Mathology Little Books West Australian Curriculum Correlation P–2 (By Mathology Little Book)

Mathology Little Book	Strand	Sub-strand	Suggested Grade	Mathology Big Idea	Maths Concept	WA Code	Content description
A Warm Cozy Nest	Number and Algebra	Number and place value	P	Numbers tell us how many and how much	Count sets to 5 Recognise numerals to 5	P: 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.
						P: ACMNA002	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	P	Numbers tell us how many and how much	Count and compare sets to 10 Compose and decompose to 10	P: 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.
						P: ACMNA002	Connect number names, numerals and quantities, including zero, initially up to 10 and then beyond.
						P: ACMNA289	Compare, order and make correspondences between collections, initially to 20, and explain reasoning.
						P: ACMNA004	Represent practical situations to model addition and sharing. ***(Addition Only)*** ***(Up to 10)***
Lots of Dots	Number and Algebra	Number and place value	P	Numbers tell us how many and how much	Subitise and count sets to 10 Compose and decompose to 10	P: ACMNA002	Connect number names, numerals and quantities, including zero, initially up to 10 and then beyond.
						P: ACMNA003	Subitise small collections of objects.
						P: 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.
Acorns for Wilaiya	Number and Algebra	Number and place value	P	Numbers tell us how many and how much	Count sets to 10 Compare sets to 10	P: ACMNA002	Connect number names, numerals and quantities, including zero, initially up to 10 and then beyond.
						P: ACMNA003	Subitise small collections of objects.
						P: 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.
						P: ACMNA004	Represent practical situations to model addition and sharing. ***(Addition Only)*** ***(Up to 10)***
Animals Hide	Number and Algebra	Number and place value	P	Numbers tell us how many and how much	Count sets to 10 Compare quantities to 10	P: ACMNA002	Connect number names, numerals and quantities, including zero, initially up to 10 and then beyond.
						P: 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.
						P: ACMNA004	Represent practical situations to model addition and sharing. ***(Addition Only)*** ***(Up to 10)***
Spot Check	Number and Algebra	Number and place value	P	Numbers are related in many ways	Compare Quantities to 10 Count sets to 10	P: ACMNA289	Compare, order and make correspondences between collections, initially to 20, and explain reasoning.
						P: ACMNA003	Subitise small collections of objects.
Time for Games	Number and Algebra	Number and place value	P	Numbers are related in many ways	Compare Quantities to 10 (further developed) Count sets to 10 (further developed)	P: ACMNA289	Compare, order and make correspondences between collections, initially to 20, and explain reasoning.
						P: 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.
						P: ACMNA002	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	P	Numbers are related in many ways	Count and compare to 10 Compose and decompose to 10	P: ACMNA289	Compare, order and make correspondences between collections, initially to 20, and explain reasoning.
						P: 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.
						P: ACMNA002	Connect number names, numerals and quantities, including zero, initially up to 10 and then beyond.
						P: ACMNA004	Represent practical situations to model addition and sharing. ***(Addition Only)***
A Lot of Noise!	Number and Algebra	Patterns and algebra	P	Regularity and repetition form patterns that can be generalised and predicted mathematically	Identify and extend repeating patterns Reproduce and create repeating patterns	P: ACMNA005	Sort and classify familiar objects and explain the basis for these classifications. Copy, continue and create patterns with objects and drawings.
Hedge and Hog	Statistics and probability	Data representation and interpretation	P	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	P: ACMSP011	Answer yes/no questions to collect information and make simple inferences.
					Sort a collection	P: ACMNA005	Sort and classify familiar objects and explain the basis for these classifications. Copy, continue and create patterns with objects and drawings.

The New Nest	Measurement and Geometry	Shape	P	Objects can be located in space and viewed from multiple perspectives	Locate objects in the environment Use positional language	P: ACMMG010 P: ACMMG009	Describe position and movement. 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	P	Many things in our world have attributes that can be measured and compared	Compare objects by length Order objects by length	P: ACMMG006	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	P	2-D shapes and 3-D solids can be analyzed and classified in different ways by their attributes	Identify Shapes Locate objects	P: ACMMG009 P: ACMMG010	Sort, describe and name familiar two-dimensional shapes and three-dimensional objects in the environment. Describe position and movement.
The Best in Show	Measurement and Geometry	Using units of measurement	P	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	P: ACMMG006	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	P	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	P: ACMMG009	Sort, describe and name familiar two-dimensional shapes and three-dimensional objects in the environment.
On Safari!	Number and Algebra	Number and place value	P	Numbers tell us how many and how much	Count sets to 20 Add 1 or 2	P: ACMNA001 P: ACMNA002 P: ACMNA004	Establish understanding of the language and processes of counting by naming numbers in sequences, initially to and from 20, moving from any starting point. Connect number names, numerals and quantities, including zero, initially up to 10 and then beyond. Represent practical situations to model addition and sharing. ***(Addition Only)*** ***(Up to 10)***
Paddling the River	Number and Algebra	Number and place value	P	Numbers are related in many ways	Count, compare and order to 20 Compose and decompose to 20	P: ACMNA289 P: ACMNA001 P: ACMNA002 P: ACMNA004	Compare, order and make correspondences between collections, initially to 20, and explain reasoning. Establish understanding of the language and processes of counting by naming numbers in sequences, initially to and from 20, moving from any starting point. Connect number names, numerals and quantities, including zero, initially up to 10 and then beyond. Represent practical situations to model addition and sharing. ***(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: ACMNA012 1: ACMNA013	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. 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	P/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: ACMNA012 1: ACMNA014 P: ACMNA002 P: ACMNA004	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. Count collections to 100 by partitioning numbers using place value. Connect number names, numerals and quantities, including zero, initially up to 10 and then beyond. Represent practical situations to model addition and sharing.
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: ACMNA015	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: ACMNA015 2: ACMNA030	Represent and solve simple addition and subtraction problems using a range of strategies including counting on, partitioning and rearranging parts. 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: ACMNA015	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: ACMNA015	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: ACMMG019	Measure and compare the lengths 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: ACMSP263	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 Compare and create patterns	1: ACMNA018	Investigate and describe number patterns formed by skip-counting and patterns with objects.
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 Investigate 2-D shapes and 3-D	1: ACMMG023	Give and follow directions to familiar locations.
						1: ACMMG022	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: ACMNA015	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	P/1	Many things in our world have attributes that can be measured and compared	Estimate and compare attributes Estimate and measure using non-standard units	P: ACMMG006	Measure and compare the lengths and capacities of pairs of objects using uniform informal units.
						1: ACMMG019	Measure and compare the lengths 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: ACMMG022	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: ACMMG022	Recognise and classify familiar two-dimensional shapes and three-dimensional objects using obvious features.
						2: ACMMG042	Describe and draw two-dimensional shapes, with and without digital technologies.
						2: ACMMG045	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: ACMNA014	Count collections to 100 by partitioning numbers using place value.
						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.
						2: ACMNA026	Investigate number sequences, initially those increasing and decreasing by twos, threes, fives and tens 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) Model equal grouping/sharing	1: ACMNA016	Recognise and describe one-half as one of two equal parts of a whole.
						P: ACMNA004	Represent practical situations to model addition and sharing.
What Would You Rather?	Number and Algebra	Number and place value	1	Numbers are related in many ways	Compare quantities to 100 Estimate and Count to 100	1: ACMNA014	Count collections to 100 by partitioning numbers using place value.
						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.
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: ACMNA014	Count collections to 100 by partitioning numbers using place value.
						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.
						1: ACMNA015	Represent and solve simple addition and subtraction problems using a range of strategies including counting on, partitioning and rearranging parts.
						P: ACMNA004	Represent practical situations to model addition and 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: ACMNA030	Solve simple addition and subtraction problems using a range of efficient mental and written strategies.
						2: ACMNA029	Explore the connection between addition and subtraction.
						2: ACMNA036	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: ACMNA017	Recognise, describe and order Australian coins according to their value.
						2: ACMNA030	Solve simple addition and subtraction problems using a range of efficient mental and written strategies.
						2: ACMNA034	Count and order small collections of Australian coins and notes according to their value
						2: ACMNA029	Explore the connection between addition and subtraction.
						2: ACMNA031	Recognise and represent multiplication as repeated addition, groups and arrays.
						2: ACMNA036	Solve problems by using number sentences for addition or 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: ACMNA030	Solve simple addition and subtraction problems using a range of efficient mental and written strategies.
						1: ACMNA013	Recognise, model, read, write and order numbers to at least 100. Locate these numbers on a number line.
						2: ACMNA036	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: ACMNA030	Solve simple addition and subtraction problems using a range of efficient mental and written strategies.
						2: ACMNA032	Recognise and represent division as grouping into equal sets and solve simple problems using these representations.
						2: ACMNA031	Recognise and represent multiplication as repeated addition, groups and arrays.
						2: ACMNA036	Solve problems by using number sentences for addition or 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: ACMNA030	Solve simple addition and subtraction problems using a range of efficient mental and written strategies.
						2: ACMNA032	Recognise and represent division as grouping into equal sets and solve simple problems using these representations.
						2: ACMNA031	Recognise and represent multiplication as repeated addition, groups and arrays.
						2: ACMNA036	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: ACMSP050	Create displays of data using lists, table and picture graphs and interpret them.
						2: ACMSP048	Identify a question of interest based on one categorical variable. Gather data relevant to the question.
						2: ACMSP049	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: ACMSP263	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: ACMMG037	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: ACMMG037	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: ACMNA018	Investigate and describe number patterns formed by skip-counting and patterns with objects.
						2: ACMNA035	Describe patterns with numbers and identify missing elements.
Gran's Damper	Number and Algebra	Patterns and algebra Number and	2	Patterns and relations can be represented with symbols, equations and expressions	Model and decribe equality and inequality Explore properties of addition and	1: ACMNA015	Represent and solve simple addition and subtraction problems using a range of strategies including counting on, partitioningand rearranging parts.
						2: ACMNA029	Explore the connection between addition and subtraction.
						2: ACMMG038	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: ACMMG042	Describe and draw two-dimensional shapes, with and without digital technologies.
						2: ACMMG043	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: ACMMG044	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: ACMNA027	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: ACMNA028	Group, partition and rearrange collections up to 1000 in hundreds, tens and ones to facilitate more efficient counting.
						2: ACMNA027	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 Find and use number patterns	2: ACMNA028	Group, partition and rearrange collections up to 1000 in hundreds, tens and ones to facilitate more efficient counting.
						1: ACMNA018	Investigate and describe number patterns formed by skip-counting and patterns with objects.
						3. ACMNA059	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 Relate adding to multiplying, subtracting to dividing	2: ACMNA032	Recognise and represent division as grouping into equal sets and solve simple problems using these representations.
						2: ACMNA031	Recognise and represent multiplication as repeated addition, groups and arrays.
						3. ACMNA056	Recall multiplication facts of two, three, five and ten and related division facts
						3. ACMNA057	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	transformations Identify, describe and compare 2-D shapes	2: ACMMG042	Describe and draw two-dimensional shapes, with and without digital technologies.
						2: ACMMG043	Describe the features of three-dimensional objects.
						3. ACMMG066	Identify symmetry in the environment
						3. ACMMG064	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: ACMMG042	Describe and draw two-dimensional shapes, with and without digital technologies.
					Compose and decompose 2-D shapes and 3-D solids	3. ACMMG063	Make models of three-dimensional objects and describe key features