

## 1. Number Sense and Place Value

- Counting, reading, and writing numbers
- Comparing and ordering numbers
- Place value: ones, tens, and hundreds where appropriate
- Number lines and simple number representations
- Skip counting and counting patterns
- Odd and even numbers
- Estimation and reasonableness in simple contexts

## 2. Addition and Subtraction

- Addition and subtraction facts
- Addition and subtraction within age-appropriate number ranges
- Mental strategies and simple written methods
- Missing-number problems
- Fact families and inverse operations
- One-step and simple two-step word problems

## 3. Early Multiplication and Division Thinking

- Equal groups and arrays
- Repeated addition
- Sharing and grouping
- Introductory multiplication facts where appropriate
- Introductory division as equal sharing
- Simple real-life grouping problems

## 4. Fractions and Equal Parts

- Halves, thirds, and quarters in simple contexts
- Equal and unequal parts
- Fractions of shapes and sets
- Simple sharing situations
- Fraction language in everyday contexts

## 5. Patterns and Early Algebraic Thinking

- Repeating patterns
- Growing patterns
- Number patterns
- Shape and colour patterns
- Pattern rules
- Missing elements in patterns
- Simple equality and balance ideas

## 6. Geometry and Spatial Sense

- 2D shapes: circle, triangle, square, rectangle, and simple polygons

- 3D solids: cube, cuboid, sphere, cone, cylinder, and pyramid where appropriate
- Shape properties: sides, corners, faces, edges, and vertices
- Sorting and classifying shapes
- Symmetry at an introductory level
- Position, direction, turns, routes, and simple maps

## **7. Measurement and Time**

- Length, height, mass, capacity, and temperature in simple contexts
- Comparing and ordering measurements
- Non-standard and standard units where appropriate
- Choosing suitable measuring tools
- Time: days, weeks, months, seasons, clocks, and calendars
- Simple elapsed-time contexts

## **8. Data and Chance**

- Collecting and sorting simple data
- Tables, tallies, pictographs, and simple bar graphs
- Reading and comparing data displays
- Most, least, total, and difference
- Chance language: certain, impossible, likely, unlikely

## **9. Math Problem Solving**

- One-step and simple two-step problems
- Visual models, drawings, tables, and number lines
- Choosing a suitable operation
- Checking if an answer is reasonable
- Simple STEM contexts involving measurement, patterns, data, and everyday situations