The Australian
Curriculum

Subjects	Mathematics
Year levels	Year 1

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Year 1 Content Descriptions

Number and Algebra

Number and place value

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 (ACMNA012 - Scootle ↗)
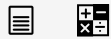
Elaborations

using the popular Korean counting game (sam-yuk-gu) for skip counting

developing fluency with forwards and backwards counting in meaningful contexts such as circle games
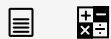
Recognise, model, read, write and order numbers to at least 100. Locate these numbers on a number line (ACMNA013 - Scootle ↗)

Elaborations

modelling numbers with a range of material and images

identifying numbers that are represented on a number line and placing numbers on a prepared number line

Count collections to 100 by partitioning numbers using place value (ACMNA014 - Scootle ↗)

Elaborations

understanding partitioning of numbers and the importance of grouping in tens

understanding two-digit numbers as comprised of tens and ones/units

Represent and solve simple addition and subtraction problems using a range of strategies including counting on, partitioning and rearranging parts (ACMNA015 - Scootle ↗)

Elaborations

developing a range of mental strategies for addition and subtraction problems

Fractions and decimals

Recognise and describe one-half as one of two equal parts of a whole. (ACMNA016 - Scootle ↗)

Elaborations

sharing a collection of readily available materials into two equal portions

splitting an object into two equal pieces and describing how the pieces are equal

Money and financial mathematics

Recognise, describe and order Australian coins according to their value (ACMNA017 - Scootle ↗)

Elaborations

showing that coins are different in other countries by comparing Asian coins to Australian coins

understanding that the value of Australian coins is not related to size

describing the features of coins that make it possible to identify them

Patterns and algebra

Investigate and describe number patterns formed by skip-counting and patterns with objects

(ACMNA018 - Scootle ↗)

Elaborations

using place-value patterns beyond the teens to generalise the number sequence and predict the next number

investigating patterns in the number system, such as the occurrence of a particular digit in the numbers to 100

Measurement and Geometry

Using units of measurement

Measure and compare the lengths and capacities of pairs of objects using uniform informal units (ACMMG019 - Scootle ↗)

Elaborations

understanding that in order to compare objects, the unit of measurement must be the same size

Tell time to the half-hour (ACMMG020 - Scootle ↗)

Elaborations

reading time on analogue and digital clocks and observing the characteristics of half-hour times

Describe duration using months, weeks, days and hours (ACMMG021 - Scootle ↗)

Elaborations

describing the duration of familiar situations such as 'how long is it until we next come to school?'

Shape

Recognise and classify familiar two-dimensional shapes and three-dimensional objects using obvious features (ACMMG022 - Scootle ↗)

Elaborations

focusing on geometric features and describing shapes and objects using everyday words such as 'corners', 'edges' and 'faces'

Location and transformation

Give and follow directions to familiar locations (ACMMG023 - Scootle ↗)

Elaborations

understanding that people need to give and follow directions to and from a place, and that this involves turns, direction and distance

understanding the meaning and importance of words such as 'clockwise', 'anticlockwise', 'forward' and 'under' when giving and following directions

interpreting and following directions around familiar locations

Statistics and Probability

Chance

Identify outcomes of familiar events involving chance and describe them using everyday language such as 'will happen', 'won't happen' or 'might happen' (ACMSP024 - Scootle ↗)

Elaborations

justifying that some events are certain or impossible

Data representation and interpretation

Choose simple questions and gather responses and make simple inferences (ACMSP262 - Scootle ↗)

Elaborations

determining which questions will gather appropriate responses for a simple investigation

Represent data with objects and drawings where one object or drawing represents one data value. Describe the displays (ACMSP263 - Scootle ↗)

Elaborations

understanding one-to-one correspondence

describing displays by identifying categories with the greatest or least number of objects