

## Hyperlinks to the units are included.

### Number and Algebra

### Measurement and Geometry

### Statistics and Probability

## Rationales

This is a recommended sequence only – schools can use this as a base document to start a conversation with teams. However, we suggest deciding on a yearly sequence that provides for substantial blocks of teaching, followed by spaced retrieval using engaging warm-up games, pre-warm-up counting and skip-counting songs, daily and weekly maths chats strategically recommended for each term and dot/number talks (**not daily review PowerPoints**), to ensure:

1. Teachers have time to assess, then deliver material sequentially, rather than piece-by-piece throughout the year, which avoids rushing through ‘topics’ before students have consolidated and mastered critical skills. **There must be time for substantial learning following the pre-test, and spaced retrieval rationales do not hold until the content has been properly and thoroughly embedded in long-term memory in the first place to enable it to be retrieved.** For example, within a typical Year 1 addition block, the focuses generally include one more, counting on, partitioning and 10 facts. With a ‘one-week-per-topic approach,’ one strategy would need to be taught on each day, as opposed to having a week-long focus on each strategy across a 3-5 week focus on addition. The block method mirrors how teams deliver content in Singapore, and our numeracy coaches have observed this in-person and researched this approach with schools in Singapore in the process of developing this sequence.
2. Teachers can assess students throughout a unit and deliver point-of-need teaching, which simply cannot occur if topics such as Place Value, Addition, Multiplication, Fractions, and others, are allocated a mere one week at a time. By the time the topic is ‘revisited’ in Term 2, often students cannot build on what was started (but not consolidated or mastered) in the rushed Term 1 ‘coverage’ of the content. During longer units, teachers can identify gaps, then have time to work on these intensively with students. Coverage does not equal mastery.
3. By deciding on the sequence at the start of the year, teams can spend their planning time throughout the year implementing the ‘how are we going to teach,’ as opposed to the ‘what are we going to teach.’
4. Teams can be confident that all parts of the curriculum are allocated a fair amount of time, relative to the number of skills and big ideas that fall within each concept’s overarching domain, and that there is assessment for each strand (colour-coded above), prior to each reporting period. In the early years, the ideal allocation for number units is 70-80% of the year.

**Critical note: Warm-ups can be used for spaced retrieval and further consolidation, particularly for the challenging concepts. Specific focuses are recommended in the warm-ups row (below the main concept row for each term).**

**Note:** Number and algebra units have been prioritised at the start of terms when student and teacher energy is higher.

**Note:** Problem-solving and real-life applied mathematics are integrated into units. Concepts can be relocated to best fit with integrated units/inquiry topics throughout the year, if these meaningfully lend to any concepts.

**Note:** Ongoing warm-ups and 11-week terms allow time for revision of needs-based gaps, particularly gaps evident in post-assessments.

# New WA Curriculum (2026 onwards) – Pre-Primary Suggested Sequence

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9	Week 10
Term 1	<b>PLACE VALUE</b> (COUNT, READ, WRITE, ORDER, PATTERN, START TO SUBITISE AND FORM DIGITS)							<b>LOCATION</b> 1.5 weeks		<b>PROBABILITY &amp; STATISTICS</b> 1.5 weeks
	WARM-UPS: Counting forwards and backwards pre-warm-up songs throughout the term <a href="#">Place Value Unit 1</a> Start counting how many days we have been at school (popsicle sticks, ten frames, 120 chart) <i>Send home Ninja Sliders at the same time as home readers with the parent note – bedtime maths!</i>									
	15 MINUTE TASKS (4 X 15 MINUTES = 1 HOUR OF DAILY MATHS IN SHORT BURSTS): <b>Weeks 1-5: Patterns</b> with objects, sounds and movement <a href="#">Patterns Unit 1</a> <b>Weeks 1-5: Count to 3, then 6</b> <a href="#">Place Value Unit 2</a> <b>Weeks 1-5: Subitise collections</b> <a href="#">Place Value Unit 5</a> <b>Weeks 1-5: Digit roads</b> (daily warm-down, fine motor Friday) <a href="#">Unit 4</a>							<b>Count to 10</b> (and to 20 when ready) <a href="#">Place Value Unit 3</a>	<b>Compare collections</b> <a href="#">Place Value Unit 7</a>	<b>Positional language in familiar locations</b>
										Use chance language (certain, impossible, likely) for familiar events Collect data using objects and images
Term 2	<b>SUBITISE AND PARTITION</b> (FOUNDATIONS FOR ADDITION)							<b>SHAPE</b> 2 weeks		<b>TIME</b> 2 weeks
	WARM-UPS: Counting forwards and backwards pre-warm-up songs all term <a href="#">(Place Value Unit 1)</a> Subitising warm-ups all term ( <a href="#">Units 5 &amp; 6</a> ) <a href="#">Digit roads</a> Positional language warm-ups <a href="#">Categorising challenges (patterns)</a> warm-ups									
	<b>Subitise</b> <a href="#">Place Value Unit 5</a> <a href="#">Place Value Unit 6</a>	<b>Real-life addition</b> <a href="#">Addition Unit 1</a>	<b>Real-life addition</b> <a href="#">Addition Unit 1</a>	<b>One more</b> <a href="#">Add Unit 2</a>	<b>Partition</b> <a href="#">Count on Add Unit 3</a>	<b>Partition</b> <a href="#">3 to 9 Addition Unit 4</a>	<b>2D and 3D shapes</b> (sort and name in familiar environments, connect to real-life objects)	<b>Sequencing days of week and times of day, long v. short durations, water/sand timers</b>		
Term 3	<b>SUBITISE AND PARTITION SMALL COLLECTIONS</b> (FOUNDATIONS FOR SUBTRACTION)							<b>LENGTH, HEIGHT, WIDTH</b>		
	WARM-UPS: Time morning routine on what day is it tomorrow, what day was it yesterday, months and seasons songs (no analogue time) Morning counting routines (days at school, students present) Songs to 120 <a href="#">Place Value Unit 11</a> , skip-counting songs by 10, 5, 2 <a href="#">Patterns Unit 2</a> Ongoing partitioning ( <a href="#">Addition Unit 4</a> ) <a href="#">ninja slider challenge</a> , warm-ups <a href="#">Estimation cups</a> <a href="#">Place Value Unit 14</a> <a href="#">Shape vocabulary around classroom and school</a>									
	<b>Subitise</b> <a href="#">PV Unit 6</a>	<b>Subitise</b> <a href="#">PV Unit 6</a>	<b>Count to 10</b> <a href="#">Unit 3</a> then to 20 and beyond: <a href="#">Unit 11</a>	<b>Physical take away</b> <a href="#">Subtraction Unit 1</a>	<b>Physical take away</b> <a href="#">Unit 1</a>	<b>One Less</b> <a href="#">Subtraction Unit 2</a>	<b>Count back</b> <a href="#">Subtraction Unit 3</a>	<b>Count back</b> <a href="#">Subtraction Unit 3</a>	<b>Direct comparison and developing precise vocabulary (longer, shorter, taller, wider)</b>	
Term 4	<b>SUBITISE</b>		<b>GROUPING AND SHARING</b>			<b>FINANCIAL MATHS</b>		<b>PATTERNS</b>	<b>MASS AND CAPACITY</b>	
	WARM-UPS: <a href="#">Start a classroom money system – earn for jobs, fines</a> <a href="#">Ninja slider challenge</a> Time morning routines on days of the week, months, seasons Counting songs to 120 ( <a href="#">Place Value Unit 11</a> ) Skip-counting songs to front-load year 1 content by 10, 5 and 2 ( <a href="#">Patterns Unit 2</a> )								<a href="#">ORDINAL NUMBER OLYMPICS</a>	
	<b>One more</b> <b>One less</b> <b>+2-2</b> <a href="#">Place Value Unit 8</a>	<b>Count on</b> <a href="#">Addition Unit 3</a>	<b>Share between two</b> <a href="#">Division Unit 1</a>	<b>Equal Groups</b> <a href="#">Multiplication Unit 1</a>	<b>Coins and notes</b> <a href="#">Money Unit 1</a>	<b>Class shops to revise +, - and ÷ using mostly dollar coins</b> <a href="#">Money Unit 1</a>	<b>Patterns</b> (use coins, front-load skip-counts by 10, 5, 2) <a href="#">Patterns Unit 1</a>	<b>Mass: Hefting to compare, heavier, lighter</b>	<b>Capacity: Pouring to compare, full, empty, half, holds more, holds less</b>	<b>Ordinal numbers</b> <a href="#">Place Value Unit 10</a>

# New WA Curriculum (2026 onwards) – Year 1 Suggested Sequence

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9	Week 10	
Term 1	PLACE VALUE							LENGTH 3 weeks			
	Warm-ups focused on subitising (Place Value Unit 6) and partitioning 3 to 9 (Ninja Sliders ongoing routine) Daily probability language										
	Subitise <u>Place Value Unit 6</u>	Patterning <u>Patterns Unit 1</u>	Two-digit numbers <u>Place Value Unit 12</u>	Two-digit numbers <u>PV Unit 12</u>	Two-digit numbers <u>PV Unit 12</u>	Two-digit numbers <u>PV Unit 12</u>	Teens <u>Place Value Unit 13</u>	Direct and indirect comparison Uniform informal units to measure and compare length			
Term 2	ADDITION					Financial Maths	SUBTRACTION			TIME 2 weeks	
	Warm-ups focused on partitioning (Addition Unit 4) and 10 facts (Addition Unit 5 fluency games) Front-load language of location (positional language, weekly chat about a map of a familiar area)										
	Count on <u>Addition Unit 3</u>	Partition <u>3 to 9 Addition Unit 4</u>	Partition 3-9 <u>Add Unit 4</u> <b>10 Facts</b> <u>Addition Unit 5</u>	10 Facts <u>Addition Unit 5</u> until fluent	Values <u>Money Unit 1</u> <b>Totals</b> <u>Unit 2</u>	Physical take away <u>Subtraction Unit 1</u>	One less, two less <u>Subtraction Unit 2</u>	Count back <u>Subtract Unit 3</u>	Digital clock reading Describe duration using the language of years, months, weeks, days, hours, minutes, seconds		
Term 3	PATTERNING, SKIP-COUNTING AND EQUAL GROUPS 3 weeks			LOCATION 2 weeks		PART-PART-WHOLE RELATIONSHIPS			PROBABILITY & STATISTICS		
	Ongoing warm-ups relating to skip-counting by 10, 5 and 2 (Multiplication Unit 2) including daily class song Front-load shape vocabulary with weekly spot-the-shapes photographs Ninja sliders ongoing routine								Daily calendar chats Missing part cards		
	Repeating patterns <u>Patterns Unit 1</u>	Skip-count <u>Patterns Unit 2</u>	Equal groups <u>Multiplication Unit 1</u>	Give and follow directions within familiar locations		Partition <u>3 to 9 Addition Unit 4</u>	Partition <u>3 to 9 Addition Unit 4</u>	Difference between <u>Subtract Unit 4</u>	Describe and reason about the likelihood of familiar events with chance language Simple questions of interest for categorical data		
Term 4	EQUAL SHARES			HALVES		PLACE VALUE Revision and going further		SHAPE 2 weeks		MASS AND CAPACITY	
	Ongoing warm-ups relating to skip-counting by 10, 5 and 2 (Multiplication Unit 2) including a daily class pre-warm-up song Daily estimation jars warm-up (Place Value Unit 14) Ninja sliders ongoing routine					Missing part cards warm-downs					
	Create equal shares <u>Division Unit 2</u>	Create equal shares <u>Division Unit 2</u>	Create equal shares <u>Division Unit 2</u>	Explore and create halves <u>Fractions Unit 2</u>	Continue working on halves <u>Fractions Unit 2</u>	Basic renaming <u>Place Value Unit 9</u>	Round & estimate <u>Place Value Unit 14</u>	Name and classify both 2D and 3D shapes For 3D objects, also name the 2D shapes within them		Direct and indirectly compare two containers Hefting and balance scales	

# New WA Curriculum (2026 onwards) – Year 2 Suggested Sequence

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9	Week 10
Term 1	PLACE VALUE							LENGTH AND AREA 3 weeks		
	Warm-ups focused on partitioning (Addition Unit 4), 10 facts, doubles and skip-counting by 10, 5, 2 and 3 (Patterns 2)									
	Two-digit partition <a href="#">Place Value Unit 12</a>	Teens partition <a href="#">Place Value Unit 13</a>	Three-digit numbers <a href="#">Place Value Unit 15</a>	Three-digit numbers <a href="#">Place Value Unit 15</a>	Three-digit numbers <a href="#">Place Value Unit 15</a>	Round and estimate <a href="#">Unit 14</a>	Renaming Place Value <a href="#">Unit 16</a>	Estimate, measure and compare lengths using uniform informal units, accurate measuring with no gaps or overlaps Directly compare area of two objects by superimposing (placing on top of each other)		
Term 2	ADDITION AND SUBTRACTION FACTS					Financial Maths	TRANSFORMATIONS	FRACTIONS		TIME 2-3 weeks
	Ongoing <a href="#">missing part cards</a> routine Warm-ups on 10 facts/backwards and doubles/backwards					Daily length estimation challenge				
	10 Facts <a href="#">Add Unit 5</a> Backward 10 facts <a href="#">Subtraction Unit 5</a>	Doubles <a href="#">Add Unit 6</a> Backward doubles <a href="#">Subtraction Unit 6</a>	Near doubles <a href="#">Addition Unit 7</a>	Build to 10 <a href="#">Addition Unit 8</a> Split strategy (3-6 Addition Unit 2)	Dollars and cents, spend, save, donate <a href="#">Money Unit 2 and Barefoot Jam Jars</a>	Quarter, half and full turns in everyday situations	‘Out of’ real-life concept <a href="#">Fractions Unit 1</a>	Halves, quarters, eighths <a href="#">Fractions Unit 2</a>	Analogue clocks Start with minutes, connect to the 5s pattern and how the clock works first (not rote-based o'clock, half past, quarter past and to) Durations on calendars	
Term 3	MULTIPLICATION			LOCATION 2 weeks		RELATIONSHIP BETWEEN ADDITION AND SUBTRACTION (PART-PART-WHOLE)			PROBABILITY & STATISTICS	
	Ongoing warm-ups skip-counting by 4 (double 2) and 9 (10 and 1 less) (Patterns Unit 2) Daily estimation warm-up (estimation jar or estimation 180) (Place Value Unit 14)							Daily pauses to tell the time <a href="#">Missing part cards</a> Seasons song		
	Equal groups <a href="#">Multiply Unit 1</a> Skip-count <a href="#">Multiply Unit 2</a>	Repeated Addition <a href="#">Multiply Unit 3</a>	Array-based strategies <a href="#">Multiply Unit 4</a>	Positions and pathways on simple maps of familiar locations		Difference between Subtraction <a href="#">Unit 4</a>	Fact families Subtraction <a href="#">Unit 7</a>	Fact families Subtraction <a href="#">Unit 7</a>	Possible, impossible and comparing likelihood of two events Lists, tables, one-to-one block and picture graphs	
Term 4	DIVISION Link to fractions for extension			PLACE VALUE REVISION AND FRACTIONS FRONT-LOADING			SHAPE 2 weeks		EQUALITIES AND PATTERNS	MASS AND CAPACITY
	Daily calendar chat (days to important events) Weekly map chat about map from the local area					Weekly spot-the-shapes photo				
	Equal shares <a href="#">Division Unit 2</a>	Equal shares in arrays <a href="#">Division Unit 2</a>	Quotition and skip-count to divide <a href="#">Division 3</a>	Round and estimate <a href="#">Place Value Unit 14</a>	Renaming Place Value <a href="#">Unit 16</a>	Proper fractions <a href="#">Fractions Unit 3</a>	Identify and draw 2D, describing similarities and differences Manipulate, visualise and name 3D and uses		Equality symbol Missing elements <a href="#">Patterns Unit 3</a>	Uniform informal units, scoops, fill with blocks, balance scales