STEPPING stones™ Year K Learning Expectations

Mod.	Number and Algebra	Measurement and Geometry	Statistics and Probability
1	• Count items in a set from 1 to 5 • Represent numbers from 1 to 5		• Sort everyday objects according to a rule
2	• Represent numbers from 1 to 5		• Make and interpret yes/no graphs • Identify a rule used for sorting
3	• Count items in a set from 1 to 9 • Represent numbers from 1 to 9	• Use informal language and concrete materials to describe the position of objects • Follow instructions for position and movement	
4	• Represent numbers from 1 to 9	• Use informal language and concrete materials to describe the position of objects • Follow instructions for position and movement	
5	• Use a 1 to 10 number track to identify all numbers that occur before and after a given number	• Describe the capacity of a container • Use direct comparison to order objects by length	• Create a simple data display (ordering)
6	• Order numbers from 1 to 10 • Compare quantities up to 10		
7	• Create and extend repeating patterns	• Use non-standard units to measure length	• Create a simple data display (sorting)
8	• Represent numbers from 0 to 10	• Use and represent $1 coins	• Use tallies to record data
9	• Sight-recognise quantities from 0 to 6 • Identify odd and even numbers up to 10	• Use direct comparison to determine whether an object has a greater mass than another object	• Create a simple data display (sorting)
10	• Represent active and static addition situations	• Identify simple features and properties of 3D objects	• Create a simple data display (sorting)
11	• Identify the parts and the total in addition situations • Represent active and static addition situations	• Identify simple features of 2D shapes including circles, triangles, squares and oblongs	• Create a simple data display (sorting)
12	• Represent numbers from 11 to 16 • Identify the rule for a growing pattern and extend the pattern		• Create a simple data display (sorting)
13	• Identify the rule for a growing pattern and extend the pattern • Translate growing patterns • Represent numbers and read number names from 11 to 16		
14	• Represent numbers and read number names from 16 to 20	• Use informal language to describe duration and length of events • Identify o'clock times shown on analogue clocks	• Create a simple data display (sorting)
15	• Identify numbers that are 'one more' and 'one less' than a given number up to 20 • Order numbers from 1 to 20		
16	• Concretely represent addition situations • Use the count-on-1 and count-on-2 strategy for addition number facts • Complete turnaround expressions involving words		

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