subtraction problems using a range of strategies including counting on, partitioning and rearranging parts.
That's 10	Number and Algebra	Number and place value	1	Quantities and numbers can be added and subtracted to determine how many or how much	Add and subtract to 10 Compose and decompose 10	1: VCMNA089	Represent and solve simple addition and subtraction problems using a range of strategies including counting on, partitioning and rearranging parts.
						2: VCMNA107	Solve simple addition and subtraction problems using a range of efficient mental and written strategies.
Buy One Get One	Number and Algebra	Number and place value	1	Quantities and numbers can be added and subtracted to determine how many or how much	Add and subtract to 20 Develop addition and subtraction strategies	1: VCMNA089	Represent and solve simple addition and subtraction problems using a range of strategies including counting on, partitioning and rearranging parts.
Hockey Time.	Number and Algebra	Number and place value	1	Quantities and numbers can be added and subtracted to determine how many or how much	Add and subtract to 20 Compose and decompose to 20	1: VCMNA089	Represent and solve simple addition and subtraction problems using a range of strategies including counting on, partitioning and rearranging parts.
Animal Measures	Measurement and Geometry	Using units of measurement	1	Assigning a unit to a continuous attribute allows us to measure and make comparisons	Estimate and measure length Compare measures according to length	1: VCMMG095	Measure and compare the lengths, masses and capacities of pairs of objects using uniform informal units. *(Length only)*

Graph It!	Statistics and Probability	Data representation and interpretation	1	Formulating questions, collecting data, and consolidating data in visual and graphical displays helps us understand, predict, and interpret situations that involve uncertainty, variability, and randomness	Interpret concrete graphs and picture graphs Build concrete graphs and picture graphs	1: VCMSP102	Represent data with objects and drawings where one object or drawing represents one data value. Describe the displays.
Midnight and Snowfall	Number and Algebra	Patterns and algebra	1	Regularity and repetition form patterns that can be generalised and predicted mathematically	Identify and describe repeating patterns	1: VCMNA093	Investigate and describe number patterns formed by skip counting and patterns with objects.
					Compare and reate patterns	1: VCMNA094	Recognise the importance of repetition of a process in solving problems.
Memory Book	Measurement and Geometry	Location and transformation	1	Objects can be located in space and viewed from multiple perspectives	Locate and map objects in the environment	1: VCMMG099	Give and follow directions to familiar locations.
					Investigate 2-D shapes and 3-D solids	1: VCMNA098	Recognise and classify familiar two-dimensional shapes and three-dimensional objects using obvious features.
Nutty and Wolfy	Number and Algebra	Number and place value	1	Patterns and relations can be represented with symbols, equations and expressions	Explore equality and inequality Compare quantities to 20	1: VCMNA089	Represent and solve simple addition and subtraction problems using a range of strategies including counting on, partitioning and rearranging parts
The Amazing Seed	Measurement and Geometry	Using units of measurement	F/1	Many things in our world have attributes that can be measured and compared	Estimate and compare attributes	F: VCMMG078	Use direct and indirect comparisons to decide which is longer, heavier or holds more, and explain reasoning in everyday language.
					Estimate and measure using non-standard units	1: VCMMG095	Measure and compare the lengths, masses and capacities of pairs of objects using uniform informal units.
What Was Here?	Measurement and Geometry	Shape	1	2-D shapes and 3-D solids can be analyzed and classified in different ways by their attributes	Find and describe shapes and solids Explore and classify shapes and solids	1: VCMMG098	Recognise and classify familiar two-dimensional shapes and three-dimensional objects using obvious features.
The Tailor Shop	Measurement and Geometry	Shape	1/2	2-D shapes and 3-D solids can be analyzed and classified in different ways by their attributes 2-D shapes and 3-D solids can be transformed in many ways and analysed for change	Transform and describe shapes Describe and compare shapes	1: VCMMG098	Recognise and classify familiar two-dimensional shapes and three-dimensional objects using obvious features.
						2: VCMMG120	Describe and draw two-dimensional shapes, with and without digital technologies.
						2: VCMMG123	Investigate the effect of one-step slides and flips with and without digital technologies.
Ways to Count	Number and Algebra	Number and place value	1/2	Numbers are related in many ways Quantities and numbers can be grouped by or partitioned into equal-sized units	Estimate and group to count to 100 Skip-count to 100	1: VCMNA088	Count collections to 100 by partitioning numbers using place value.
						1: VCMNA086	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.
						2: VCMNA103	Investigate number sequences, initially those increasing and decreasing by twos, threes, fives and ten from any starting point, then moving to other sequences.
The Best Birthday	Number and Algebra	Fractions and decimals	1	Quantities and numbers can be grouped by or partitioned into equal-sized units	Split wholes into equal parts (fractions)	1: VCMNA091	Recognise and describe one-half as one of two equal parts of a whole.
					Model equal grouping/sharing	F: VCMNA074	Represent practical situations to model sharing
						1: VCMNA090	Represent practical situations that model sharing.
What Would You Rather?	Number and Algebra	Number and place value	1	Numbers are related in many ways	Compare quantities to 100	1: VCMNA088	Count collections to 100 by partitioning numbers using place value.
					Estimate and Count to 100	1: VCMNA086	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.

Family Fun Day	Number and Algebra	Number and place value	1	Quantities and numbers can be grouped by or partitioned into equal-sized units	Split quantities into equal groups to count to 100 Compose/decompose to 100	1: VCMNA088	Count collections to 100 by partitioning numbers using place value.
						1: VCMNA086	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.
						1: VCMNA089	Represent and solve simple addition and subtraction problems using a range of strategies including counting on, partitioning and rearranging parts.
						F: VCMNA074	Represent practical situations to model sharing
						1: VCMNA090	Represent practical situations that model sharing.
A Class-full of Projects	Number and Algebra	Number and place value	2	Quantities and numbers can be added and subtracted to determine how many or how much	Add and subtract to 100 Compose/decompose based on units of 10	2: VCMNA107	Solve simple addition and subtraction problems using a range of efficient mental and written strategies.
						2: VCMNA106	Explore the connection between addition and subtraction.
						2: VCMNA113	Solve problems by using number sentences for addition or subtraction.
The Money Jar	Number and Algebra	Number and place value	2	Quantities and numbers can be added and subtracted to determine how many or how much	Add and subtract to 100 (further developed) Compose/decompose based on units of 10	1: VCMNA092	Recognise, describe and orer Australian coins according to their value.
						2: VCMNA107	Solve simple addition and subtraction problems using a range of efficient mental and written strategies.
						2: VCMNA111	Count and order small collections of Australian coins and notes according to their value.
						2: VCMNA106	Explore the connection between addition and subtraction.
						2: VCMNA108	Recognise and represent multiplication as repeated addition, groups and arrays.
						2: VCMNA113	Solve problems by using number sentences for addition or subtraction.
						2: VCMNA114	Apply repetition in arithmetic operations, including multiplication as repeated addition and division as repeated subtraction.
The Great Dog Sled Race	Number and Algebra	Number and place value	2	Quantities and numbers can be added and subtracted to determine how many or how much Numbers are related in many ways	Add and subtract to 100 Compare/order numbers	2: VCMNA107	Solve simple addition and subtraction problems using a range of efficient mental and written strategies.
						1: VCMNA087	Recognise, model, read, write and order numbers to at least 100. Locate these numbers on a number line.
						2: VCMNA113	Solve problems by using number sentences for addition or subtraction.
Marbles, Alleys, Mibs, Guli!	Number and Algebra	Number and place value	2	Quantities and numbers can be added and subtracted to determine how many or how much	Add and subtract 2-digit numbers Solve equal grouping/sharing problems	2: VCMNA107	Solve simple addition and subtraction problems using a range of efficient mental and written strategies.
						2: VCMNA109	Recognise and represent division as grouping into equal sets and solve simple problems using these representations.
						2: VCMNA108	Recognise and represent multiplication as repeated addition, groups and arrays.
						2: VCMNA113	Solve problems by using number sentences for addition or subtraction.
						2: VCMNA114	Apply repetition in arithmetic operations, including multiplication as repeated addition and division as repeated subtraction.
Array's Bakery	Number and Algebra	Number and place value	2	Quantities and numbers can be added and subtracted to determine how many or how much	Solve addition subtraction problems Solve equal grouping/sharing problems	2: VCMNA107	Solve simple addition and subtraction problems using a range of efficient mental and written strategies.
						2: VCMNA109	Recognise and represent division as grouping into equal sets and solve simple problems using these representations.
						2: VCMNA108	Recognise and represent multiplication as repeated addition, groups and arrays.
						2: VCMNA113	Solve problems by using number sentences for addition or subtraction.

Marsh Watch	Statistics and probability	Data representation and interpretation	2	Formulating questions, collecting data, and consolidating data in visual and graphical displays helps us understand, predict, and interpret situations that involve uncertainty, variability, and randomness	Collect, organise and display data in graphs

Read and ask questions about graphs | 2: VCMSP128 | Create displays of data using lists, table and picture graphs and interpret them. |
						1: VCMSP101	Choose simple questions and gather responses
						2: VCMSP126	Identify a question of interest based on one categorical variable. Gather data relevant to the question.
						2: VCMSP127	Collect, check and classify data.
Big Buddy Days	Statistics and probability	Data representation and interpretation	1	Formulating questions, collecting data, and consolidating data in visual and graphical displays helps us understand, predict, and interpret situations that involve uncertainty, variability, and randomness	Build pictographs

Interpret pictographs | 1: VCMSP102 | Represent data with objects and drawings where one object or drawing represents one data value. Describe the displays. |
| *Getting Ready for School* | Measurement and Geometry | Using units of measurement | 2 | Assigning a unit to a continuous attribute allows us to measure and make comparisons | Estimate and measure length, duration, and distance around

Compare, order and describe measures | 2: VCMMG115 | Compare and order several shapes and objects based on length, area, volume and capacity using appropriate uniform informal units. *(Length only)* |
| *The Discovery* | Measurement and Geometry | Using units of measurement | 2 | Assigning a unit to a continuous attribute allows us to measure and make comparisons | Estimate and measure length, perimeter, and area

Compare and describe length, perimeter and area | 2: VCMMG115 | Compare and order several shapes and objects based on length, area, volume and capacity using appropriate uniform informal units. *(No volume and capacity)* |
| *The Best Surprise* | Number and Algebra | Patterns and algebra | 2 | Regularity and repetition form patterns that can be generalised and predicted mathematically | Explore growing and shrinking patterns

Investigate number patterns | 1: VCMNA093 | Investigate and describe number patterns formed by skip counting and patterns with objects. |
| | | | | | | 2: VCMNA112 | Describe patterns with numbers and identify missing elements. |
| *Gran's Damper* | Number and Algebra | Patterns and algebra

Number and place value | 2 | Patterns and relations can be represented with symbols, equations and expressions | Model and decribe equality and inequality

Explore properties of addition and subtraction | 1: VCMNA089 | Represent and solve simple addition and subtraction problems using a range of strategies including counting on, partitioning and rearranging parts. |
| | | | | | | 2: VCMNA106 | Explore the connection between addition and subtraction. |
| | | | | | | 2: VCMNA116 | Compare masses of objects using balance scales. |
| *I Spy Awesome Buildings* | Measurement and Geometry | Shape | 2 | 2-D shapes and 3-D solids can be analyzed and classified in different ways by their attributes | Find and classify 2-D shapes in 3-D objects

Investigate and make 2-D shapes | 2: VCMMG120 | Describe and draw two-dimensional shapes, with and without digital technologies. |
| | | | | | | 2: VCMMG121 | Describe the features of three-dimensional objects. |
| *Robo* | Measurement and Geometry | Location and transformation | 2 | Objects can be located in space and viewed from multiple perspectives | Describe the location of objects

Explore and describe the movement of objects | 2: VCMMG122 | Interpret simple maps of familiar locations and identify the relative positions of key features. |
| *Fantastic Journeys* | Number and Algebra | Number and place value | 2/3 | Numbers are related in many ways | Estimate quantities to 1000
Compare/order quantities to 1000 | 2: VCMNA104 | Recognise, model, represent and order numbers to at least 1000. |
| *Finding Buster* | Number and Algebra | Number and place value | 2/3 | Quantities and numbers can be grouped by or partitioned into equal-sized units | Compose to 1000 based on place-value

Compare/order numbers to 1000 | 2: VCMNA105 | Group, partition and rearrange collections up to 1000 in hundreds, tens and ones to facilitate more efficient counting. |
| | | | | | | 2: VCMNA104 | Recognise, model, represent and order numbers to at least 1000. |

How Numbers Work	Number and Algebra	Number and place value	2/3	Quantities and numbers can be grouped by or partitioned into equal-sized units	Compose/decompose 3-digit numbers	2: VCMNA105	Group, partition and rearrange collections up to 1000 in hundreds, tens and ones to facilitate more efficient counting.
						1: VCMNA093	Investigate and describe number patterns formed by skip-counting and patterns with objects.
					Find and use number patterns	3. VCMNA138	Describe, continue, and create number patterns resulting from performing addition or subtraction.
Sports Camp	Number and Algebra	Number and place value	2/3	Quantities and numbers can be grouped by, and partitioned into, units to determine how many or how much	Model and solve equal grouping/sharing problems	2: VCMNA109	Recognise and represent division as grouping into equal sets and solve simple problems using these representations
						2: VCMNA108	Recognise and represent multiplication as repeated addition, groups and arrays
					Relate adding to multiplying, subtracting to dividing	3. VCMNA134	Recall multiplication facts of two, three, five and ten and related division facts
						3. VCMNA135	Represent and solve problems involving multiplication using efficient mental and written strategies and appropriate digital technologies.
Gallery Tour	Measurement and Geometry	Shape	2/3	2-D shapes and 3-D solids can be analyzed and classified in different ways by their attributes	Describe and compare transformations	2: VCMMG120	Describe and draw two-dimensional shapes, with and without digital technologies.
						2: VCMMG121	Describe the features of three-dimensional objects.
					Identify, describe and compare 2-D shapes	3. VCMMG144	Identify symmetry in the environment.
						3. VCMMG145	Identify and describe slides and turns found in the natural and built environment
						3. VCMMG146	Identify angles as measures of turn and compare angle sizes in everyday situations.
WONDERful Buildings	Measurement and Geometry	Shape	2/3	2-D shapes and 3-D solids can be analyzed and classified in different ways by their attributes	Identify, describe and compare 2-D shapes and 3-D solids	2: VCMMG120	Describe and draw two-dimensional shapes, with and without digital technologies.
					Compose and decompose 2-D shapes and 3-D solids	3. VCMMG142	Make models of three-dimensional objects and describe key features.