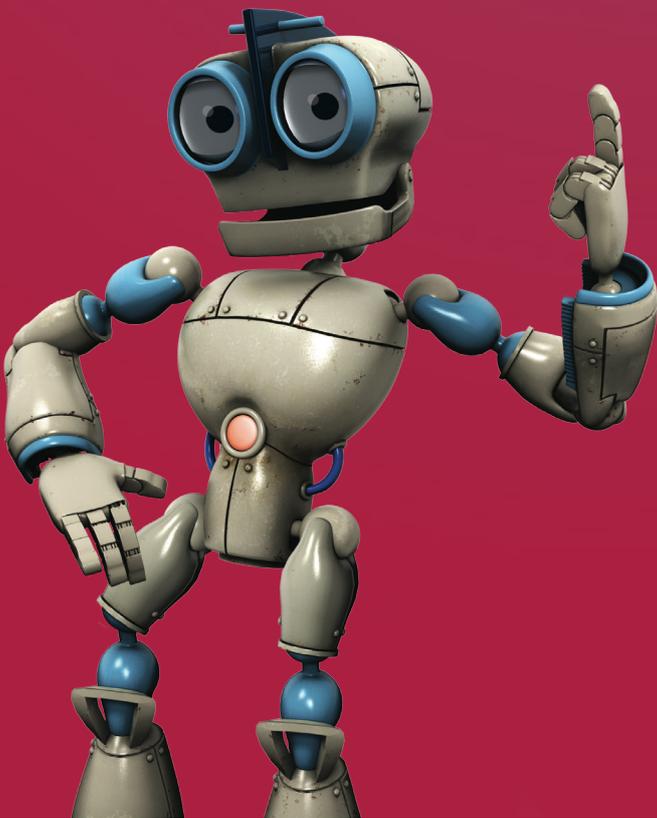


iMaths™

iMaths Topics and Victorian Curriculum Match



iMaths currently aligns with Australian Curriculum Version 8.4 and is matched to the equivalent version of the Victorian Curriculum.

Maths Trek is our new primary maths program which has been created for the Australian Curriculum Version 9.0. It is matched to the new Victorian Curriculum and will be ready for use in classrooms in 2024.

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firefly EDUCATION

iMaths F Victorian Curriculum Match

The tables on these pages list the three content strands, their associated sub-strands and content descriptions from the Victorian Curriculum, and the Topics from *iMaths F Student Book* that match these descriptions.

Strand	Sub-strand	Student Book Topics
Number and Algebra	Number and place value Establish understanding of the language and processes of counting by naming numbers in sequences, initially to and from 20, moving from any starting point (VCMNA069)	NA26 Leo the Lion dot to dot NA27 Missing numbers countdown NA28 One more NA29 One less NA34 Little Red Riding Hood number track NA35 Missing numbers
	Connect number names, numerals and quantities, including zero, initially up to 10 and then beyond (VCMNA070)	NA4 Groups of 1 NA5 Groups of 2 NA6 Groups of 3 NA7 Fruit face count NA8 Food count at the zoo NA9 Groups of 4 NA10 Groups of 5 NA11 Traffic count NA12 Smarty cake match up NA13 Pond count NA14 Snakes alive make 5 NA20 Groups of 6
	Subitise small collections of objects (VCMNA071)	NA2 Few and many NA11 Traffic count
	Compare, order and make correspondences between collections, initially to 20, and explain reasoning (VCMNA072)	NA15 Which bowls are the same? NA16 Worm count NA17 Truck trail
	Represent practical situations to model addition and subtraction (VCMNA073)	NA47 How many altogether? NA48 Colour and count NA49 Addition stories NA50 Little Bo Peep counts her sheep NA51 How many more? NA52 Ten frames
	Represent practical situations that model sharing (VCMNA074)	NA58 Sharing equally NA59 Three little pigs share equally
	Money and financial mathematics Represent simple, everyday financial situations involving money (VCMNA075)	NA60 My fruit shop NA61 Let's go shopping
	Patterns and algebra Sort and classify familiar objects and explain the basis for these classifications, and copy, continue and create patterns with objects and drawings (VCMNA076)	NA1 Same and different NA3 Fishy patterns NA18 See the pattern NA19 Turtle patterns NA33 Monster shape sort NA37 Animal patterns
	Follow a short sequence of instructions (VCMNA077)	NA3 Fishy patterns NA12 Smarty cake match up NA15 Which bowls are the same? NA17 Truck trail NA23 Cookie the Clown – draw and count NA32 Water trek
		NA38 Crocodile swamp board game NA39 Number strips NA40 Number train NA43 Cheese hunt number maze NA44 Doggy find your bone board game

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Strand	Sub-strand	Student Book Topics
Measurement and Geometry	Using units of measurement Use direct and indirect comparisons to decide which is longer, heavier or holds more, and explain reasoning in everyday language (VCMMG078)	MG13 Budgies in a row – smallest to biggest MG14 Big fish, small fish MG15 Sausage strings – how long? MG16 Short and long MG17 Circus clowns – short and tall MG18 Comparing mass MG19 Holds more, holds less
	Compare and order the duration of events using the everyday language of time (VCMMG079)	MG3 My day – o'clock time
	Connect days of the week to familiar events and actions (VCMMG080)	MG1 Hungry Caterpillar day by day MG2 Steggy dinosaur days of the week
	Shape Sort, describe and name familiar two-dimensional shapes and three-dimensional objects in the environment (VCMMG081)	MG5 Triangles MG6 Squares MG7 Circles MG8 Rectangles MG9 Little Miss Muffet shape search MG10 Match 2D shapes MG11 Match 3D objects MG12 3D object search
	Location and transformation Describe position and movement (VCMMG082)	MG4 Where at the beach?
Statistics and Probability	Data representation and interpretation Answer yes/no questions to collect information (VCMSPO83)	SP1 What do I spy? SP2 Favourite indoor activities SP3 Boat sort SP4 Favourite playtime activity SP5 Hair colour tally SP6 Who's on the bus?
	Organise answers to yes/no questions into simple data displays using objects and drawings (VCMSPO84)	SP2 Favourite indoor activities SP3 Boat sort SP7 Food survey
	Interpret simple data displays about yes/no questions (VCMSPO85)	SP2 Favourite indoor activities SP8 Yes or no?

iMaths 1 Victorian Curriculum Match

The tables on these pages list the three content strands, their associated sub-strands and content descriptions from the Victorian Curriculum, and the Topics from *iMaths 1 Student Book* that match these descriptions.

Strand	Sub-strand	Student Book Topics	
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 (VCMNA086)	NA1 Count in ones NA2 Count in twos NA3 Count in fives NA4 Count in tens	
	Recognise, model, read, write and order numbers to at least 100. Locate these numbers on a number line (VCMNA087)	NA5 Read and write two-digit numerals NA6 Show numbers in different ways	
	Count collections to 100 by partitioning numbers using place value (VCMNA088)	NA7 Tens and ones (place value) NA8 Show the number	NA9 One more, one less, ten more, ten less NA10 Regroup tens and ones
	Represent and solve simple addition and subtraction problems using a range of strategies including counting on, partitioning and rearranging parts (VCMNA089)	NA11 Addition stories NA12 How to set out addition NA13 Show, say and write addition NA14 Turnarounds NA15 Addition facts NA16 Addition to two digits	NA17 Introducing take away NA18 Show single-digit subtraction NA19 How to set out subtraction NA20 First subtraction facts NA21 Add and take away are related NA22 Backtracking
	Represent practical situations that model sharing (VCMNA090)	NA23 Equal groups – Multiplication NA24 Multiplication	NA25 Sharing equally – Division NA26 Division
	Fractions and decimals Recognise and describe one-half as one of two equal parts of a whole (VCMNA091)	NA27 Fractions	
	Money and financial mathematics Recognise, describe and order Australian coins according to their value (VCMNA092)	NA28 Australian coins NA29 Big coins, little coins	
	Patterns and algebra Investigate and describe number patterns formed by skip counting and patterns with objects (VCMNA093)	NA30 Keep the pattern going NA31 Missing numbers NA32 What's the gap?	
	Recognise the importance of repetition of a process in solving problems (VCMNA094)	NA24 Multiplication NA30 Keep the pattern going	NA31 Missing numbers NA32 What's the gap?

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Strand	Sub-strand	Student Book Topics
Measurement and Geometry	Using units of measurement Measure and compare the lengths, masses and capacities of pairs of objects using uniform informal units (VCMMG095)	MG1 Measuring length MG2 How long is a metre? MG3 How much does it hold? MG4 Measuring with containers MG5 How heavy is it?
	Tell time to the half-hour (VCMMG096)	MG6 Clock time – hours MG7 Clock time – half past
	Describe duration using months, weeks, days and hours (VCMMG097)	MG8 Days, weeks, months MG9 Calendars and months
	Shape Recognise and classify familiar two-dimensional shapes and three-dimensional objects using obvious features (VCMMG098)	MG10 Classify 2D shapes MG11 Which 2D shape is that? MG12 Sort 3D objects MG13 Classify 3D objects
	Location and transformation Give and follow directions to familiar locations (VCMMG099)	MG14 In front, behind, between MG15 Here, there and everywhere MG16 Directions
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’ (VC MSP100)	SP1 Chance SP2 What is possible?
	Data representation and interpretation Choose simple questions and gather responses (VC MSP101)	SP3 Collecting data SP4 Lists and tables
	Represent data with objects and drawings where one object or drawing represents one data value. Describe the displays (VC MSP102)	SP5 Picture graphs SP6 Object graphs SP7 Birthday graphs SP8 Class height graph

iMaths 2 Victorian Curriculum Match

The tables on these pages list the three content strands, their associated sub-strands and content descriptions from the Victorian Curriculum, and the Topics from *iMaths 2 Student Book* that match these descriptions.

Strand	Sub-strand	Student Book Topics	
Number and Algebra	Number and place value Investigate number sequences, initially those increasing and decreasing by twos, threes, fives and ten from any starting point, then moving to other sequences (VCMNA103)	NA3 Counting on number lines beyond 100 NA28 Repeating patterns	
	Recognise, model, represent and order numbers to at least 1000 (VCMNA104)	NA2 Showing numbers beyond 100 NA5 Number lines to 1000	
	Group, partition and rearrange collections up to 1000 in hundreds, tens and ones to facilitate more efficient counting (VCMNA105)	NA1 Tens and ones with blocks NA4 Place value to 1000 NA6 Number expanders to 1000 NA7 Regrouping numbers to 1000	NA8 Place value to 1000 with an abacus NA9 Expanded notation to 1000
	Explore the connection between addition and subtraction (VCMNA106)	NA10 Addition facts NA13 Subtraction facts	NA16 Backtracking NA17 The turnaround law
	Solve simple addition and subtraction problems using a range of efficient mental and written strategies (VCMNA107)	NA10 Addition facts NA11 Mental strategies for addition NA12 Written strategies for addition NA13 Subtraction facts	NA14 Mental strategies for subtraction NA15 Written strategies for subtraction NA17 The turnaround law
	Recognise and represent multiplication as repeated addition, groups and arrays (VCMNA108)	NA18 Multiplication NA19 Multiplication problem solving NA20 Groups and arrays	
	Recognise and represent division as grouping into equal sets and solve simple problems using these representations (VCMNA109)	NA21 Division	
	Fractions and decimals Recognise and interpret common uses of halves, quarters and eighths of shapes and collections (VCMNA110)	NA22 Models and symbols for fractions NA23 Fractions as division	
	Money and financial mathematics Count and order small collections of Australian coins and notes according to their value (VCMNA111)	NA24 Make a \$1 total NA25 Coins and notes NA26 Comparing coins NA27 Do I have enough money?	
	Patterns and algebra Describe patterns with numbers and identify missing elements (VCMNA112)	NA3 Counting on number lines beyond 100 NA28 Repeating patterns NA29 Growing patterns NA30 Odd and even	
	Solve problems by using number sentences for addition or subtraction (VCMNA113)	NA12 Written strategies for addition NA15 Written strategies for subtraction	
	Apply repetition in arithmetic operations, including multiplication as repeated addition and division as repeated subtraction (VCMNA114)	NA18 Multiplication NA19 Multiplication problem solving NA20 Groups and arrays NA31 Division as repeated subtraction	

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Strand	Sub-strand	Student Book Topics	
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 (VCMMG115)	MG1 Measurement with metres MG2 Measurement with centimetres MG3 Area MG4 Litres	
	Compare masses of objects using balance scales (VCMMG116)	MG5 Comparing mass MG6 Kilograms	
	Tell time to the quarter-hour, using the language of 'past' and 'to' (VCMMG117)	MG7 Clocks – quarter past, half past MG8 Clocks – quarter past, quarter to	
	Name and order months and seasons (VCMMG118)	MG10 Months and seasons	
	Use a calendar to identify the date and determine the number of days in each month (VCMMG119)	MG9 Calendars	
	Shape Describe and draw two-dimensional shapes, with and without digital technologies (VCMMG120)	MG11 Classify 2D shapes MG12 Construct 2D shapes	
	Describe the features of three-dimensional objects (VCMMG121)	MG13 Classify 3D objects MG14 Making 3D objects	MG15 Faces, edges and corners MG16 Drawing 3D objects
	Location and transformation Interpret simple maps of familiar locations and identify the relative positions of key features (VCMMG122)	MG17 Here, there and everywhere MG18 Maps MG19 Map references	
	Investigate the effect of one-step slides and flips with and without digital technologies (VCMMG123)	MG20 Flip, slide, turn	
	Identify and describe half and quarter turns (VCMMG124)	MG20 Flip, slide, turn	
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' (VCMSP125)	SP1 Probability	
	Data representation and interpretation Identify a question of interest based on one categorical variable. Gather data relevant to the question (VCMSP126)	SP2 Collecting data	
	Collect, check and classify data (VCMSP127)	SP2 Collecting data	
	Create displays of data using lists, table and picture graphs and interpret them (VCMSP128)	SP3 Column graphs SP4 Picture graphs SP5 Interpreting graphs	

iMaths 3 Victorian Curriculum Match

The tables on these pages list the three content strands, their associated sub-strands and content descriptions from the Victorian Curriculum, and the Topics from *iMaths 3 Student Book* that match these descriptions.

Strand	Sub-strand	Student Book Topics	
Number and Algebra	Number and place value Investigate the conditions required for a number to be odd or even and identify odd and even numbers (VCMNA129)	NA1 Odd and even	
	Recognise, model, represent and order numbers to at least 10 000 (VCMNA130)	NA2 Place value to thousands NA3 Place value to ten thousand NA4 Number expanders NA5 Expanded notation	
	Apply place value to partition, rearrange and regroup numbers to at least 10 000 to assist calculations and solve problems (VCMNA131)	NA6 Round to 10 NA7 Estimation strategies NA9 Mental strategies for addition NA10 Written strategies for addition	NA11 Mental strategies for subtraction NA12 Written strategies for subtraction NA13 Subtraction to three digits
	Recognise and explain the connection between addition and subtraction (VCMNA132)	NA14 Backtracking	
	Recall addition facts for single-digit numbers and related subtraction facts to develop increasingly efficient mental strategies for computation (VCMNA133)	NA8 Addition and subtraction facts NA9 Mental strategies for addition NA11 Mental strategies for subtraction NA22 The turnaround and grouping rules	Mental computation strategies Mental computation practice
	Recall multiplication facts of two, three, five and ten and related division facts (VCMNA134)	NA15 Multiplication facts 2, 3 NA16 Multiplication facts 5, 10 NA17 Multiply by 10 NA19 Division facts 2, 3	NA20 Division facts 5, 10 Mental computation strategies Mental computation practice
	Represent and solve problems involving multiplication using efficient mental and written strategies and appropriate digital technologies (VCMNA135)	NA18 Multiplication problem solving NA21 Division problem solving NA22 The turnaround and grouping rules NA23 The distributive law NA24 Multiplication 2-digit x 1-digit (no regrouping)	NA25 Multiplication 2-digit x 1-digit (with regrouping)
	Fractions and decimals Model and represent unit fractions including $\frac{1}{2}$, $\frac{1}{4}$, $\frac{1}{3}$, $\frac{1}{5}$ and their multiples to a complete whole (VCMNA136)	NA26 Models and symbols for fractions NA27 Fractions on a number line NA28 Fractions as division	
	Money and financial mathematics Represent money values in multiple ways and count the change required for simple transactions to the nearest five cents (VCMNA137)	NA29 Australian currency NA30 Equivalent values of money NA31 Tendering cash NA32 Giving change NA33 Simple budgets	
	Patterns and algebra Describe, continue, and create number patterns resulting from performing addition or subtraction (VCMNA138)	NA34 Number patterns	
Use a function machine and the inverse machine as a model to apply mathematical rules to numbers or shapes (VCMNA139)	NA14 Backtracking NA22 The turnaround and grouping rules NA34 Number patterns NA35 Function machines		

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Strand	Sub-strand	Student Book Topics
Measurement and Geometry	Using units of measurement Measure, order and compare objects using familiar metric units of length, area, mass and capacity (VCMMG140)	MG1 Measurement with metres MG2 Measurement with centimetres MG3 Grams and kilograms MG4 Litres and millilitres MG5 Area
	Tell time to the minute and investigate the relationship between units of time (VCMMG141)	MG6 Clocks – past the hour MG7 Clocks – to the hour MG8 Seconds, minutes, hours, days MG9 Days, weeks, months, years MG10 Calendars
	Shape Make models of three-dimensional objects and describe key features (VCMMG142)	MG11 3D objects
	Location and transformation Create and interpret simple grid maps to show position and pathways (VCMMG143)	MG13 Map references MG14 Direction – turns
	Identify symmetry in the environment (VCMMG144)	MG15 Symmetry
	Identify and describe slides and turns found in the natural and built environment (VCMMG145)	MG14 Direction – turns MG16 Flip, Slide, Turn MG17 Slides and turns in the environment
	Geometric reasoning Identify angles as measures of turn and compare angle sizes in everyday situations (VCMMG146)	MG12 Angles
Statistics and Probability	Chance Conduct chance experiments, identify and describe possible outcomes and recognise variation in results (VCMSPP147)	SP1 Probability SP5 Interpreting graphs
	Data representation and interpretation Identify questions or issues for categorical variables. Identify data sources and plan methods of data collection and recording (VCMSPP148)	SP2 Organising data
	Collect data, organise into categories and create displays using lists, tables, picture graphs and simple column graphs, with and without the use of digital technologies (VCMSPP149)	SP3 Column graphs SP4 Picture graphs
	Interpret and compare data displays (VCMSPP150)	SP3 Column graphs SP4 Picture graphs SP5 Interpreting graphs

iMaths 4 Victorian Curriculum Match

The tables on these pages list the three content strands, their associated sub-strands and content descriptions from the Victorian Curriculum, and the Topics from *iMaths 4 Student Book* that match these descriptions.

Strand	Sub-strand	Student Book Topics
Number and Algebra	Number and place value Investigate and use the properties of odd and even numbers (VCMNA151)	NA1 Properties of odd and even numbers
	Recognise, represent and order numbers to at least tens of thousands (VCMNA152)	NA2 Place value beyond ten thousands
	Apply place value to partition, rearrange and regroup numbers to at least tens of thousands to assist calculations and solve problems (VCMNA153)	NA3 Expanded notation NA4 Multiply and divide by 10, 100, 1000 NA13 Addition with larger numbers NA14 Subtraction with larger numbers NA15 Subtraction with zeros
	Investigate number sequences involving multiples of 3, 4, 6, 7, 8, and 9 (VCMNA154)	NA5 Multiples 3, 4, 5, 6, 7, 8, 9
	Recall multiplication facts up to 10×10 and related division facts (VCMNA155)	NA6 Multiplication facts 2, 3, 5, 10 NA7 Multiplication facts 4, 6, 8, 9 NA8 Multiplication problem solving NA9 Division facts 2, 3, 5, 10 NA10 Division facts 4, 6, 8, 9 NA11 Division problem solving
	Develop efficient mental and written strategies and use appropriate digital technologies for multiplication and for division where there is no remainder (VCMNA156)	NA12 Backtracking NA16 Multiplying by tens and hundreds NA17 Multiplication 3-digit x 1-digit NA18 Split and multiply NA19 Division 2-digit \div 1-digit NA20 Division strategies NA21 Round to 10 and 100 NA22 Estimation strategies
	Fractions and decimals Investigate equivalent fractions used in contexts (VCMNA157)	NA23 Equivalent fractions
	Count by quarters, halves and thirds, including with mixed numerals. Locate and represent these fractions on a number line (VCMNA158)	NA24 Fractions on a number line NA25 Mixed numbers NA26 Improper fractions
	Recognise that the place value system can be extended to tenths and hundredths. Make connections between fractions and decimal notation (VCMNA159)	NA27 Place value to tenths NA28 Tenths on a number line NA29 Place value to hundredths NA30 Hundredths on a number line
	Money and financial mathematics Solve problems involving purchases and the calculation of change to the nearest five cents with and without digital technologies (VCMNA160)	NA31 Simple budgets NA32 Purchases and giving change
	Patterns and algebra Explore and describe number patterns resulting from performing multiplication (VCMNA161)	NA33 Investigating patterns NA34 Number patterns
	Solve word problems by using number sentences involving multiplication or division where there is no remainder (VCMNA162)	NA34 Number patterns
	Use equivalent number sentences involving addition and subtraction to find unknown quantities (VCMNA163)	NA35 Equivalent number sentences
Define a simple class of problems and solve them using an effective algorithm that involves a short sequence of steps and decisions (VCMNA164)	NA13 Addition with larger numbers NA14 Subtraction with larger numbers NA15 Subtraction with zeros NA16 Multiplying by tens and hundreds NA17 Multiplication 3-digit x 1-digit NA18 Split and multiply NA19 Division 2-digit \div 1-digit NA20 Division strategies NA36 Algorithms	

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Strand	Sub-strand	Student Book Topics
Measurement and Geometry	Using units of measurement Use scaled instruments to measure and compare lengths, masses, capacities and temperatures (VCMMG165)	MG1 Graduated scales MG2 Millimetres MG4 Perimeter MG5 Measuring mass
	Compare objects using familiar metric units of area and volume (VCMMG166)	MG6 Litres and millilitres MG7 Volume
	Convert between units of time (VCMMG167)	MG8 Converting units of time
	Use am and pm notation and solve simple time problems (VCMMG168)	MG9 Read and interpret timetables MG10 am and pm
	Shape Compare the areas of regular and irregular shapes by informal means (VCMMG169)	MG12 Area MG13 Area of irregular shapes
	Compare and describe two dimensional shapes that result from combining and splitting common shapes, with and without the use of digital technologies (VCMMG170)	MG17 Combining shapes MG18 Drawing prisms and pyramids
	Explain and compare the geometric properties of two-dimensional shapes and three-dimensional objects (VCMMG171)	MG17 Combining shapes MG18 Drawing prisms and pyramids
	Location and transformation Use simple scales, legends and directions to interpret information contained in basic maps (VCMMG172)	MG3 Kilometres MG15 Using maps
	Create symmetrical patterns, pictures and shapes with and without digital technologies (VCMMG173)	MG16 Tessellation
	Geometric reasoning Compare angles and classify them as equal to, greater than or less than a right angle (VCMMG174)	MG14 Angles
Statistics and Probability	Chance Describe possible everyday events and order their chances of occurring (VCMS175)	SP1 Probability SP2 Judgments
	Identify everyday events where one cannot happen if the other happens (VCMS176)	SP3 Dependent and independent events
	Identify events where the chance of one will not be affected by the occurrence of the other (VCMS177)	SP3 Dependent and independent events
	Data representation and interpretation Select and trial methods for data collection, including survey questions and recording sheets (VCMS178)	SP4 Organising data
	Construct suitable data displays, with and without the use of digital technologies, from given or collected data. Include tables, column graphs and picture graphs where one picture can represent many data values (VCMS179)	SP5 Column graphs SP6 Picture graphs
	Evaluate the effectiveness of different displays in illustrating data features including variability (VCMS180)	SP6 Picture graphs

iMaths 5 Victorian Curriculum Match

The tables on these pages list the three content strands, their associated sub-strands and content descriptions from the Victorian Curriculum, and the Topics from *iMaths 5 Student Book* that match these descriptions.

Strand	Sub-strand	Student Book Topics	
Number and Algebra	Number and place value Identify and describe factors and multiples of whole numbers and use them to solve problems (VCMNA181)	NA1 Factors and multiples to solve problems NA2 Factor trees	
	Use estimation and rounding to check the reasonableness of answers to calculations (VCMNA182)	NA3 Round to 100 and 1000 NA4 Estimation strategies	
	Solve problems involving multiplication of large numbers by one- or two-digit numbers using efficient mental, written strategies and appropriate digital technologies (VCMNA183)	NA6 Multiplication 4-digit x 1-digit NA7 Multiplication 3-digit x 2-digit NA8 Lattice method of multiplication	
	Solve problems involving division by a one digit number, including those that result in a remainder (VCMNA184)	NA9 Division 3-digit ÷ 1-digit NA10 Division with zeros NA11 Division with remainders	
	Use efficient mental and written strategies and apply appropriate digital technologies to solve problems (VCMNA185)	NA5 Place value beyond millions NA6 Multiplication 4-digit x 1-digit NA7 Multiplication 3-digit x 2-digit	NA9 Division 3-digit ÷ 1-digit NA10 Division with zeros NA11 Division with remainders
	Recognise, represent and order numbers to at least hundreds of thousands (VCMNA186)	NA5 Place value beyond millions	
	Fractions and decimals Compare and order common unit fractions and locate and represent them on a number line (VCMNA187)	NA12 Compare and order fractions	
	Investigate strategies to solve problems involving addition and subtraction of fractions with the same denominator (VCMNA188)	NA13 Equivalent fractions NA14 Add and regroup fractions NA15 Add and subtract fractions	
	Recognise that the place value system can be extended beyond hundredths (VCMNA189)	NA16 Place value to thousandths NA17 Expanded notation NA18 Decimal addition to tenths	NA19 Decimal addition to hundredths NA20 Decimal subtraction to tenths NA21 Decimal subtraction to hundredths
	Compare, order and represent decimals (VCMNA190)	NA16 Place value to thousandths NA17 Expanded notation	
	Money and financial mathematics Create simple financial plans (VCMNA191)	NA24 Financial plans and records	
	Patterns and algebra Describe, continue and create patterns with fractions, decimals and whole numbers resulting from addition and subtraction (VCMNA192)	NA26 Patterns and general rules	
	Use equivalent number sentences involving multiplication and division to find unknown quantities (VCMNA193)	NA25 Backtracking	
	Follow a mathematical algorithm involving branching and repetition (iteration) (VCMNA194)	NA25 Backtracking NA26 Patterns and general rules NA27 Algorithms and branching	

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Strand	Sub-strand	Student Book Topics
Measurement and Geometry	Using units of measurement Choose appropriate units of measurement for length, area, volume, capacity and mass (VCMMG195)	MG1 Choosing units of measurement MG2 Capacity, volume and mass MG3 Graduated scales
	Calculate the perimeter and area of rectangles and the volume and capacity of prisms using familiar metric units (VCMMG196)	MG4 Perimeter of rectangles MG5 Area of rectangles
	Compare 12- and 24-hour time systems and convert between them (VCMMG197)	MG6 24-hour time MG7 Read and interpret timetables MG8 Australian time zones
	Shape Connect three-dimensional objects with their nets and other two-dimensional representations (VCMMG198)	MG9 Nets of 3D objects
	Location and transformation Use a grid reference system to describe locations. Describe routes using landmarks and directional language (VCMMG199)	MG11 Map references MG12 Using scale MG13 Compass points MG14 Directions, turns and degrees MG15 Coordinates to locate position MG16 Latitude and longitude
	Describe translations, reflections and rotations of two-dimensional shapes. Identify line and rotational symmetries (VCMMG200)	MG17 Flip, slide, turn
	Apply the enlargement transformation to familiar two dimensional shapes and explore the properties of the resulting image compared with the original (VCMMG201)	MG18 Enlargement properties of shapes
	Geometric reasoning Estimate, measure and compare angles using degrees. Construct angles using a protractor (VCMMG202)	MG10 Measure angles 0°–180° MG14 Directions, turns and degrees
Statistics and Probability	Chance List outcomes of chance experiments involving equally likely outcomes and represent probabilities of those outcomes using fractions (VCMSP203)	SP1 Probability SP2 Interpreting data
	Recognise that probabilities range from 0 to 1 (VCMSP204)	SP1 Probability SP2 Interpreting data
	Data representation and interpretation Pose questions and collect categorical or numerical data by observation or survey (VCMSP205)	SP3 Dot plots SP4 Discrete data
	Construct displays, including column graphs, dot plots and tables, appropriate for data type, with and without the use of digital technologies (VCMSP206)	SP3 Dot plots SP4 Discrete data SP5 Column graphs SP6 Line graphs
	Describe and interpret different data sets in context (VCMSP207)	SP3 Dot plots SP4 Discrete data SP5 Column graphs SP6 Line graphs

iMaths 6 Victorian Curriculum Match

The tables on these pages list the three content strands, their associated sub-strands and content descriptions from the Victorian Curriculum, and the Topics from *iMaths 6 Student Book* that match these descriptions.

Strand	Sub-strand	Student Book Topics	
Number and Algebra	Number and place value Identify and describe properties of prime, composite, square and triangular numbers (VCMNA208)	NA1 Prime and composite numbers NA2 Square and triangular numbers NA3 Divisibility tests	
	Select and apply efficient mental and written strategies and appropriate digital technologies to solve problems involving all four operations with whole numbers and make estimates for these computations (VCMNA209)	NA4 Multiplication by two digits NA5 Division with remainders to hundredths NA6 Two-digit divisors NA7 The four operations	NA8 Backtracking NA9 The distributive law NA10 Estimation strategies
	Investigate everyday situations that use integers. Locate and represent these numbers on a number line (VCMNA210)	NA11 Positive and negative numbers	
	Fractions and decimals Compare fractions with related denominators and locate and represent them on a number line (VCMNA211)	NA12 Equivalent fractions	
	Solve problems involving addition and subtraction of fractions with the same or related denominators (VCMNA212)	NA13 Add and subtract fractions	
	Find a simple fraction of a quantity where the result is a whole number, with and without digital technologies (VCMNA213)	NA14 Fractions as division	
	Add and subtract decimals, with and without digital technologies, and use estimation and rounding to check the reasonableness of answers (VCMNA214)	NA15 Decimal addition and subtraction	
	Multiply decimals by whole numbers and perform divisions by nonzero whole numbers where the results are terminating decimals, with and without digital technologies (VCMNA215)	NA16 Decimal multiplication NA17 Decimal division NA18 Division by decimals	
	Multiply and divide decimals by powers of 10 (VCMNA216)	NA19 Multiplication of decimals	
	Make connections between equivalent fractions, decimals and percentages (VCMNA217)	NA20 Renaming percents as fractions	
	Money and financial mathematics Investigate and calculate percentage discounts of 10%, 25% and 50% on sale items, with and without digital technologies (VCMNA218)	NA21 Discount NA22 Operations with money	
	Patterns and algebra Continue and create sequences involving whole numbers, fractions and decimals. Describe the rule used to create the sequence (VCMNA219)	NA23 Patterns and general rules	
	Explore the use of brackets and order of operations to write number sentences (VCMNA220)	NA24 Order of operations	
	Design algorithms involving branching and iteration to solve specific classes of mathematical problems (VCMNA221)	NA23 Patterns and general rules NA25 Designing algorithms	

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Strand	Sub-strand	Student Book Topics	
Measurement and Geometry	Using units of measurement Connect decimal representations to the metric system (VCMMG222)	MG1 Metric system of measurement	
	Convert between common metric units of length, mass and capacity (VCMMG223)	MG1 Metric system of measurement	
	Solve problems involving the comparison of lengths and areas using appropriate units (VCMMG224)	MG2 Perimeter of composite rectangles MG3 Area of composite rectangles MG4 Investigating squares and rectangles	MG15 Using scale
	Connect volume and capacity and their units of measurement (VCMMG225)	MG5 Packing and stacking	
	Interpret and use timetables (VCMMG226)	MG6 Read and interpret timetables MG7 Add and subtract time	MG8 Timelines MG9 International time zones
	Measure, calculate and compare elapsed time (VCMMG227)	MG6 Read and interpret timetables MG7 Add and subtract time	
	Shape Construct simple prisms and pyramids (VCMMG228)	MG10 Nets of prisms and pyramids MG11 Skeletal models	
	Location and transformation Investigate the effect of combinations of transformations on simple and composite shapes, including creating tessellations, with and without the use of digital technologies (VCMMG229)	MG16 Transformations	
	Introduce the Cartesian coordinate system using all four quadrants (VCMMG230)	MG17 Coordinates in four quadrants	
	Geometric reasoning Investigate, with and without digital technologies, angles on a straight line, angles at a point and vertically opposite angles. Use results to find unknown angles (VCMMG231)	MG12 Properties of angles MG13 Measure angles 0°–360° MG14 Latitude and longitude	
Statistics and Probability	Chance Describe probabilities using fractions, decimals and percentages (VCMS232)	SP1 Probability SP2 Judgments	
	Conduct chance experiments with both small and large numbers of trials using appropriate digital technologies (VCMS233)	SP1 Probability SP2 Judgments	
	Compare observed frequencies across experiments with expected frequencies (VCMS234)	SP2 Judgments SP3 Causes of bias	
	Data representation and interpretation Construct, interpret and compare a range of data displays, including side-by-side column graphs for two categorical variables (VCMS235)	SP4 Dot-plots SP5 Line graphs SP6 Pie charts SP7 Segmented bar charts SP8 Side by side column graphs	
	Interpret secondary data presented in digital media and elsewhere (VCMS236)	SP9 The graph never lies	
	Pose and refine questions to collect categorical or numerical data by observation or survey (VCMS237)	SP10 Categorical and numerical data	