

The Asian International School – Curriculum Mapping

Level: Movers 1

Subject: Maths

Text book: Macmillan Mathematics 3A, 3B

Revised: July 2015

Note: “Try this” and “Assessment” parts are optional.

Students must develop all the skills in standard 1, 2, 3, and 4 during the school year in order to become proficient in mathematics.

Month	Weeks	Core Standard	Strand	Content	Skills	Activities	Assessments	
Aug	1	03/8 – 07/8	5.1	Numbers and Number Sense	<ul style="list-style-type: none"> - Review counting by twos - Counting to 20 - Review counting by fives - Counting by tens - Place value - Tens and units 	<ul style="list-style-type: none"> - Read and write numbers composed of units and tens in both number and letter form 	<ul style="list-style-type: none"> - Abacus - Arrow cards - Games - Board practice 	Unit 1: 4, 6, 8, 10 Optional: 5, 7, 9, 11
	2	10/8 – 14/8	5.1	Numbers and number sense	<ul style="list-style-type: none"> - 5 digit numbers - Abacus 	<ul style="list-style-type: none"> - Name the place value of the digits of a number up to 99.999 - Determine the value of a digit in a given number - Using abacus to read and display 5 digit numbers 	<ul style="list-style-type: none"> - Abacus - Arrow cards - Games - Board practice 	Unit 1: 12 Unit 2: 14, 16 Optional: 13, 15, 17
	3	17/8 – 21/8	5.1 & 5.3	Numbers and number sense Numerical operations and estimation	<ul style="list-style-type: none"> - Ordering - Largest - Smallest - Less than - Greater than 	<ul style="list-style-type: none"> - Compare and order 5 digit numbers - Round numbers to the nearest 10 and 100 	<ul style="list-style-type: none"> - Abacus - Arrow cards - Games - Board practice 	Unit 2: 18, 20, 22 Optional: 19, 21, 23
	4	24/8 – 28/8	5.2	Operations on numbers	<ul style="list-style-type: none"> - Plus - Added to - Cost - Total - Altogether 	<ul style="list-style-type: none"> - Add two or more 4 or 5 digit numbers without renaming 	<ul style="list-style-type: none"> - Abacus - Arrow cards - Games - Board practice 	Unit 3: 24, 25, 28, 29
Sep	5	31/8 – 04/9	5.2	Operations on numbers		<ul style="list-style-type: none"> - Solve a mathematical or everyday problem (word problems) 	<ul style="list-style-type: none"> - Abacus - Arrow cards - Games - Board practice 	Unit 3: 30, 31, 32, 33
	6	07/9 – 11/9	5.2	Operations on numbers	<ul style="list-style-type: none"> - Subtract - No-renaming - Units - Tens 	<ul style="list-style-type: none"> - Subtract 4 digit numbers with renaming 	<ul style="list-style-type: none"> - Abacus - Arrow cards - Games - Board practice 	Unit 5: 40, 41, 42, 43

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					- Hundreds - Thousands			
	7	14/9 – 18/9	5.2	Operations on numbers	- Exchange - Rename - Take away	- Choose the operation to solve a mathematical problem - Apply the inverse relationship between subtraction and addition	- Abacus - Arrow cards - Games - Board practice	Unit 5: 44, 46, 47, 49
	8	21/9 – 25/9	7.1	Patterns, relations and functions	- Count on/ back - Sequence - Half way - Pattern - Odd/ even numbers	- Identify simple numerical patterns and complete its components - Categories numbers into even and odd numbers	- Abacus - Arrow cards - Games - Board practice	Unit 6: 50, 51, 52, 53, 54
	9	28/9 – 02/10 Midterm Test						
	10	05/10 – 09/10	7.1	Patterns, relations and functions	- Altogether - Get from - Take in total	- Extend growing and repeating patterns - Give real-life examples	- Abacus - Arrow cards - Games - Board practice	Unit 6: 56, 57, 58, 59
Oct	11	12/10 – 16/10	6.1	Physical attributes	- Hour - Day - Week - Year	- Convert from one unit of time measurement to another - Read the time	- Working analogue and digital clocks - Teaching clock with large face and moveable hands - Board practice	Unit 7: 61, 62, 63, 64, 65
	12	19/10 – 23/10	6.1	Physical attributes	- Calendars - Time line - Timetable - a.m - p.m - later, earlier	- Choose the basic operation needed to solve time problem	- Working analogue and digital clocks - Teaching clock with large face and moveable hands - Calendar	Unit 7: 66, 67, 68, 69

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	13	26/10 – 30/10	5.2	Operations on numbers	- Multiplication - Double - Multiply	- Do multiplication operations quickly and accurately - Comprehend multiplying by 6, 7	- Games - Flashcards - Board practice - Multiplication table	Unit 9: 76, 78, 80, 81
Nov	14	02/11 – 06/11	5.2	Operations on numbers	- Pattern - Original	- Do multiplication operations quickly and accurately - Comprehend multiplying by 8, 9	- Games - Flashcards - Board practice - Multiplication table	Unit 9: 82, 83, 84, 85
	15	09/11 – 13/11	5.2	Operations on numbers	- No carrying - Tens - Units	- Comprehend multiplying by 10.100 & 1000 - Multiply a 2 digit number by a 1 digit number (no carrying)	- Games - Flashcards - Board practice	Unit 10: 86, 87, 88, 90, 91 Note: Part 3 - p89 & part 3 - p91 are optional
	16	16/11 – 20/11	5.2	Operations on numbers	- Carrying	- Multiply a 2 or 3 digit number by a 1 digit number (with carrying)	- Games - Flashcards - Board practice	Unit 10: 92, 93, 94, 95
	17	23/11 – 27/11 Review						Unit 4 & Unit 8 & Unit 12
Dec	18	30/11 – 04/12 Final Term Test	5.2	Operations on numbers	- Grouping - Repeated - Divided by	- Comprehend the meaning of division. - Apply model of division as repeated subtraction.	- Games - Flashcards - Counters - Board practice	Unit 11: 96, 97, 98, 100, 101
	19	07/12 – 11/12 Test correction						
	20	14/12 – 18/12 School Report						
	21	21/12 – 25/12	5.2	Operations on numbers	- Link - Trio - Remainder	- Deduce the relationship between division and multiplication - Divide a number by a 1 digit	- Games - Flashcards - Counters - Board practice	Unit 11: 102, 103, 104, 105

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						number without a remainder.		
	22	28/12 – 01/1	8.2	Transformation of shapes.	<ul style="list-style-type: none"> - Line – point - Segment - Ray - Angle - Turning - Clockwise - Anticlockwise 	<ul style="list-style-type: none"> - Identify and draw points, line segment, rays and angles. 	<ul style="list-style-type: none"> - Flashcards - Paper shapes - Rulers - Teaching clock - Games - Board practice 	Unit 13: 4, 5, 6, 7
Jan	23	04/1 – 08/1	8.2	Transformation of shapes.	<ul style="list-style-type: none"> - Right angles - Acute angles - Obtuse angles 	<ul style="list-style-type: none"> - Identify and name different types of angles 	<ul style="list-style-type: none"> - Flashcards - Paper shapes - Rulers - Teaching clock - Games 	Unit 13: 8, 9, 10, 11, 12
	24	11/1 – 15/1	8.2	Transformation of shapes.	<ul style="list-style-type: none"> - Symmetry - Reflection - Opposite 	<ul style="list-style-type: none"> - Identify and create shapes that have lines of symmetry 	<ul style="list-style-type: none"> - Flashcards - Paper shapes - Rulers - Teaching clock - Games 	Unit 14: 14, 15, 16, 17
	25	18/1 – 22/1	8.1	Geometric Properties	<ul style="list-style-type: none"> - Equilateral - Isosceles - Right-angled 	<ul style="list-style-type: none"> - Describe and compare 2-dimensional shapes by sides and angles 	<ul style="list-style-type: none"> - Flashcards - Paper shapes - Rulers - Teaching clock - Games 	Unit 14: 18, 20, 21, 22
	26	25/1 – 29/1	8.1	Geometric Properties	<ul style="list-style-type: none"> - Cube - Cuboid - Cylinder - Cone - Pyramid - Sphere - Face - Corner - Edge 	<ul style="list-style-type: none"> - Identify and describe 3 – dimensional shapes 	<ul style="list-style-type: none"> - Flashcards - Sets of 3D shapes - Games - Board practice 	Unit 15: 24, 25, 26, 28, 29
Feb	OFF	01/2 – 05/2						
	OFF	08/2 – 12/2						

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	27	15/2 – 19/2	5.2	Operations on Numbers	- Inverse - Link	- Apply the inverse relationship between multiplication and division, addition and subtraction.	- Flashcards - Games - Board practice	Unit 17: 40, 41, 42, 43
	28	22/2 – 26/2	5.2	Operations on Numbers	- Missing number - Bracket - Equalities - Inequalities	- Use inverse relationship to find missing numbers - Solve simple operations containing bracket - Solve simple pen equations containing equalities	- Flashcards - Games - Board practice	Unit 17: 44, 45, 46, 47, 48
Mar	29	29/2 – 04/3	6.2	Systems of Measurement	- Balance, lighter - Weigh/ weight - Length - Kilometre = km - Metre = m - Centimetre = cm - 1m = 100cm - 1km = 1000m - Kilogram = kg - Gram = g - 1kg = 1000g	- Convert between units of length and weight measurement	- Metre sticks, rulers. - Balance scale - Games - Board practice	Unit 18: 50, 51 (except part 4), 54, 55
	30	07/3 – 11/3 Midterm Test						
	31	14/3 – 18/3	6.2	Systems of Measurement	- Capacity - Millilitre - Litre - 1l = 1000 ml - Bucket - Scale/ liquid	- Select and use the appropriate standard units of measure for measuring capacity and solving measure problems	- Metre sticks, rulers. - Balance scale - Games - Board practice	Unit 18: 56, 57, 58, 59
	32	21/3 – 25/3	6.2	Systems of measurement	- Perimeter - Distance - Area - Surface	- Estimate and measure perimeter and area	- Large card triangle, rectangle and square. - Games - Board practice	Unit 19: 60, 62, 63, 66, 67
	33	28/3 – 01/4	5.1	Number and	- Fraction	- Comprehend the concept of	- Square paper	Unit 21: 76, 77,

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				number sense	<ul style="list-style-type: none"> - Numerator - Denominator - Equivalent - Simplifying fraction 	proper fractions and equivalent fractions - Simplify fractions	<ul style="list-style-type: none"> - Flashcards - Games - Board practice 	80, 81	
Apr	34	04/4 – 08/4	5.1 & 5.2	Number and number sense Operations on numbers	<ul style="list-style-type: none"> - Compare - Less than - More than - Like fractions 	<ul style="list-style-type: none"> - Compare and order like fractions - Adding and subtracting like fractions 	<ul style="list-style-type: none"> - Square paper - Flashcards - Games - Board practice 	Unit 21: 82, 83, 84, 85	
	35	11/4 – 15/4	5.2	Operations on numbers	<ul style="list-style-type: none"> - Total - Whole - Number line 	- Demonstrate the meaning of fractions as a part of a whole and represent fractions on number lines	<ul style="list-style-type: none"> - Metre stick - Flashcards - Games - Board practice 	Unit 22: 86, 87, 88, 89	
	36	18/4 – 22/4	5.2	Operations on numbers	- Fraction of number	- Find the fractions of number when the numerator is 1	<ul style="list-style-type: none"> - Metre stick - Flashcards - Games - Board practice 	Unit 22: 90, 91	
	37	25/4 – 29/4 Review							Unit 16 & Unit 20 & Unit 24
May	38	02/5 – 06/5 Final Term Test	5.2	Operations on numbers	<ul style="list-style-type: none"> - cm / m / l/ ml/ g/ kg/ g - dollar (\$) - cent (¢) - most - least 	<ul style="list-style-type: none"> - Using fraction to determine amounts of weight, length and capacity. - Using fraction to determine amounts of money 	<ul style="list-style-type: none"> - Metre stick - Flashcards - Games - Board practice 	Unit 22: 92, 93, 94, 95	
	39	09/5 – 13/5 School Report							
	40	16/5 – 20/5 Test Correction							
	41	23/5 – 27/5	9.2	Data analysis	<ul style="list-style-type: none"> - Pictogram - Information - Bar graphs - Axis 	- Compare data and interpret quantities represented on pictograms	<ul style="list-style-type: none"> - Flashcards - Games - Board practice 	Unit 23; 96, 98, 99	
	42	30/5 – 31/5							