# Australian Signpost Maths NSW Year 1 (S1) Syllabus Map

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| **Strand** | **Sub-strand** | **NSW Outcome** | **Content Description** | **ASM NSW 1 Lessons** | **Mathology Little Book/s** |
| Number and algebra | Representing Whole Numbers A | **MA1-RWN-01**: applies an understanding of place value and the role of zero to read, write and order two- and three- digit numbers | Use counting sequences of ones with two-digit numbers and beyond. | 1A-B Number revision  1C Numbers to 20  3A Numbers 11 to 20  3B Numbers to 20  4A Numbers to 20  10B Larger numbers  11A Numbers to 100  13A-B Numbers to 120  19D Finding the nearest 10  20C Numbers to 100  22A Numbers to 120 | ***On Safari! How Many Is Too Many? Ways to Count What Would You Rather? The Great Dogsled Race*** |
| Continue and create number patterns | ***On Safari! Midnight and Snowfall The Best Surprise*** |
| **MA1-RWN-02**: reasons about representations of whole numbers to 1000, partitioning numbers to use and record quantity values. | Represent numbers on a line | 10B Larger numbers  11A Numbers to 100  19A Place value  19B Numbers to 100  19C Place value |  |
| Represent the structure of groups of ten in whole numbers | ***At the Corn Farm*** |
| Number and algebra | Combining and Separating Quantities A | **MA1-CSQ-01**: uses number bonds and the relationships between addition and subtraction to solve problems involving partitioning. | Use advanced count-by-ones strategies to solve addition and subtraction problems | 2A Adding two groups  2B Addition sentences  2C Combinations up to 10  4B Friends of 10  5A Addition facts  5B Partitioning  6A Groups of 10  6B Counting by tens  6C Counting by 10s  7A-B Subtraction  8A Odd and even numbers  8B Addition to 20  9A-B Counting on  10A Addition to 20  11B Subtraction to 20  12A Addition sentences  12B Addition  12C Addition by counting on  14A-B Subtraction  15A-B Counting back  15C Subtraction  16A Doubles  16B Doubling and near doubling  17B Combinations for numbers  18A Differences  18B Differences between groups  20A Subtraction by counting on  20B Number relationships  29A Looking for tens  29B-C Relating addition and subtraction  30A Bridging to 10  30B Bridging to 10s  31C Counting back  32A Using partitioning  32B Using partitioning to add | ***That's 10! Hockey Time Cats and Kittens Buy 1, Get 1 Nutty and Wolfy*** |
| Recognise and recall number bonds up to ten | ***That's 10! Lots of Dots Dan's Doggy Daycare*** |
| Use flexible strategies to solve addition and subtraction problems | ***Hockey Time Buy 1, Get 1*** |
| Represent equality | ***That's 10! Hockey time Cats and Kittens Buy 1, Get 1 Nutty and Wolfy*** |
| Number and algebra | Forming Groups A | **MA1-FG-01**: uses the structure of equal groups to solve multiplication problems, and shares or groups to solve division problems. | Count in multiples using rhythmic and skip counting | 17A Patterns  21A Equal groups  21B Using groups  22B Skip counting patterns  23A Equal groups  23B Using groups  24A Skip counting  24B Number patterns  25A Number patterns  25B Counting by 2s, 5s and 10s  26A Half of a group  26B Halves  27A-B Sharing  28A Grouping to share  28B How many groups? | ***How Many is Too Many? Ways to Count What Would You Rather?*** |
| Use skip counting patterns | ***Ways to Count How Many is Too Many? What Would You Rather? Array's Bakery*** |
| Model and use equal groups of objects to represent multiplication | ***How Many is Too Many? Ways to Count What Would You Rather? Family Fun Day Array's Bakery Marbles, Alleys, Mibs and Guli*** |
| Recognise and represent division | ***Marbles, Alleys, Mibs, Guli! Array's Bakery Sports Camp The Best Birthday*** |
| Measurement and space | Geometric Measure A | **MA1-GM-01**: represents and describes the positions of objects in familiar locations | Position: Follow directions to familiar locations. | 4C-D Position language  27D Giving directions  31D Left and right  32D Following directions | ***Memory Book*** |
| **MA1-GM-02**: measures, records, compares and estimates lengths and distances using uniform, informal units, as well as metres and centimetres. | Length: Measure the lengths of objects using uniform informal units. | 8C Units of length  8D Informal units of length  10C Informal units of length  10D Measuring length | ***Animal Measures The Amazing Seed*** |
| Length: Compare lengths using uniform informal units. | ***Animal Measures The Amazing Seed*** |
| **MA1-GM-03**: creates and recognises halves, quarters and eighths as part measures of a whole length. | Length: Subdivide lengths to find halves and quarters. | 22D Halves and quarters  23C Halves and quarters | ***The Best Birthday*** |
| Measurement and space | Two- dimensional (2D) spatial structure A | **MA1-2DS-01**: recognises, describes and represents shapes including quadrilaterals and other common polygons. | 2D Shapes: Recognise and classify shapes using obvious features. | 1D Shapes and patterns  13C The hexagon  18C The pentagon and octagon  18D Comparing areas  23D Symmetry  25C 2D Shapes  25D Properties of shapes  30 D Reflecting a shape  31B Sliding a shape | ***Memory Book What Was Here? The Tailor Shop I Spy Awesome Buildings*** |
| 2D Shapes: Transform shapes with slides and reflections | ***The Tailor Shop Gallery Tour*** |
| **MA1-2DS-02**: measures and compares areas using uniform informal units in rows and columns | Area: Indirectly compare area. | 28C Comparing areas  28D Area using units | ***The Discovery*** |
| Area: Measure areas using uniform informal units. | ***The Discovery*** |
| Measurement and space | Three-dimensional (3D) spatial structure A | **MA1-3DS-01**: recognises, describes and represents familiar three-dimensional objects | 3D Objects: Recognise familiar three-dimensional objects. | 2D Identifying objects  7C 3D objects  7D Objects in our world  17C Object hunt  17D Recognising 3D objects  27C The cube | ***The Castle Wall Memory Book What Was Here? I Spy Awesome Buildings*** |
| 3D Objects: Sort and describe three-dimensional objects. | ***What Was Here? Memory Book I Spy Awesome Buildings*** |
| **MA1-3DS-02**: measures, records, compares and estimates internal volumes (capacities) and volumes using uniform informal units | Volume: Measure and compare the internal volumes (capacities) of containers by filling. | 11C Comparing capacities  11D Informal units of capacity  12D Comparing capacities  21C Informal units of volume  21D Comparing volume  22C Volume | ***The Amazing Seed*** |
| Volume: Measure the internal volume (capacity) of containers by packing. |  |
| Volume: Construct volume using cubes |  |
| Measurement and space | Non-spatial measure A | **MA1-NSM-01**: measures, records, compares and estimates the masses of objects using uniform informal units | Mass: Investigate mass using an equal-arm balance. | 14C Comparing the mass of objects  14D Mass  29D Comparing mass |  |
| **MA1-NSM-02**: describes, compares and orders durations of events, and reads half- and quarter- hour time. | Time: Name and order the cycle of months. | 16C Months of the year  16D Months and seasons  24C Months of the year  26C Calendar  26D The calendar |  |
| Time: Tell time to the half hour. | 3C Analog time  3D Digital and analog time  5C-D Half past  9C Analog and digital time  9D Digital and analog time |  |
| Statistics and probability | Data A | **MA1-DATA-01**: gathers and organises data, displays data in lists, tables and picture graphs | Ask questions and gather data. | 15D Data displays  24D Gather and organise data  30C Using coins in a data display  33A Gather and organise data | ***Graph It!*** |
| **MA1-DATA-02**: reasons about representations of data to describe and interpret the results | Represent data with objects and drawings and describe the displays. | 60 Data displays  13D Picture graphs  15D Data displays  30C Using coins in a data display | ***Graph It!*** |
| Statistics and probability | Chance A | **MA1-CHAN-01**: recognises and describes the element of chance in everyday events | Identify and describe possible outcomes | 20D Chance words  32C Chance |  |