

NSW Mathematics K -10 Curriculum Objectives Addressed Within Numbers Up! 2 Baggin' the Dragon



Age	Level	NSW Level	Space 3D	Space 2D	Position
4-7	1-2	Level 1	<ol style="list-style-type: none"> 1. Sort, compare, classify and describe 3D objects. 2. Copy and/or extend a 3D pattern. 3. Describe and group 3D objects and informally name them. 4. Describe and predict the movement of objects. 	<ol style="list-style-type: none"> 1. Sort and classify 2D shapes. 2. Order 2D shapes according to size. 3. Recognise symmetry in the environment. 4. Make patterns using 2D shapes. Recognise and name simple 2D shapes. Complete shape puzzles. 5. Make symmetrical patterns. 7. State the properties of 2D shapes. 8. Make symmetry patterns through flipping, sliding and turning. 9. Identify straight and curved lines. Describe a variety of lines. 10. Recognise angles of various sizes in various contexts. 	<ol style="list-style-type: none"> 1. Give and follow directions. 2. Describe the position of an object with relation to other objects. 3. Describe the position of an object in pictures.
8-10		Level 2	<ol style="list-style-type: none"> 5. Describe faces, edges and corners of 3D objects. <p>Classify 3D objects according to various properties.</p> <ol style="list-style-type: none"> 6. Describe objects from different 	<ol style="list-style-type: none"> 11. Classify and formally name 2D shapes. 12. Recognise parallel lines in the environment. 13. State the number of lines of symmetry for a given shape. 14. Investigate angles using a variety of materials. 	<ol style="list-style-type: none"> 4. Follow simple directions. 5. Investigate informal grids. 6. Use simple coordinates to specify position.

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			<p>points of view.</p> <p>7. Investigate and describe properties of prisms and cylinders.</p> <p>Discuss the faces, edges and corners of prisms.</p> <p>Identify prisms and cylinders.</p> <p>8. Investigate and describe the properties of pyramids.</p> <p>Discuss the faces, edges and corners of pyramids.</p> <p>Identify pyramids.</p> <p>9. Investigate nets of prisms.</p> <p>10. Investigate nets of pyramids.</p>	<p>Compare angles.</p> <p>15. Describe how patterns are made through flipping, sliding and turning.</p> <p>16. Determine the angle properties of shapes.</p> <p>18. Describe and name polygons. Classify polygons according to attributes.</p> <p>19. Explore and classify angles.</p> <p>20. Identify and describe horizontal and vertical lines and surfaces.</p>	
10-12		Level 3	<p>7. Construct 3D models from drawings.</p> <p>8. Distinguish different models made from the same number of cubes.</p>	<p>22. Measure angles using the degree as a formal unit.</p> <p>23. Identify shapes that have turning symmetry.</p> <p>25. Examine the properties of circles, triangles,</p>	<p>7. Determine the direction north, south, east or west given any major compass</p>

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			<p>9. Identify cones, cylinders and spheres.</p> <p>List the properties of cones, cylinders and spheres.</p>	squares and rectangles.	direction. Find and name the direction halfway between