Australian Curriculum Mathematics Alignment Document_V8.1		Year 3
Content Descriptors	**Elaborations**	**Math-U-See linkage**
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 (ACMNA051)	• Identifying even numbers using skip counting by twos or by grouping even collections of objects in twos • Explaining why all numbers that end in the digits 0, 2, 4, 6 and 8 are even and that numbers ending in 1, 3, 5, 7 and 9 are odd	Alpha lesson 7 Beta lesson 6, 8, 9
Recognise, model, represent and order numbers to at least 10 000 (ACMNA052)	• Placing four-digit numbers on a number line using an appropriate scale • Reproducing numbers in words using their numerical representations and vice versa	Beta lesson 16, 18
Apply place value to partition, rearrange and regroup numbers to at least 10 000 to assist calculations and solve problems (ACMNA053)	• Recognising that 10 000 equals 10 thousands, 100 hundreds, 1000 tens and 10 000 ones • Justifying choices about partitioning and regrouping numbers in terms of their usefulness for particular calculations	Beta lesson 7, 16, 18, 22, 24, 26, 28
Recognise and explain the connection between addition and subtraction (ACMNA054)	• Demonstrating the connection between addition and subtraction using partitioning or by writing equivalent number sentences	Beta lesson 20, 22, 24, 26, 28
Recall addition facts for single digit numbers and related subtraction facts to develop increasingly efficient mental strategies for computation (ACMNA055)	• Recognising that certain single-digit number combinations always result in the same answer for addition and subtraction, and using this knowledge for addition and subtraction of larger numbers • Combining knowledge of addition and subtraction facts and partitioning to aid computation (for example 57 + 19 = 57 + 20 – 1)	Beta lesson 20, 22, 24, 26, 28
Recall multiplication facts of two, three, five and ten and related division facts (ACMNA056)	• Establishing multiplication facts using number sequences	Gamma lesson 3, 4, 5, 6
Represent and solve problems involving multiplication using efficient mental and written strategies and appropriate digital technologies (ACMNA057)	• Writing simple word problems in numerical form and vice versa • Using a calculator to check the solution and reasonableness of the answer	Gamma lesson 2, 3, 4, 5, 6
Fractions and decimals		
Model and represent unit fractions including 1/2, 1/4, 1/3, 1/5 and their multiples to a complete whole (ACMNA058)	• Partitioning areas, lengths and collections to create halves, thirds, quarters and fifths, such as folding the same sized sheets of paper to illustrate different unit fractions and comparing the number of parts with their sizes • Locating unit fractions on a number line	Epsilon lesson 2, 6, 7

	• Recognising that in English the term 'one third' is used (order: numerator, denominator) but that in other languages this concept may be expressed as 'three parts, one of them' (order: denominator, numerator) for example Japanese	
Money and financial mathematics		
Represent money values in multiple ways and count the change required for simple transactions to the nearest five cents (ACMNA059)	• Recognising the relationship between dollars and cents, and that not all countries use these denominations and divisions (for example Japanese Yen)	Beta lesson 6, 8, 9, 10, 12, 13, 27 Gamma lesson 26 Zeta lesson 4, 5, 6
Patterns and algebra		
Describe, continue, and create number patterns resulting from performing addition or subtraction (ACMNA060)	• Identifying and writing the rules for number patterns • Describing a rule for a number pattern, then creating the pattern	Gamma lesson 2 – 6, 9, 13 – 20

Measurement and Geometry		
Using units of measurement		
Measure, order and compare objects using familiar metric units of length, mass and capacity (ACMMG061)	• Recognising the importance of using common units of measurement • Recognising and using centimetres and metres, grams and kilograms, and millilitres and litres	Beta lesson 14, 19 Gamma lesson 4, 5, 16 Zeta lesson 6, 7
Tell time to the minute and investigate the relationship between units of time (ACMMG062)	• Recognising there are 60 minutes in an hour and 60 seconds in a minute	Primer lesson 26, 28 Beta lesson 21
Shape		
Make models of three dimensional objects and describe key features (ACMMG063)	• Exploring the creation of three-dimensional objects using origami, including prisms and pyramids	
Location and transformation		
Create and interpret simple grid maps to show position and pathways (ACMMG065)	• Creating a map of the classroom or playground	
Identify symmetry in the environment (ACMMG066)	• Identifying symmetry in Aboriginal rock carvings or art • Identifying symmetry in the natural and built environment	
Geometric reasoning		
Identify angles as measures of turn and compare angle sizes in everyday situations	• Opening doors partially and fully and comparing the size of the angles created	

(ACMMG064)	• Recognising that analogue clocks use the turning of arms to indicate time, and comparing the size of angles between the arms for familiar times	
Statistics and Probability		
Chance		
Conduct chance experiments, identify and describe possible outcomes and recognise variation in results (ACMSP067)	• Conducting repeated trials of chance experiments such as tossing a coin or drawing a ball from a bag and identifying the variations between trials	
Data representation and interpretation		
Identify questions or issues for categorical variables. Identify data sources and plan methods of data collection and recording (ACMSP068)	• Refining questions and planning investigations that involve collecting data, and carrying out the investigation (for example narrowing the focus of a question such as 'which is the most popular breakfast cereal?' to 'which is the most popular breakfast cereal among Year 3 students in our class?')	
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 (ACMSP069)	• Exploring meaningful and increasingly efficient ways to record data, and representing and reporting the results of investigations • Collecting data to investigate features in the natural environment	Beta lesson 30
Interpret and compare data displays (ACMSP070)	• Comparing various student-generated data representations and describing their similarities and differences	

<u>Curriculum gaps:</u>
Shape
Location and transformation
Geometric reasoning
Chance
Data collection and recording
Data interpretation