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| **Australian Signpost Maths NSW Stage 2 (Year 3) Syllabus Map** |
| **Strand** | **Substrand** | **New NSW Outcome** | **New Content Description** | **Australian Signpost Maths NSW Lessons** |
| Number and Algebra | Representing Numbers Using Place Value A | **MA2-RN-01:** applies an understanding of place value and the role of zero to represent numbers to at least tens of thousands | Whole Numbers: Read, represent and order numbers to thousands | 1:01 Counting1:02 Counting1:03 Numbers to 10001:04 Numbers to 10001:05 Numbers to 10001:06 Rounding to the nearest 101:07 Rounding to the nearest 1001:08 Numbers to 10001:09 Numbers to 10001:12 Numbers to 10 0001:13 Numbers to 10 0001:18 Numbers to 10 0001:19 Place value to 10 0001:22 Numbers to 10 0001:23 Numbers to 10 0001:24 Expanded notation1:27 Numbers to 10 0001:28 Numbers over 10 0001:29 Numbers over 10 0002:24 Problem solving |
| Whole Numbers: Apply place value to partition and regroup numbers up to 4 digits |
| **MA2-RN-02:** represents and compares decimals up to 2 decimal places using place value |  | **Covered in Year 4** |
| Number and Algebra | Additive Relations A | **MA2-AR-01:** selects and uses mental and written strategies for addition and subtraction involving 2- and 3-digit numbers **MA2-AR-02**: completes number sentences involving addition and subtraction by finding missing values | Use the principle of equality | 2:03 Addition and subtraction2:08 Patterns in + and –2:09 Relating addition and subtraction2:10 Money2:11 Shopping2:12 Money2:13 Addition to 992:14 Jump strategy2:15 Jump strategy2:16 Equalities2:17 Mental strategies2:24 Problem solving2:32 Problem solving2:33 Addition strategies2:34 Subtraction strategies2:35 Levelling and constant difference2:36 Change from $22:37 Problem solving2:38 Addition to 99, no trading2:39 Subtraction, no trading2:40 Addition to 99 with trading2:41 Addition with trading2:42 Addition with 2-digit numbers2:43 Addition, trading for 1002:44 Addition to 999 with one trade2:45 Addition, two trades2:46 Subtraction with trading to 992:47 Subtracting with trading2:48 Subtracting with trading2:49 Checking subtraction by addition |
| Recognise and explain the connection between addition and subtraction |
| Select strategies flexibly to solve addition and subtraction problems of up to 3 digits |
| Represent money values in multiple ways |
| Number and Algebra | Multiplicative Relations A | **MA2-MR-01**: Represents and uses the structure of multiplicative relations to 10 × 10 to solve problems **MA2-MR-02:** completes number sentences involving multiplication and division by finding missing values  | Generate and describe patterns | 1:01 Counting1:02 Counting1:16 What’s your rule?1:17 Number patterns2:01 Arrays2:02 Square numbers2:04 Number facts, x 22:05 Number facts, x 5, x 102:06 Multiplication facts2:07 2, 5 and 10 times tables2:18 Number facts, x 3 extension2:19 Times tables2:20 Multiplication facts2:21 Number facts, x 42:22 Times tables2:23 Number facts, multiplication2:24 Problem solving2:25 Inverse operations, x and ÷2:26 Relating x and ÷2:27 x and ÷ fact families2:28 Relating x and ÷2:29 Linking x and ÷2:30 ÷ facts from x facts2:31 x and ÷ tables2:32 Problem solving2:37 Problem solving |
| Use arrays to establish multiplication facts from multiples of 2 and 4, 5 and 10 |
| Recall multiplication facts of 2 and 4, 5 and 10 and related division facts |
| Represent and solve problems involving multiplication fact families |
| Number and Algebra | Partitioned Fractions A | **MA2-PF-01:** represents and compares halves, quarters, thirds and fifths as lengths on a number line and their related fractions formed by halving (eighths, sixths and tenths)  | Create fractional parts of a length using techniques other than repeated halving |  1:10 Fractions of a group1:11 Fractions of a whole1:14 Fractions1:15 Fractions1:20 Fractions with circles1:21 Using fractions1:25 Fractions of a group1:26 Fractions of a whole |
| Model and represent unit fractions, and their multiples, to complete a whole on a number line |
| Measurement  | Geometric Measure A  | **MA2-GM-01:** uses grid maps and directional language to locate positions and follow routes  | Position: Interpret movement on a map | 4:06 Position and giving directions4:07 Giving directions4:18 Describing position4:19 Pathways between places4:24 Using coordinates4:25 Creating maps |
| Position: Locate positions on grid maps |
| **MA2-GM-02:** measures and estimates lengths in metres, centimetres and millimetres | Length: Measure and compare objects using metres, centimetres and millimetres | 3:01 Revision of length3:02 Length and width3:03 Measuring with centimetres3:10 Metres and centimetres3:11 Recording length3:12 Measuring distance3:13 Measuring length3:29 The millimetre3:30 Using the ruler3:31 Length problem solving3:34 Standard metric units3:35 Personal benchmarks |
| **MA2-GM-03:** identifies angles and classifies them by comparing to a right angle | Angles: Identify angles as measures of turn | 4:14 Investigating angles4:15 Angles4:16 Right angles4:17 Angle turns |
| Space | Two-Dimensional (2D) Spatial Structure A | **MA2-2DS-01:** compares two-dimensional shapes and describes their features  | 2D shapes: Compare and describe features of two-dimensional shapes | 4:08 Regular and irregular shapes4:09 Parallel and perpendicular lines4:10 The rhombus and the kite4:11 Shapes revision4:20 Trapeziums and parallelograms4:21 Features of 2D shapes |
| **MA2-2DS-02:** performs transformations by combining and splitting two-dimensional shapes | 2D shapes: Transform shapes by reflecting, translating and rotating  | 4:01 Symmetry4:02 Properties of 2D shapes4:03 Symmetry around us4:28 Flip, slide, turn4:29 Using flip, slide and turn4:30 Tessellations |
| **MA2-2DS-03:** estimates, measures and compares areas using square centimetres and square metres  | Area: Use square centimetres to measure and estimate the areas of rectangles | 3:21 Area3:22 Area using square centimetres3:23 Square centimetres3:24 Area problems3:27 The square metre3:28 The square metre3:34 Standard metric units3:35 Personal benchmarks |
| Area: Use square metres to measure and estimate the areas of rectangles |
| Space | Three-Dimensional (3D) Spatial Structure A | **MA2-3DS-01:** makes and sketches models and nets of three-dimensional objects including prisms and pyramids  | 3D objects: Make models of three-dimensional objects to compare and describe key features | 4:04 Properties of 3D objects4:05 Properties of 3D objects4:12 Prisms and cylinders4:13 Pyramids4:22 Spheres4:23 3D objects4:26 3D models4:27 The net of a cube |
| **MA2-3DS-02:** estimates, measures and compares capacities (internal volumes) using litres, millilitres and volumes using cubic centimetres  | Volume: Measure and order containers using litres | 3:07 Capacity review3:08 Estimating the litre3:09 The litre3:25 Using litres3:26 Capacity problem solving3:32 The cubic centimetre3:33 The cubic centimetre3:35 Personal benchmarks  |
| Volume: Compare objects using familiar metric units of volume |
| Measurement | Non-Spatial Measure A | **MA2-NSM-01:** estimates, measures and compares the masses of objects using kilograms and grams  | Mass: Compare objects using the kilogram | 3:17 The kilogram3:18 Comparing masses3:19 Using the kilogram3:20 Mass problem solving3:34 Standard metric units3:35 Personal benchmarks |
| **MA2-NSM-02:** represents and interprets analog and digital time in hours, minutes and seconds  | Time: Represent and read analog time | 3:04 Clocks3:05 Analog time3:06 Analog time3:14 Time, minutes past3:15 Time, minutes to3:16 Time, minutes past and to3:36 The calendar3:37 The calendar |
| Statistics | Data A | **MA2-DATA-01:** collects discrete data and constructs graphs using a given scale **MA2-DATA-02:** interprets data in tables, dot plots and column graphs  | Collect discrete data | 5:01 Dot plots5:02 Tables5:03 Tables and graphs5:04 Picture graphs5:08 Making graphs5:09 Reading graphs and tables5:11 Class investigation5:14 Drawing graphs5:15 Surveys5:16 Carry out your own survey5:17 Researching data5:18 Repeating an experiment |
| Organise and display data using tables and graphs |
| Interpret and compare data |
| Probability | Chance A | **MA2-CHAN-01:** records and compares the results of chance experiments  | Identify possible outcomes from chance experiments | 5:05 Chance5:06 Chance outcomes5:07 Chance outcomes5:12 Predicting outcomes5:13 Ordering events |