Learning in Mathematics – Team 3-4 Term 4 2017

Number and Algebra	Measurement and Geometry	Statistics and Probability
• Extend understanding of place value to tenths, hundredths and thousandths • Recognise, order and solve problems using decimals up to three decimal places • Represent and solve problems using money • Use addition, subtraction, multiplication and division to solve money problems • Count and order small collections of Australian coins and notes according to their value • Represent money values in multiple ways • Count the change required for simple transactions to the nearest five cents	**Measurement** • Convert between units of time and calculate time elapsed between two events • Use am and pm notation and solve simple time problems • Estimate and measure duration of time using different units • Compare 12- and 24-hour time systems • Measure, order and compare objects using familiar metric units of mass and capacity and volume • Use scaled instruments to measure and compare masses, capacities and volume **Geometry** • Explain and compare the areas of regular and irregular shapes by informal means • Compare and describe 2D shapes that result from combining and splitting common shapes • Connect 3D objects with their nets and other 2D representations. • Explain and compare the geometric properties of 2D shapes and 3D objects • Create symmetrical patterns, pictures and shapes • Identify and describe flips, slides and turns found in the natural and built environment • Identify symmetry in the environment	**Chance** • Investigate the probabilities of all outcomes for a simple chance experiment. • Identify events where the chance on one will not be affected by the occurrence of the other. **Data Representation and Interpretation** • Construct suitable data displays from given or collected data • Construct data displays appropriate for data type