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MM	SB	[Math's Mate - Mathematical strand]
Question	Skill No.	Skill Builder - Skill description
1.		[+ Whole numbers to 10]..... 1
	1.1	Adding whole numbers from 1 to 10 by counting on.
	1.2	Adding whole numbers from 1 to 10 using a number line.
	1.3	Adding 7, 8 or 9 by making 10.
	1.4	Adding whole numbers from 1 to 10 using an addition table.
2.		[- Whole numbers to 10]..... 5
	2.1	Subtracting whole numbers from 1 to 10 by counting back.
	2.2	Subtracting whole numbers from 1 to 10 using a number line.
	2.3	Subtracting whole numbers from 1 to 10 from two digit numbers with smaller unit values (e.g. $13 - 8 = 5$).
	2.4	Subtracting 7, 8 or 9 by building up.
	2.5	Subtracting whole numbers from 1 to 10 using an addition table.
3.		[× Whole numbers to 12]..... 10
	3.1	Multiplying whole numbers from 1 to 12 by 1 or 10.
	3.2	Multiplying whole numbers from 1 to 12 by 5.
	3.3	Multiplying whole numbers from 1 to 12 by 2 or 4.
	3.4	Multiplying whole numbers from 1 to 12 by 3.
	3.5	Multiplying whole numbers from 1 to 12 by 6, 7, 8 or 9.
	3.6	Multiplying whole numbers from 1 to 12 by 9.
	3.7	Multiplying whole numbers from 1 to 12 by 11.
	3.8	Multiplying whole numbers from 1 to 12 by 12.
4.		[÷ Whole numbers to 12]..... 18
	4.1	Dividing by whole numbers from 1 to 12 using a multiplication table.
	4.2	Dividing whole numbers from 1 to 12 using repetitive subtraction.
5.		[Large Number +, -]..... 20
	5.1	Adding large numbers without carry over using columns.
	5.2	Adding large numbers with carry over using columns.
	5.3	Adding large numbers by adding each place value, then adding the totals.
	5.4	Subtracting large numbers without carry over using columns.
	5.5	Subtracting large numbers with carry over using columns.
	5.6	Subtracting from a multiple of 10 (e.g. 20, 700, etc).
6.		[Large Number ×, ÷]..... 26
	6.1	Multiplying a large number by a single digit without carry over, using columns.
	6.2	Multiplying a large number by a single digit with carry over, using columns.
	6.3	Multiplying a large number by a two digit number, using columns.
	6.4	Dividing a large number by a single digit, without carry over.
	6.5	Dividing a large number by a single digit, with carry over - no remainder.

7.	[Powers of 10 \times, \div]	31
7.1	Multiplying a whole number by a power of 10 using zeros as place holders.	
7.2	Multiplying a whole number by a power of 10 using columns.	
7.3	Dividing a whole number by a power of 10 using fractions.	
7.4	Dividing a whole number by a power of 10 by removing zeros or changing place values.	
8.	[Decimals]	35
8.1	Expressing word decimal numbers in numerals.	
8.2	Expressing decimal numbers in words.	
8.3	Reading a decimal number on a scale.	
8.4	Adding and subtracting decimal numbers without carry over.	
8.5	Comparing place value in decimal numbers.	
8.6	Adding dollars and cents.	
8.7	Making whole dollars by adding or subtracting cents.	
8.8	Adding decimal numbers with carry over using columns.	
8.9	Subtracting decimal numbers with carry over using columns.	
8.10	Subtracting a decimal number less than 1 from a whole number.	
8.11	Multiplying decimal numbers.	
9.	[Fractions]	46
9.1	Illustrating proper fractions as part of one whole.	
9.2	Illustrating proper fractions as part of a group.	
9.3	Writing 1 as a fraction.	
9.4	Illustrating and converting mixed numbers to improper fractions.	
9.5	Comparing fractions.	
9.6	Illustrating and finding equivalent fractions.	
9.7	Adding and subtracting fractions with the same denominators.	
9.8	Simplifying fractions.	
9.9	Adding and subtracting mixed numbers.	
9.10	Finding a fraction of a number.	
10.	[Fractions / Decimals / Percents]	56
10.1	Finding equivalent decimal place values.	
10.2	Writing a fraction as a decimal number.	
10.3	Writing a decimal number as a fraction.	
10.4	Writing a decimal number as a fraction in simplest form.	
10.5	Reading a fraction on a number line.	
10.6	Writing a mixed number as a decimal number.	
10.7	Modeling and writing a percent as a fraction.	
10.8	Illustrating percents.	
10.9	Writing a fraction as a percent.	
10.10	Writing a decimal number as a percent.	
10.11	Writing a percent as a decimal number.	
10.12	Solving proportions.	
10.13	Solving word problems using fractions and percents.	
11.	[Integers]	70
11.1	Writing whole numbers in words.	
11.2	Finding and ordering odd and even numbers.	
11.3	Finding multiples and factors.	
11.4	Finding prime and composite numbers.	
11.5	Reading scales.	
11.6	Comparing integers.	
11.7	Recognizing positive and negative integers.	
11.8	Reading integers on a number line.	
11.9	Adding and subtracting integers on a number line.	
11.10	Finding square numbers.	

12.	[Operations]	80
12.1	Using the commutative property for addition.	
12.2	Using the commutative property for multiplication.	
12.3	Understanding the identity property for addition.	
12.4	Understanding the identity property for multiplication.	
12.5	Using the associative property for addition.	
12.6	Using the associative property for multiplication.	
12.7	Using the inverse operations + / – and \times / \div	
12.8	Using ‘order of operations’ involving + and/or –	
12.9	Using ‘order of operations’ involving \times and/or \div	
12.10	Using ‘order of operations’ involving + and/or – and \times and/or \div	
12.11	Using ‘order of operations’ involving brackets ()	
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13.3	Comparing and ordering decimal numbers.	
13.4	Rounding whole numbers to a given place.	
13.5	Rounding decimal numbers to a given place.	
13.6	Estimating outcomes by rounding to the nearest 10 or 100.	
13.7	Estimating outcomes by rounding decimals to whole numbers.	
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14.2	Solving equations involving addition (+)	
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14.4	Solving equations involving subtraction (–)	
14.5	Completing number patterns by multiplying by the same number.	
14.6	Completing number patterns by dividing by the same number.	
14.7	Solving equations involving multiplication (\times)	
14.8	Solving equations involving ‘of’.	
14.9	Finding patterns in tables of data.	
14.10	Completing number patterns by using changing values in the rule.	
15.	[Location]	109
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15.2	Locating places using compass bearings N, E, S and W.	
15.3	Following directions to find a place on a map.	
15.4	Using regions on a grid to describe location (e.g. 3A).	
15.5	Using coordinates to describe location on a coordinate plane.	
15.6	Reading distances on a map.	
15.7	Measuring distances using a grid scale.	
15.8	Using a linear scale to calculate distance.	
15.9	Measuring distance on a coordinate plane.	
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16.3	Describing polygons.	
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16.6	Describing 3D shapes.	
16.7	Drawing symmetrical shapes.	
16.8	Recognizing intersecting, parallel and perpendicular lines.	
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21.5	Calculating the average (mean) of a set of data.	
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