

































# Unit BLMs – Year 1

## Australian Curriculum Summary Sheet

BLM	AC Content strand/Sub-strand/Content description/Code
BLM 1 Number Cards 0–19	<p><b>Number and Algebra</b>  <i>Number and place value</i>            Develop confidence with number sequences to and from 100 by ones from any starting point. Skip count by twos, fives and tens starting from zero (ACMNA012) <b>AC</b></p> <p><b>Number and Algebra</b>  <i>Number and place value</i>            Recognise, model, read, write and order numbers to at least 100. Locate these numbers on a number line (ACMNA013) <b>AC</b></p> <p><b>Number and Algebra</b>  <i>Number and place value</i>            Count collections to 100 by partitioning numbers using place value (ACMNA014) <b>AC</b></p> <p><b>Number and Algebra</b>  <i>Number and place value</i>            Represent and solve simple addition and subtraction problems using a range of strategies including counting on, partitioning and rearranging parts (ACMNA015) <b>AC</b></p> <p><b>Number and Algebra</b>  <i>Number and place value</i>            Investigate and describe number patterns formed by skip counting and patterns with objects (ACMNA018) <b>AC</b></p>
BLM 2 Number Cards 20–39	<p><b>Number and Algebra</b>  <i>Number and place value</i>            Develop confidence with number sequences to and from 100 by ones from any starting point. Skip count by twos, fives and tens starting from zero (ACMNA012) <b>AC</b></p> <p><b>Number and Algebra</b>  <i>Number and place value</i>            Recognise, model, read, write and order numbers to at least 100. Locate these numbers on a number line (ACMNA013) <b>AC</b></p> <p><b>Number and Algebra</b>  <i>Number and place value</i>            Count collections to 100 by partitioning numbers using place value (ACMNA014) <b>AC</b></p> <p><b>Number and Algebra</b>  <i>Number and place value</i>            Represent and solve simple addition and subtraction problems using a range of strategies including counting on, partitioning and rearranging parts (ACMNA015) <b>AC</b></p> <p><b>Number and Algebra</b>  <i>Number and place value</i>            Investigate and describe number patterns formed by skip counting and patterns with objects (ACMNA018) <b>AC</b></p>
BLM 3 Number Cards: Blank	<p><b>Number and Algebra</b>  <i>Number and place value</i>            Develop confidence with number sequences to and from 100 by ones from any starting point. Skip count by twos, fives and tens starting from zero (ACMNA012) <b>AC</b></p> <p><b>Number and Algebra</b>  <i>Number and place value</i>            Recognise, model, read, write and order numbers to at least 100. Locate these numbers on a number line (ACMNA013) <b>AC</b></p> <p><b>Statistics and Probability</b>  <i>Data representation and interpretation</i>            Choose simple questions and gather responses (ACMSP262) <b>AC</b>            Represent data with objects and drawings where one object or drawing represents one data value.            Describe the displays (ACMSP263) <b>AC</b></p>

BLM	AC Content strand/Sub-strand/Content description/Code
BLM 4 Mancala	<b>Number and Algebra</b> <i>Number and place value</i> Develop confidence with number sequences to and from 100 by ones from any starting point. Skip count by twos, fives and tens starting from zero (ACMNA012) <b>AC</b>
BLM 5 Towers of Five	<b>Number and Algebra</b> <i>Number and place value</i> Develop confidence with number sequences to and from 100 by ones from any starting point. Skip count by twos, fives and tens starting from zero (ACMNA012) <b>AC</b>
BLM 6 Blank Number Line	<b>Number and Algebra</b> <i>Number and place value</i> Develop confidence with number sequences to and from 100 by ones from any starting point. Skip count by twos, fives and tens starting from zero (ACMNA012) <b>AC</b>  <b>Number and Algebra</b> <i>Number and place value</i> Recognise, model, read, write and order numbers to at least 100. Locate these numbers on a number line (ACMNA013) <b>AC</b>  <b>Number and Algebra</b> <i>Number and place value</i> Represent and solve simple addition and subtraction problems using a range of strategies including counting on, partitioning and rearranging parts (ACMNA015) <b>AC</b>  <b>Number and Algebra</b> <i>Number and place value</i> Investigate and describe number patterns formed by skip counting and patterns with objects (ACMNA018) <b>AC</b>
BLM 7 Shapes with Four Edges	<b>Measurement and Geometry</b> <i>Shape</i> Recognise and classify familiar two-dimensional shapes and three-dimensional objects using obvious features (ACMMG022) <b>AC</b>
BLM 8 2D Shapes	<b>Measurement and Geometry</b> <i>Shape</i> Recognise and classify familiar two-dimensional shapes and three-dimensional objects using obvious features (ACMMG022) <b>AC</b>  <b>Number and Algebra</b> <i>Fractions and decimals</i> Recognise and describe one-half as one of two equal parts of a whole (ACMNA016) <b>AC</b>
BLM 9 Blank Ten Frames: Large	<b>Number and Algebra</b> <i>Number and place value</i> Recognise, model, read, write and order numbers to at least 100. Locate these numbers on a number line (ACMNA013) <b>AC</b>  <b>Number and Algebra</b> <i>Number and place value</i> Represent and solve simple addition and subtraction problems using a range of strategies including counting on, partitioning and rearranging parts (ACMNA015) <b>AC</b>
BLM 10 Blank Ten Frames: Small	<b>Number and Algebra</b> <i>Number and place value</i> Recognise, model, read, write and order numbers to at least 100. Locate these numbers on a number line (ACMNA013) <b>AC</b>  <b>Number and Algebra</b> <i>Number and place value</i> Represent and solve simple addition and subtraction problems using a range of strategies including counting on, partitioning and rearranging parts (ACMNA015) <b>AC</b>
BLM 11 Craft Sticks and Bundles	<b>Number and Algebra</b> <i>Number and place value</i> Develop confidence with number sequences to and from 100 by ones from any starting point. Skip count by twos, fives and tens starting from zero (ACMNA012) <b>AC</b>  <b>Number and Algebra</b> <i>Number and place value</i> Recognise, model, read, write and order numbers to at least 100. Locate these numbers on a number line (ACMNA013) <b>AC</b>

BLM	AC Content strand/Sub-strand/Content description/Code
BLM 12 Number Lines	<b>Number and Algebra</b> <i>Number and place value</i> Recognise, model, read, write and order numbers to at least 100. Locate these numbers on a number line (ACMNA013) 
BLM 13 Toys	<b>Measurement and Geometry</b> <i>Location and transformation</i> Give and follow directions to familiar locations (ACMMG023) 
BLM 14 Farmyard	<b>Measurement and Geometry</b> <i>Location and transformation</i> Give and follow directions to familiar locations (ACMMG023) 
BLM 15 100 Chart	<b>Number and Algebra</b> <i>Number and place value</i> Develop confidence with number sequences to and from 100 by ones from any starting point. Skip count by twos, fives and tens starting from zero (ACMNA012)   <b>Number and Algebra</b> <i>Number and place value</i> Recognise, model, read, write and order numbers to at least 100. Locate these numbers on a number line (ACMNA013)   <b>Number and Algebra</b> <i>Number and place value</i> Count collections to 100 by partitioning numbers using place value (ACMNA014)   <b>Number and Algebra</b> <i>Number and place value</i> Represent and solve simple addition and subtraction problems using a range of strategies including counting on, partitioning and rearranging parts (ACMNA015) 
BLM 16 Make Your Own 100 Chart	<b>Number and Algebra</b> <i>Number and place value</i> Develop confidence with number sequences to and from 100 by ones from any starting point. Skip count by twos, fives and tens starting from zero (ACMNA012)   <b>Number and Algebra</b> <i>Number and place value</i> Recognise, model, read, write and order numbers to at least 100. Locate these numbers on a number line (ACMNA013) 
BLM 17 Ten Feet on a Crab	<b>Number and Algebra</b> <i>Number and place value</i> Develop confidence with number sequences to and from 100 by ones from any starting point. Skip count by twos, fives and tens starting from zero (ACMNA012) 
BLM 18 Harry's Dinosaurs	<b>Measurement and Geometry</b> <i>Using units of measurement</i> Measure and compare the lengths and capacities of pairs of objects using uniform informal units (ACMMG019) 
BLM 19 Dinosaur Footprints	<b>Measurement and Geometry</b> <i>Using units of measurement</i> Measure and compare the lengths and capacities of pairs of objects using uniform informal units (ACMMG019) 
BLM 20 Under the Cup	<b>Number and Algebra</b> <i>Number and place value</i> Represent and solve simple addition and subtraction problems using a range of strategies including counting on, partitioning and rearranging parts (ACMNA015) 
BLM 21 Game Board	<b>Number and Algebra</b> <i>Number and place value</i> Represent and solve simple addition and subtraction problems using a range of strategies including counting on, partitioning and rearranging parts (ACMNA015) 
BLM 22 Number Line Bingo	<b>Number and Algebra</b> <i>Number and place value</i> Represent and solve simple addition and subtraction problems using a range of strategies including counting on, partitioning and rearranging parts (ACMNA015) 

BLM	AC Content strand/Sub-strand/Content description/Code
BLM 23 Ten and Roll	<b>Number and Algebra</b> <i>Number and place value</i> Represent and solve simple addition and subtraction problems using a range of strategies including counting on, partitioning and rearranging parts (ACMNA015) 
BLM 24 What's the Time?	<b>Measurement and Geometry</b> <i>Using units of measurement</i> Tell time to the half-hour (ACMMG020) 
BLM 25 Digital Clocks	<b>Measurement and Geometry</b> <i>Using units of measurement</i> Tell time to the half-hour (ACMMG020) 
BLM 26 Parts of a Cylinder	<b>Measurement and Geometry</b> <i>Shape</i> Recognise and classify familiar two-dimensional shapes and three-dimensional objects using obvious features (ACMMG022) 
BLM 27 3D Shapes 1	<b>Measurement and Geometry</b> <i>Shape</i> Recognise and classify familiar two-dimensional shapes and three-dimensional objects using obvious features (ACMMG022) 
BLM 28 3D Shapes 2	<b>Measurement and Geometry</b> <i>Shape</i> Recognise and classify familiar two-dimensional shapes and three-dimensional objects using obvious features (ACMMG022) 
BLM 29 Pattern Cards	<b>Number and Algebra</b> <i>Number and place value</i> Investigate and describe number patterns formed by skip counting and patterns with objects (ACMNA018) 
BLM 30 Coins	<b>Number and Algebra</b> <i>Money and financial mathematics</i> Recognise, describe and order Australian coins according to their value (ACMNA017) 
BLM 31 Money Bingo	<b>Number and Algebra</b> <i>Money and financial mathematics</i> Recognise, describe and order Australian coins according to their value (ACMNA017) 
BLM 32 Piggybank Dice	<b>Number and Algebra</b> <i>Money and financial mathematics</i> Recognise, describe and order Australian coins according to their value (ACMNA017) 
BLM 33 All Sorts of Coins	<b>Number and Algebra</b> <i>Money and financial mathematics</i> Recognise, describe and order Australian coins according to their value (ACMNA017) 
BLM 34 Money Game Spinner	<b>Number and Algebra</b> <i>Money and financial mathematics</i> Recognise, describe and order Australian coins according to their value (ACMNA017) 
BLM 35 Coin Bank	<b>Number and Algebra</b> <i>Money and financial mathematics</i> Recognise, describe and order Australian coins according to their value (ACMNA017) 
BLM 36 Events in Time	<b>Measurement and Geometry</b> <i>Using units of measurement</i> Describe duration using months, weeks, days and hours (ACMMG021) 
BLM 37 Days of the Week	<b>Measurement and Geometry</b> <i>Using units of measurement</i> Describe duration using months, weeks, days and hours (ACMMG021) 
BLM 38 Calendar	<b>Measurement and Geometry</b> <i>Using units of measurement</i> Describe duration using months, weeks, days and hours (ACMMG021) 
BLM 39 Lots of Animals	<b>Measurement and Geometry</b> <i>Using units of measurement</i> Measure and compare the lengths and capacities of pairs of objects using uniform informal units (ACMMG019) 

BLM	AC Content strand/Sub-strand/Content description/Code
BLM 40 What's the Chance?	<b>Statistics and Probability</b> <i>Chance</i> Identify outcomes of familiar events involving chance and describe them using everyday language such as 'will happen', 'won't happen' or 'might happen' (ACMSP024) <b>AC</b>
BLM 41 Will It Happen Tomorrow?	<b>Statistics and Probability</b> <i>Chance</i> Identify outcomes of familiar events involving chance and describe them using everyday language such as 'will happen', 'won't happen' or 'might happen' (ACMSP024) <b>AC</b>
BLM 42 In My Hand	<b>Number and Algebra</b> <i>Number and place value</i> Represent and solve simple addition and subtraction problems using a range of strategies including counting on, partitioning and rearranging parts (ACMNA015) <b>AC</b>
BLM 43 Subtraction Problem Cards	<b>Number and Algebra</b> <i>Number and place value</i> Represent and solve simple addition and subtraction problems using a range of strategies including counting on, partitioning and rearranging parts (ACMNA015) <b>AC</b>
BLM 44 More Subtraction Problem Cards	<b>Number and Algebra</b> <i>Number and place value</i> Represent and solve simple addition and subtraction problems using a range of strategies including counting on, partitioning and rearranging parts (ACMNA015) <b>AC</b>
BLM 45 Groups of Toys	<b>Statistics and Probability</b> <i>Data representation and interpretation</i> Choose simple questions and gather responses (ACMSP262) <b>AC</b> Represent data with objects and drawings where one object or drawing represents one data value. Describe the displays (ACMSP263) <b>AC</b>
BLM 46 Information to Collect	<b>Statistics and Probability</b> <i>Data representation and interpretation</i> Choose simple questions and gather responses (ACMSP262) <b>AC</b> Represent data with objects and drawings where one object or drawing represents one data value. Describe the displays (ACMSP263) <b>AC</b>
BLM 47 Place-Value Bingo Cards	<b>Number and Algebra</b> <i>Number and place value</i> Count collections to 100 by partitioning numbers using place value (ACMNA014) <b>AC</b>
BLM 48 From One Number to the Next	<b>Number and Algebra</b> <i>Number and place value</i> Represent and solve simple addition and subtraction problems using a range of strategies including counting on, partitioning and rearranging parts (ACMNA015) <b>AC</b>
BLM 49 Fact Families	<b>Number and Algebra</b> <i>Number and place value</i> Represent and solve simple addition and subtraction problems using a range of strategies including counting on, partitioning and rearranging parts (ACMNA015) <b>AC</b>