The Australian
Curriculum

Subjects	Mathematics
Year levels	Year 2

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Year 2 Content Descriptions

Number and Algebra

Number and place value

Investigate number sequences, initially those increasing and decreasing by twos, threes, fives and tens from any starting point, then moving to other sequences (ACMNA026 - Scootle ↗)

Elaborations

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

Recognise, model, represent and order numbers to at least 1000 (ACMNA027 - Scootle ↗)

Elaborations

recognising there are different ways of representing numbers and identifying patterns going beyond 100

developing fluency with writing numbers in meaningful contexts

Group, partition and rearrange collections up to 1000 in hundreds, tens and ones to facilitate more efficient counting (ACMNA028 - Scootle ↗)

Elaborations

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

Explore the connection between addition and subtraction (ACMNA029 - Scootle ⬈)

Elaborations

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

Solve simple addition and subtraction problems using a range of efficient mental and written strategies (ACMNA030 - Scootle ⬈)

Elaborations

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

Recognise and represent multiplication as repeated addition, groups and arrays (ACMNA031 - Scootle ⬈)

Elaborations

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

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Recognise and represent division as grouping into equal sets and solve simple problems using these representations (ACMNA032 - Scootle ↗)

Elaborations

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 and dividing the same set of objects into groups of three

Fractions and decimals

Recognise and interpret common uses of halves, quarters and eighths of shapes and collections (ACMNA033 - Scootle ↗)

Elaborations

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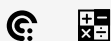
relating the number of parts to the size of a fraction

Money and financial mathematics

Count and order small collections of Australian coins and notes according to their value (ACMNA034 - Scootle ↗)

Elaborations

identifying equivalent values in collections of coins or notes, such as two five-cent coins having the same value as one 10-cent coin

counting collections of coins or notes to make up a particular value, such as that shown on a price tag

Patterns and algebra

Describe patterns with numbers and identify missing elements (ACMNA035 - Scootle ↗)
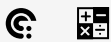
Elaborations

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
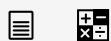
Solve problems by using number sentences for addition or subtraction (ACMNA036 - Scootle ↗)

Elaborations

representing a word problem as a number sentence

writing a word problem to represent a number sentence

Measurement and Geometry

Using units of measurement

Compare and order several shapes and objects based on length, area, volume and capacity using appropriate uniform informal units (ACMMG037 - Scootle ↗)

Elaborations

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

Compare masses of objects using balance scales (ACMMG038 - Scootle ↗)

Elaborations

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

Tell time to the quarter-hour, using the language of 'past' and 'to' (ACMMG039 - Scootle ↗)

Elaborations

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

Name and order months and seasons (ACMMG040 - Scootle ↗)

Elaborations

investigating the seasons used by Aboriginal people, comparing them to those used in Western society and recognising the connection to weather patterns.

Use a calendar to identify the date and determine the number of days in each month (ACMMG041 - Scootle ↗)

Elaborations

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

Shape

Describe and draw two-dimensional shapes, with and without digital technologies (ACMMG042 - Scootle ↗)

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Elaborations

identifying key features of squares, rectangles, triangles, kites, rhombuses and circles, such as straight lines or curved lines, and counting the edges and corners
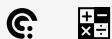
Describe the features of three-dimensional objects (ACMMG043 - Scootle ↗)

Elaborations

identifying geometric features such as the number of faces, corners or edges

Location and transformation

Interpret simple maps of familiar locations and identify the relative positions of key features (ACMMG044 - Scootle ↗)

Elaborations

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

Investigate the effect of one-step slides and flips with and without digital technologies (ACMMG045 - Scootle ↗)

Elaborations

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 (ACMMG046 - Scootle ↗)

Elaborations

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

Statistics and Probability

Chance

Identify practical activities and everyday events that involve chance. Describe outcomes as 'likely' or 'unlikely' and identify some events as 'certain' or 'impossible' (ACMSP047 - Scootle ↗)

Elaborations

classifying a list of everyday events according to how likely they are to happen, using the language of chance, and explaining reasoning
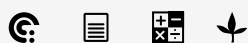
Data representation and interpretation

Identify a question of interest based on one categorical variable. Gather data relevant to the question (ACMSP048 - Scootle ↗)

Elaborations

determining the variety of birdlife in the playground and using a prepared table to record observations
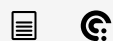
Collect, check and classify data (ACMSP049 - Scootle ↗)

Elaborations

recognising the usefulness of tally marks

identifying categories of data and using them to sort data

Create displays of data using lists, table and picture graphs and interpret them (ACMSP050 - Scootle ↗)

Elaborations

creating picture graphs to represent data using one-to-one correspondence

comparing the usefulness of different data displays

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