**Select & apply efficient mental, written & calculator strategies to solve addition & subtraction word problems, including problems involving money**
(MA3-1WM, MA3-2WM, MA3-3WM, MA3-5NA)

Use a table or similar organiser to record methods used to solve problems
(MA3-1WM, MA3-2WM, MA3-3WM, MA3-6NA)

Select & apply appropriate mental & written strategies, with & without the use of digital technologies, to solve unfamiliar problems
(MA3-1WM, MA3-2WM, MA3-3WM, MA3-5NA)

Use digital technologies to multiply numbers of up to four digits
(MA3-1WM, MA3-2WM, MA3-3WM, MA3-6NA)
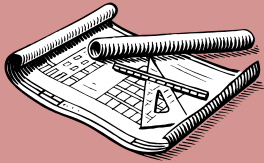
S 3 Maths i

Apply appropriate mental & written strategies, and digital technologies, to solve division word problems
(MA3-1WM, MA3-2WM, MA3-3WM, MA3-6NA)

Calculate a simple fraction of a collection/quantity, with & without the use of digital technologies, eg calculate 2/5 of 30
(MA3-1WM, MA3-2WM, MA3-3WM, MA3-7NA)

Check answers to mental calculations using digital technologies
(MA3-1WM, MA3-2WM, MA3-3WM, MA3-6NA)

Use digital technologies to divide whole numbers by one- and two-digit divisors
(MA3-1WM, MA3-2WM, MA3-3WM, MA3-6NA)

$(a + b)^2 = a^2 + 2ab + b^2$
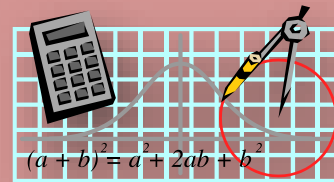
Add and subtract decimals with the same number of decimal places, with and without the use of digital technologies
(MA3-1WM, MA3-2WM, MA3-3WM, MA3-7NA)

Calculate unit fractions of collections, with & without the use of digital technologies, eg calculate 1/5 of 30
(MA3-1WM, MA3-2WM, MA3-3WM, MA3-7NA)

Interpret information from the internet, the media, the environment & other sources that use large numbers
(MA3-1WM, MA3-2WM, MA3-3NA)

Add and subtract decimals with a different number of decimal places, with and without the use of digital technologies
(MA3-1WM, MA3-2WM, MA3-3WM, MA3-7NA)

Record numerical data in a simple spread sheet
(MA3-1WM, MA3-2WM, MA3-3WM, MA3-5NA)

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Assign expected probabilities to outcomes in chance experiments with random generators, including digital simulators, & compare the expected probabilities with the observed probabilities after both small & large numbers of trials
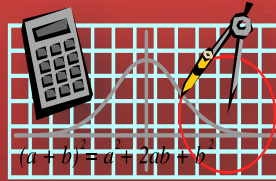**(MA3-1WM, MA3-3WM, MA3-18SP)**

Construct patterns of 2D shapes that involve translations, reflections & rotations using computer software
(MA3-1WM, MA3-2WM, MA3-15MG)

Create, with materials or digital technologies, a variety of patterns using whole numbers, fractions or decimals, eg 14, 24, 34, 44, 54, 64, … or 2.2, 2.0, 1.8, 1.6, …
(MA3-1WM, MA3-2WM, MA3-3WM, MA3-8NA)

Construct dot plots for numerical data, eg the number of siblings of each student in the class
(MA3-1WM, MA3-3WM, MA3-18SP)
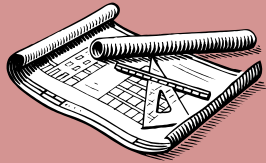
S 3
Maths ii

Use computer drawing tools to construct a shape from a description of its side & angle properties
(MA3-1WM, MA3-2WM, MA3-3WM, MA3-15MG)

Calculate common percentages (10%, 25%, 50%) of quantities, with & without the use of digital technologies
(MA3-1WM, MA3-2WM, MA3-3WM, MA3-7NA)

Make enlargements of 2D shapes, pictures & maps, with & without the use of digital technologies
(MA3-1WM, MA3-2WM, MA3-3WM, MA3-15MG)

Calculate the sale price of an item after a discount of 10%, 25% & 50%, with & without the use of digital technologies, recording the strategy & result
(MA3-1WM, MA3-2WM, MA3-3WM, MA3-7NA)

Use bus, train, ferry & airline timetables, including those accessed on the internet, to prepare simple travel itineraries
(MA3-1WM, MA3-2WM, MA3-13MG)

Continue and create number patterns, with & without the use of digital technologies, using whole numbers, fractions & decimals, eg 14, 18, 116, … or 1.25, 2.5, 5, …
(MA3-1WM, MA3-2WM, MA3-3WM, MA3-8NA)

Construct designs with rotational symmetry, with & without the use of digital technologies
(MA3-1WM, MA3-2WM, MA3-3WM, MA3-15MG)

Investigate & use functions of digital technologies that allow shapes & images to be enlarged without losing the relative proportions of the image
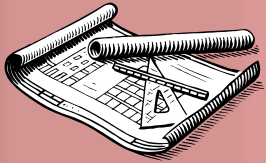**(MA3-1WM, MA3-2WM, MA3-3WM, MA3-15MG)**

Multiply decimals of up to 3 decimal places by whole numbers of up to 2 digits, with & without the use of digital technologies, eg 'I measured 3 desks. Each desk was 1.25 m in length, so the total length is 3 × 1.25 = 3.75 m'
(MA3-1WM, MA3-2WM, MA3-3WM, MA3-7NA)

Determine the likelihood of winning simple games by considering the number of possible outcomes, eg in a 'rock-paper-scissors' game
(MA3-1WM, MA3-3WM, MA3-18SP)

Rotate a graphic or object through a specified angle about a particular point, including by using the rotate function in a computer drawing program
(MA3-1WM, MA3-2WM, MA3-3WM, MA3-15MG)

Interpret data representations found in digital media & in factual texts
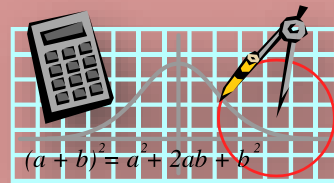**(MA3-1WM, MA3-3WM, MA3-18SP)**

S 3
Maths iii

Investigate whether different digital technologies apply the order of operations
(MA3-1WM, MA3-2WM, MA3-3WM, MA3-6NA)

Use a street directory or online map to find the route to a given location
(MA3-1WM, MA3-17MG)

critically evaluate data representations found in digital media &related claims
(MA3-1WM, MA3-3WM, MA3-18SP)

Interpret tables & graphs from the media and online sources, eg data about different sports teams
(MA3-1WM, MA3-3WM, MA3-18SP)

$(a+b)^2 = a^2 + 2ab + b^2$

identify misleading representations of data in the media, eg broken axes, graphics that are not drawn to scale
(MA3-1WM, MA3-3WM, MA3-18SP)

Explore square & triangular numbers using arrays, grid paper or digital technologies
(MA3-1WM, MA3-2WM, MA3-3WM, MA3-4NA)

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Tabulate collected data, including numerical data, with & without the use of digital technologies such as spreadsheets
(MA3-1WM, MA3-3WM, MA3-18SP)