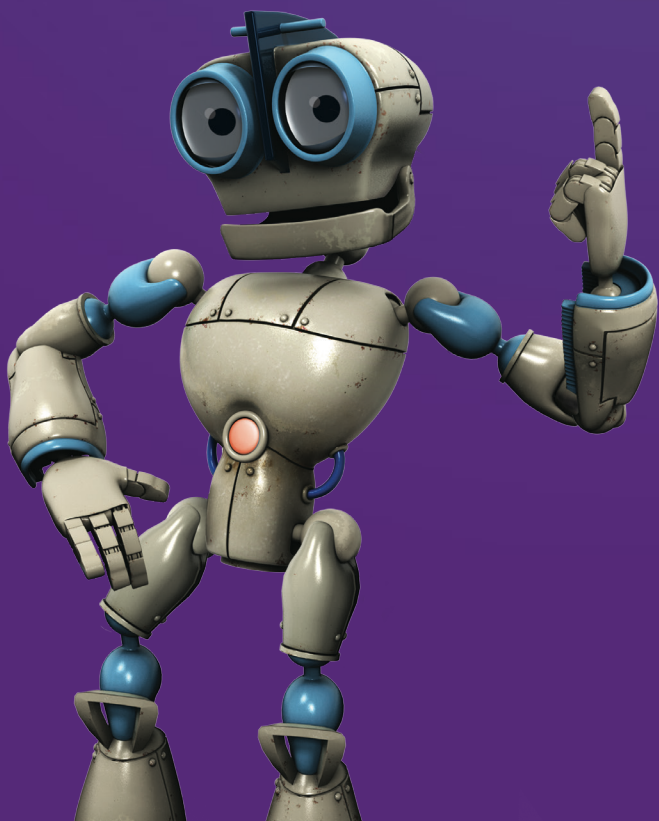# iMaths

iMaths Topics and Western Australian Curriculum Match

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

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

firefly EDUCATION

iMaths F Western Australian Curriculum Match

The tables on these pages list the three content strands, their associated sub-strands and content descriptions from the Western Australian 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 the process of counting by naming numbers in sequences, initially to and from 20, moving from any starting point. (ACMNA001)	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	NA38 Crocodile swamp board game NA39 Number strips NA40 Number train NA43 Cheese hunt number maze NA44 Doggy find your bone board game
	Connect number names, numerals and quantities, including zero, initially up to 10 and then beyond. (ACMNA002)	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	NA21 Groups of 7 NA22 Groups of 8 NA23 Cookie the Clown – draw and count NA24 Groups of 9 NA25 Groups of 10 NA30 Ladybug number match NA36 10 spot Humpty NA41 Spotty dragon – draw and count NA42 Count to 20 NA45 Shark attack – numbers 11 to 20 NA46 Tomato pots – numbers 11 to 20
	Subitise small collections of objects. (ACMNA003)	NA2 Few and many NA11 Traffic count	NA12 Smarty cake match up NA14 Snakes alive make 5
	Compare, order and make correspondences between collections, initially to 20, and explain reasoning. (ACMNA289)	NA15 Which bowls are the same? NA16 Worm count NA17 Truck trail	NA31 Show more, show less NA32 Water trek
	Represent practical situations to model addition and sharing. (ACMNA004)	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 NA53 How many left?	NA54 Take away stories NA55 Jack and Jill – who has more pails? NA56 How many cookies? NA57 How many counters? NA58 Sharing equally NA59 Three little pigs share equally
	Patterns and algebra Sort and classify familiar objects and explain the basis for these classifications. Copy, continue and create patterns with objects and drawings. (ACMNA005)	NA1 Same and different NA3 Fishy patterns NA18 See the pattern	NA19 Turtle patterns NA33 Monster shape sort NA37 Animal patterns

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. (ACMMG006)	**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. (ACMMG007)	**MG3** My day – o'clock time	
	Connect days of the week to familiar events and actions. (ACMMG008)	**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. (ACMMG009)	**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. (ACMMG010)	**MG4** Where at the beach?	
Statistics and Probability	**Data representation and interpretation** Answer yes/no questions to collect information and make simple inferences. (ACMSP011)	**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?

iMaths 1 Western Australian Curriculum Match

The tables on these pages list the three content strands, their associated sub-strands and content descriptions from the Western Australian 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. (ACMNA012)	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. (ACMNA013)	NA5 Read and write two-digit numerals NA6 Show numbers in different ways	
	Count collections to 100 by partitioning numbers using place value. (ACMNA014)	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. (ACMNA015)	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
	Recognise and represent multiplication as repeated addition, groups and arrays.* (ACMNA031)	NA23 Equal groups – multiplication NA24 Multiplication	
	Recognise and represent division as grouping into equal sets and solve simple problems using these representations.* (ACMNA032)	NA25 Sharing equally – division NA26 Division	
	Fractions and decimals Recognise and describe one-half as one of two equal parts of a whole. (ACMNA016)	NA27 Fractions	
	Money and financial mathematics Recognise, describe and order Australian coins according to their value. (ACMNA017)	NA28 Australian coins NA29 Big coins, little coins	
	Patterns and algebra Investigate and describe number patterns formed by skip counting and patterns with objects. (ACMNA018)	NA30 Keep the pattern going NA31 Missing numbers NA32 What's the gap?	

Strand	Sub-strand	Student Book Topics
Measurement and Geometry	**Using units of measurement** Measure and compare the lengths and capacities of pairs of objects using uniform informal units. (ACMMG019)	**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. (ACMMG020)	**MG6** Clock time – hours **MG7** Clock time – half past
	Describe duration using months, weeks, days and hours. (ACMMG021)	**MG8** Days, weeks, months **MG9** Calendars and months
	Shape Recognise and classify familiar two-dimensional shapes and three-dimensional objects using obvious features. (ACMMG022)	**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. (ACMMG023)	**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'. (ACMSP024)	**SP1** Chance **SP2** What is possible?
	Data representation and interpretation Choose simple questions and gather responses and make simple inferences. (ACMSP262)	**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. (ACMSP263)	**SP5** Picture graphs **SP6** Object graphs **SP7** Birthday graphs **SP8** Class height graph

* **Note**: This concept is beyond the Year 1 achievement standard of the Western Australian Curriculum.

iMaths 2 Western Australian Curriculum Match

The tables on these pages list the three content strands, their associated sub-strands and content descriptions from the Western Australian 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. (ACMNA026)	**NA3** Counting on number lines beyond 100 **NA28** Repeating patterns	
	Recognise, model, represent and order numbers to at least 1000. (ACMNA027)	**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. (ACMNA028)	**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. (ACMNA029)	**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. (ACMNA030)	**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. (ACMNA031)	**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. (ACMNA032)	**NA21** Division	
	Fractions and decimals Recognise and interpret common uses of halves, quarters and eighths of shapes and collections. (ACMNA033)	**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. (ACMNA034)	**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. (ACMNA035)	**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. (ACMNA036)	**NA12** Written strategies for addition **NA15** Written strategies for subtraction	

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. (ACMMG037)	**MG1** Measurement with metres **MG2** Measurement with centimetres **MG3** Area **MG4** Litres	
	Compare masses of objects using balance scales. (ACMMG038)	**MG5** Comparing mass **MG6** Kilograms	
	Tell time to the quarter-hour, using the language of 'past' and 'to'. (ACMMG039)	**MG7** Clocks – quarter past, half past **MG8** Clocks – quarter past, quarter to	
	Name and order months and seasons. (ACMMG040)	**MG10** Months and seasons	
	Use a calendar to identify the date and determine the number of days in each month. (ACMMG041)	**MG9** Calendars	
	Shape Describe and draw two-dimensional shapes, with and without digital technologies. (ACMMG042)	**MG11** Classify 2D shapes **MG12** Construct 2D shapes	
	Describe the features of three-dimensional objects. (ACMMG043)	**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. (ACMMG044)	**MG17** Here, there and everywhere **MG18** Maps **MG19** Map references	
	Investigate the effect of one-step slides and flips with and without digital technologies. (ACMMG045)	**MG20** Flip, slide, turn	
	Identify and describe half and quarter turns. (ACMMG046)	**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'. (ACMSP047)	**SP1** Probability	
	Data representation and interpretation Identify a question of interest based on one categorical variable. Gather data relevant to the question. (ACMSP048)	**SP2** Collecting data	
	Collect, check and classify data. (ACMSP049)	**SP2** Collecting data	
	Create displays of data using lists, table and picture graphs and interpret them. (ACMSP050)	**SP3** Column graphs **SP4** Picture graphs **SP5** Interpreting graphs	

iMaths 3 Western Australian Curriculum Match

The tables on these pages list the three content strands, their associated sub-strands and content descriptions from the Western Australian 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. (ACMNA051)	**NA1** Odd and even	
	Recognise, model, represent and order numbers to at least 10 000. (ACMNA052)	**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. (ACMNA053)	**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. (ACMNA054)	**NA14** Backtracking	
	Recall addition facts for single-digit numbers and related subtraction facts to develop increasingly efficient mental strategies for computation. (ACMNA055)	**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. (ACMNA056)	**NA15** Multiplication facts 2, 3 **NA16** Multiplication facts 5, 10 **NA17** Multiply by 10 **NA18** Multiplication problem solving **NA19** Division facts 2, 3	**NA20** Division facts 5, 10 **NA21** Division problem solving **NA28** Fractions as division Mental computation strategies Mental computation practice
	Represent and solve problems involving multiplication using efficient mental and written strategies and appropriate digital technologies. (ACMNA057)	**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. (ACMNA058)	**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. (ACMNA059)	**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. (ACMNA060)	**NA34** Number patterns	

Strand	Sub-strand	Student Book Topics	
Measurement and Geometry	**Using units of measurement** Measure, order and compare objects using familiar metric units of length, mass and capacity. (ACMMG061)	**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. (ACMMG062)	**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. (ACMMG063)	**MG11** 3D objects	
	Location and transformation Create and interpret simple grid maps to show position and pathways. (ACMMG065)	**MG13** Map references **MG14** Direction – turns	
	Identify symmetry in the environment. (ACMMG066)	**MG15** Symmetry **MG16** Flip, slide, turn	
	Geometric reasoning Identify angles as measures of turn and compare angle sizes in everyday situations. (ACMMG064)	**MG12** Angles	
Statistics and Probability	**Chance** Conduct chance experiments, identify and describe possible outcomes and recognise variation in results. (ACMSP067)	**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. (ACMSP068)	**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. (ACMSP069)	**SP3** Column graphs **SP4** Picture graphs	
	Interpret and compare data displays. (ACMSP070)	**SP3** Column graphs **SP4** Picture graphs **SP5** Interpreting graphs	

* **Note**: This concept is beyond the Year 3 achievement standard of the Western Australian Curriculum.

iMaths 4 Western Australian Curriculum Match

The tables on these pages list the three content strands, their associated sub-strands and content descriptions from the Western Australian 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. (ACMNA071)	**NA1** Properties of odd and even numbers	
	Recognise, represent and order numbers to at least tens of thousands. (ACMNA072)	**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. (ACMNA073)	**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. (ACMNA074)	**NA5** Multiples 3, 4, 5, 6, 7, 8, 9	
	Recall multiplication facts up to 10 × 10 and related division facts. (ACMNA075)	**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. (ACMNA076)	**NA12** Backtracking **NA16** Multiplying by tens and hundreds **NA17** Multiplication 3-digit x 1-digit **NA18** Split and multiply	**NA19** Division 2-digit ÷ 1-digit **NA20** Division strategies **NA21** Round to 10 and 100 **NA22** Estimation strategies
	Fractions and decimals Investigate equivalent fractions used in contexts. (ACMNA077)	**NA23** Equivalent fractions	
	Count by quarters, halves and thirds, including with mixed numerals. Locate and represent these fractions on a number line. (ACMNA078)	**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. (ACMNA079)	**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. (ACMNA080)	**NA31** Simple budgets **NA32** Purchases and giving change	
	Patterns and algebra Explore and describe number patterns resulting from performing multiplication. (ACMNA081)	**NA33** Investigating patterns **NA34** Number patterns	
	Solve word problems by using number sentences involving multiplication or division where there is no remainder. (ACMNA082)	**NA34** Number patterns	
	Find unknown quantities in number sentences involving addition and subtraction and identify equivalent number sentences involving addition and subtraction (ACMNA083)	**NA35** Equivalent number sentences	

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. (ACMMG084)	MG1 Graduated scales MG2 Millimetres	MG4 Perimeter MG5 Measuring mass
	Compare objects using familiar metric units of area and volume. (ACMMG290)	MG6 Litres and millilitres MG7 Volume	MG12 Area
	Convert between units of time. (ACMMG085)	MG8 Converting units of time	
	Use am and pm notation and solve simple time problems. (ACMMG086)	MG9 Read and interpret timetables MG10 am and pm	MG11 Timelines
	Shape Compare the areas of regular and irregular shapes by informal means. (ACMMG087)	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. (ACMMG088)	MG17 Combining shapes MG18 Drawing prisms and pyramids	
	Location and transformation Use simple scales, legends and directions to interpret information contained in basic maps. (ACMMG090)	MG3 Kilometres MG15 Using maps	
	Create symmetrical patterns, pictures and shapes with and without digital technologies. (ACMMG091)	MG16 Tessellation	
	Geometric reasoning Compare angles and classify them as equal to, greater than or less than a right angle. (ACMMG089)	MG14 Angles	
Statistics and Probability	**Chance** Describe possible everyday events and order their chances of occurring. (ACMSP092)	SP1 Probability SP2 Judgments	
	Identify everyday events where one cannot happen if the other happens. (ACMSP093)	SP3 Dependent and independent events	
	Identify events where the chance of one will not be affected by the occurrence of the other. (ACMSP094)	SP3 Dependent and independent events	
	Data representation and interpretation Select and trial methods for data collection, including survey questions and recording sheets. (ACMSP095)	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. (ACMSP096)	SP5 Column graphs SP6 Picture graphs	
	Evaluate the effectiveness of different displays in illustrating data features including variability. (ACMSP097)	SP6 Picture graphs	

iMaths 5 Western Australian Curriculum Match

The tables on these pages list the three content strands, their associated sub-strands and content descriptions from the Western Australian 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. (ACMNA098)	**NA1** Factors and multiples to solve problems **NA2** Factor trees	
	Use estimation and rounding to check the reasonableness of answers to calculations. (ACMNA099)	**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. (ACMNA100)	**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. (ACMNA101)	**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. (ACMNA291)	**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
	Fractions and decimals Compare and order common unit fractions and locate and represent them on a number line. (ACMNA102)	**NA12** Compare and order fractions	
	Investigate strategies to solve problems involving addition and subtraction of fractions with the same denominator. (ACMNA103)	**NA13** Equivalent fractions **NA14** Add and regroup fractions **NA15** Add and subtract fractions	
	Recognise that the place value system can be extended beyond hundredths. (ACMNA104)	**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. (ACMNA105)	**NA16** Place value to thousandths **NA17** Expanded notation	
	Money and financial mathematics Create simple financial plans. (ACMNA106)	**NA24** Financial plans and records	
	Patterns and algebra Describe, continue and create patterns with fractions, decimals and whole numbers resulting from addition and subtraction. (ACMNA107)	**NA26** Patterns and general rules	
	Find unknown quantities in number sentences involving multiplication and division and identify equivalent number sentences involving multiplication and division. (ACMNA121)	**NA25** Backtracking	

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. (ACMMG108)	**MG1** Choosing units of measurement **MG2** Capacity, volume and mass **MG3** Graduated scales		
	Calculate the perimeter and area of rectangles using familiar metric units. (ACMMG109)	**MG4** Perimeter of rectangles **MG5** Area of rectangles		
	Compare 12- and 24-hour time systems and convert between them. (ACMMG110)	**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. (ACMMG111)	**MG9** Nets of 3D objects		
	Location and transformation Use a grid reference system to describe locations. Describe routes using landmarks and directional language. (ACMMG113)	**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. (ACMMG114)	**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. (ACMMG115)	**MG18** Enlargement properties of shapes		
	Geometric reasoning Estimate, measure and compare angles using degrees. Construct angles using a protractor. (ACMMG112)	**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. (ACMSP116)	**SP1** Probability **SP2** Interpreting data		
	Recognise that probabilities range from 0 to 1. (ACMSP117)	**SP1** Probability **SP2** Interpreting data		
	Data representation and interpretation Pose questions and collect categorical or numerical data by observation or survey. (ACMSP118)	**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. (ACMSP119)	**SP3** Dot plots **SP4** Discrete data **SP5** Column graphs **SP6** Line graphs		
	Describe and interpret different data sets in context. (ACMSP120)	**SP3** Dot plots **SP4** Discrete data	**SP5** Column graphs **SP6** Line graphs	

iMaths 6 Western Australian Curriculum Match

The tables on these pages list the three content strands, their associated sub-strands and content descriptions from the Western Australian 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. (ACMNA122)	**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. (ACMNA123)	**NA4** Multiplication by two digits **NA8** Backtracking **NA5** Division with remainders to hundredths **NA9** The distributive law **NA6** Two-digit divisors **NA10** Estimation strategies **NA7** The four operations
	Investigate everyday situations that use integers. Locate and represent these numbers on a number line. (ACMNA124)	**NA11** Positive and negative numbers
	Fractions and decimals Compare fractions with related denominators and locate and represent them on a number line. (ACMNA125)	**NA12** Equivalent fractions
	Solve problems involving addition and subtraction of fractions with the same or related denominators. (ACMNA126)	**NA13** Add and subtract fractions
	Find a simple fraction of a quantity where the result is a whole number, with and without digital technologies. (ACMNA127)	**NA14** Fractions as division
	Add and subtract decimals, with and without digital technologies, and use estimation and rounding to check the reasonableness of answers. (ACMNA128)	**NA15** Decimal addition and subtraction
	Multiply decimals by whole numbers and perform divisions by non-zero whole numbers where the results are terminating decimals, with and without digital technologies. (ACMNA129)	**NA16** Decimal multiplication **NA17** Decimal division **NA18** Division by decimals
	Multiply and divide decimals by powers of 10. (ACMNA130)	**NA19** Multiplication of decimals
	Make connections between equivalent fractions, decimals and percentages. (ACMNA131)	**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. (ACMNA132)	**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. (ACMNA133)	**NA23** Patterns and general rules **MG4** Investigating squares and rectangles
	Explore the use of brackets and order of operations to write number sentences. (ACMNA134)	**NA24** Order of operations

Strand	Sub-strand	Student Book Topics	
Measurement and Geometry	**Using units of measurement** Connect decimal representations to the metric system. (ACMMG135)	**MG1** Metric system of measurement	
	Convert between common metric units of length, mass and capacity. (ACMMG136)	**MG1** Metric system of measurement	
	Solve problems involving the comparison of lengths and areas using appropriate units. (ACMMG137)	**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. (ACMMG138)	**MG5** Packing and stacking	
	Interpret and use timetables. (ACMMG139)	**MG6** Read and interpret timetables **MG7** Add and subtract time	**MG8** Timelines **MG9** International time zones
	Shape Construct simple prisms and pyramids. (ACMMG140)	**MG10** Nets of prisms and pyramids **MG11** Skeletal models	
	Location and transformation Investigate combinations of translations, reflections and rotations, with and without the use of digital technologies. (ACMMG142)	**MG16** Transformations	
	Introduce the Cartesian coordinate system using all four quadrants. (ACMMG143)	**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. (ACMMG141)	**MG12** Properties of angles **MG13** Measure angles 0°–360° **MG14** Latitude and longitude	
Statistics and Probability	**Chance** Describe probabilities using fractions, decimals and percentages. (ACMSP144)	**SP1** Probability **SP2** Judgments	
	Conduct chance experiments with both small and large numbers of trials using appropriate digital technologies. (ACMSP145)	**SP1** Probability **SP2** Judgments	
	Compare observed frequencies across experiments with expected frequencies. (ACMSP146)	**SP2** Judgments **SP3** Causes of bias	
	Data representation and interpretation Interpret and compare a range of data displays, including side-by-side column graphs for two categorical variables. (ACMSP147)	**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. (ACMSP148)	**SP9** The graph never lies	