

Select, use and record a variety of mental strategies, and appropriate digital technologies, to solve simple multiplication problems
(MA2-6NA)

Investigate different two-dimensional representations of three-dimensional objects in the environment, eg in Aboriginal art
(MA2-14MG)

Explore & use the various date input & output options of digital technologies
(MA2-13MG)

Use data in a spreadsheet to create column graphs with appropriately labelled axes
(MA2-18SP)

Use digital technologies to create designs by copying, pasting, reflecting, translating & rotating common shapes
(MA2-15MG)



Interpret and evaluate the effectiveness of various data displays found in media and in factual texts, where displays represent data using a scale of many-to-one correspondence
(MA2-15MG)

Check the answer to a word problem using digital technologies
(MA2-6NA)

Draw 3D objects using a computer drawing tool, attempting to show depth
(MA2-14MG)

Create simple maps & plans using digital technologies
(MA2-17MG)

Draw the reflection (mirror image) to complete symmetrical pictures & shapes, given a line of symmetry, with & without the use of digital technologies
(MA2-15MG)

Use digital technologies to create tessellating designs
(MA2-15MG)

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Use digital technologies to construct a design or logo by combining common shapes
(MA2-15MG)

Use digital technologies involving maps, position & paths
(MA2-17MG)

Record the arrangements of common shapes used to create other shapes, & the arrangement of shapes formed after splitting a shape, in diagrammatic form, with & without the use of digital technologies
(MA2-15MG)

Use graphing software to enter data & create column graphs that represent data
(MA2-18SP)

Create a table or simple spreadsheet to record multiplication facts, eg a 10×10 grid showing multiplication facts
(MA2-6NA)

Use computer software to create a table to organise collected data, eg a spreadsheet
(MA2-18SP)