

For Years K-2

# ABC MathSeeds

*Real learning, real maths, really fun!*

Created specifically for the needs of  
early maths learners in Years K-2



ABC  
Reading  
eggs

Developed by a highly experienced team of teachers, educational writers, animators, and web developers—the same team that created Reading Eggs.

Contact us for a **FREE TRIAL** today!

☎ 1300 850 331 ✉ [schools@mathseeds.com.au](mailto:schools@mathseeds.com.au) 🖥 [www.mathseeds.com.au/schools](http://www.mathseeds.com.au/schools)

## Dear Educator,

As an educational publisher for nearly 30 years, I know that young children love to learn. Everything we do here at Blake eLearning is based on the belief that we need to foster and develop every child's early love of learning. Our passion is to make learning an enjoyable and unforgettable experience for young children. The Reading Eggs and Mathseeds programs motivate students to stay on task longer and complete a greater number of activities. This ensures that the skills children learn will be retained for the long term.

Learning should be an enjoyable and satisfying experience where achievements are recognised and rewarded. This is why we developed Reading Eggs—so as many children as possible could improve their reading skills in a way that is fun and truly motivating. Since its release in 2008, the Reading Eggs program has grown to be an integral part of how children learn to read in many schools across Australia and the world.

Mathseeds is built around the same core idea—to make learning interesting, enjoyable, and rewarding so children will learn more, achieve more and retain their love of learning. The Mathseeds program is packed full of wonderful lessons, activities, songs and rewards. At the same time, it is educationally rigorous and covers all the key concept areas in a rich and deep way. I have seen the joy that young learners experience when they truly understand a new concept. They're immersed in learning, fully engaged and eager to keep working.

Real learning, real maths, really fun! That's our motto, and when you try Mathseeds you will see that we really deliver on this promise.

Katy Pike



Publisher of Reading Eggs and Mathseeds

## Research Results

**98% of teachers** said they would **recommend Mathseeds** to other teachers.

More than **90% of teachers** said that **Mathseeds complements** their **classroom maths lessons**.



Contact us for a **FREE TRIAL** today!



1300 850 331



[schools@mathseeds.com.au](mailto:schools@mathseeds.com.au)



[www.mathseeds.com.au/schools](http://www.mathseeds.com.au/schools)

# Created Specifically for the Needs of Early Maths Learners in Years K-2



Mathseeds ensures that key concepts are learned in-depth, **which greatly improves long-term retention.**



Mathseeds understands that young learners need to be **engaged and entertained if they are to stay on task.**



The Mathseeds **placement test** ensures that each student starts the program at an **appropriate level.**

**Mathseeds is a great way to add variety to your maths lessons and can be an enjoyable homework task.**



Mathseeds complements any maths program that you currently use.

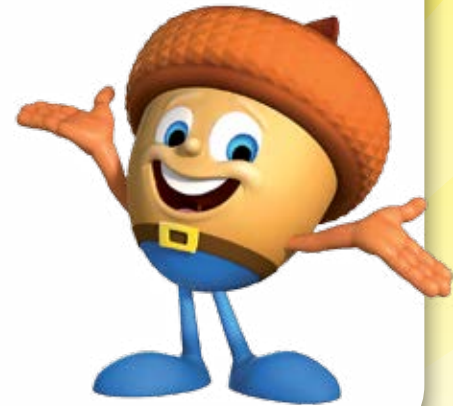




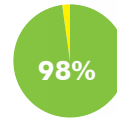
# How Does Mathseeds Help Teachers?



**Mathseeds provides teachers with an academically rigorous maths program that kids love. Mathseeds is designed specifically for the needs of early maths learners, so you know that your students will be engaged, enthusiastic and willing to learn.**



- ✓ By using the Mathseeds placement test, you know that every student is working at exactly the right level.
- ✓ Self-paced, step-by-step lessons provide students with individualised lessons at their level.
- ✓ More than 98% of teachers using Mathseeds would recommend the program to other teachers (survey of 1030 teachers).



## Explicit Instruction

**Engaging lessons that teach skills using systematic and explicit instruction, guided practice and intensive skill development.**

- ✓ Step-by-step lessons provide students with child-friendly explanations of key terms, processes and problem-solving skills.
- ✓ An early and sustained focus on number sense and mental computation strategies builds the foundation that underpins more complex skill sets in the future.
- ✓ Hundreds of activity types build fluency in number facts and operations.



## Differentiated Learning

**Mathseeds is an easy-to-use, motivational sequence where every student has their own self-paced learning path.**

- ✓ Highly interactive, well-paced lessons use digital manipulatives to model each new skill and strategy.
- ✓ Diverse instructional formats appeal to different learning styles.
- ✓ A wide range of motivational elements keep students learning.





## See results in 45 minutes per week

Students can complete one or two Mathseeds lessons in three 15-minute sessions per week, at school or at home. Students are motivated, excited and challenged to make real, measurable progress. Mathseeds is an early maths program that students want to play. As one teacher says, "When given a choice, they will always pick Mathseeds! In my book, that says it all."



## Aligned to the Australian Curriculum

Build deep knowledge of key concepts with lessons that challenge students.

- ✓ Mathseeds covers the entire K–2 maths curriculum. (Year 3 coming soon.)
- ✓ Fifty comprehensive lessons per year level include more than 2500 different interactive learning activities and assessments.
- ✓ Aligned to the Australian Curriculum, NSW Syllabus and Victorian Curriculum.



## Assessment

Get instant feedback on student growth and achievements with automated assessment and reporting.

- ✓ Embedded regular online assessments provide ongoing feedback at a student, class and school level.
- ✓ Paper-based tests for each year level, strand and content description provide additional opportunities for teachers to assess student progress.
- ✓ A comprehensive suite of reports track student growth over time and provide detailed data to teachers and schools.



# How Does the Mathseeds Program Work?



The Mathseeds system of core maths lessons is a continuum based on the Australian Curriculum. All students begin “where they are” and then make real progress.

## Foundation

Lessons 1–50

## Year 1

Lessons 51–100

## Year 2

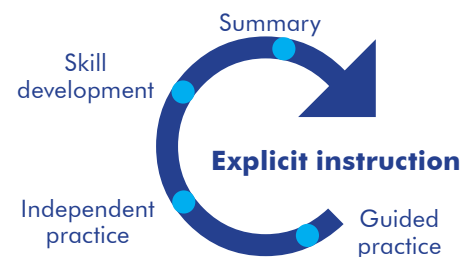
Lessons 101–150

## Progressive lesson sequence is tailored to each student’s ability level.

- With 150 sequential lessons from Foundation to Year 2, students make progress at every single Mathseeds session.
- The 50 comprehensive lessons at each year level cover all content strands: Number and Algebra, Measurement and Geometry, and Statistics and Probability.
- Students begin at a level that matches their ability level.

## How does a Mathseeds lesson work?

- Lessons begin with child-friendly, step-by-step instruction.
- Students complete guided practice activities and then move onto independent practice and skill development.
- Students develop critical thinking and problem-solving skills.



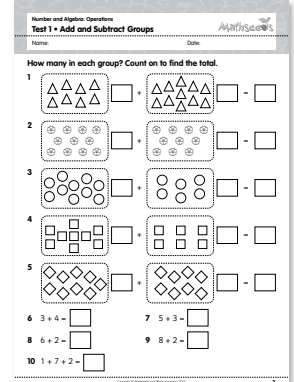
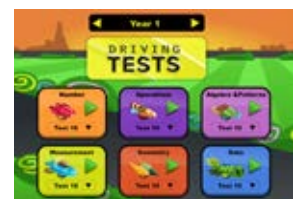
## How do students make progress?

- Activities are designed to engage students and are created to prevent guessing. Children need to get most questions correct before they can move on.
- Students are motivated to complete lessons and move forward.
- They are excited to make progress and to move onto a new map.



## What about assessment?

- The end of map quiz tests students’ knowledge of the previous five lessons. Students have to do well in this quiz to move onto the next map.
- Mathseeds Driving Tests assess skills in six core areas across each grade level. These tests assess student progress, and class reports show student strengths and weaknesses.
- Use Mathseeds printable Assessments in the Teacher Toolkit to check student growth with written tests for all content descriptions.





# Mathseeds in the Classroom



## Engaging, easy-to-navigate lessons that students want to complete

Child-friendly content directly related to standards that is fun, colourful and interactive.

Systematic and explicit teaching of mathematical content, skills and strategies.

Challenges students to build their critical thinking and problem-solving skills.

*"My students LOVE Mathseeds and the Mathseeds apps. Maths is now one of their favourite times of the day! Thank you for helping my students learn to love math!!!"*



### How to implement Mathseeds in your class:

#### 1 Start the program

Have your class take the Mathseeds placement test. This will ensure that each student begins at the right level.

#### 2 Connect with parents and guardians

Send home parent letters so students can access the program at home as well as at school. Students should complete three 15-minute Mathseeds sessions per week.



#### 3 Assign lessons

Assign Mathseeds lessons that match the content you're covering in class. Use lesson plans, worksheets and apps to reinforce and extend learning.

#### 4 Assess and review results

Assess students' mastery with Mathseeds Australian Curriculum-based Driving Tests. Follow these up with printable topic tests. Review student progress in class charts and reports.



#### 5 Reward progress

The Mathseeds program is full of motivational elements and fun rewards. Printable gold, silver and bronze certificates are a great way to reward progress in the classroom.



# Scope and Sequence



## Mathseeds Foundation: Lesson 1–50

Students learn fundamental number skills including number recognition, number words and counting. Students learn to count forwards and backwards to twenty with confidence. They use a range of techniques including ten frames and number lines. They also learn the number words up to twenty. Students learn to add to ten and their doubles facts to double five.

Students learn the four basic 2D shapes: circle, square, triangle and rectangle. They distinguish between colours and investigate concepts of size: big, small, short, tall etc. Lessons cover the concepts of more time and less time, life cycles and days of the week. Students develop their understanding of 2D shapes by sorting them according to their properties. They are also introduced to the 3D shapes: sphere, cube, cone and cylinder.



LESSON NUMBER	LESSON NAME	LESSON NUMBER	LESSON NAME	LESSON NUMBER	LESSON NAME
1	Number 1	19	Number 10	37	Patterns 2
2	Number 2	20	Numbers 1-10 Revision	38	Capacity
3	Number 3	21	Counting Back from 10	39	Time
4	Circles	22	More, Less and the Same	40	Add to 10 on a Number Line
5	Number 4	23	2D Shapes	41	Numbers 11 & 12
6	Squares	24	Adding to 5	42	Days of the Week
7	Number 5	25	Number Lines 1-10	43	Numbers 13, 14 & 15
8	Colors	26	Long and Short	44	The Cone & Cylinder
9	Triangles	27	Patterns	45	Numbers 16 & 17
10	Numbers 1-5 Revision	28	Number Lines	46	Numbers 18, 19 & 20
11	Number 6	29	Heavy and Light	47	Number Lines to 20
12	Number 7	30	Adding to 6	48	Number Words 11-20
13	Big and Small	31	Counting to 10	49	Doubles to Double 5
14	Number 8	32	Add to 7	50	Revision 0-20
15	Rectangles	33	Number Words to 10		
16	Numbers 1-8	34	Add to 10		
17	Number 9	35	The Cube & Sphere		
18	Zero, Ordering Numbers	36	Add to 10		



# Scope and Sequence



## Mathseeds Year 1: Lesson 51–100

Students count to 100, order numbers and identify ordinal numbers to 10th. They develop an understanding of place value including regrouping. Students practise subtraction skills, add and subtract to 10, and then within 100. Strategies include counting on, counting back, near doubles and using number fact families. Students learn how to skip count by 2s, 5s and 10s, as well as the early multiplication and division skills of grouping and sharing.

Students identify notes and coins, and use addition to find amounts of money. They explore fractions, focusing on wholes, halves and quarters. Students continue to investigate the features of 2D shapes and 3D objects. They follow simple directions to a particular location and learn to read clocks to the half-hour. They work with early chance concepts, tally charts and simple picture graphs.



LESSON NUMBER	LESSON NAME	LESSON NUMBER	LESSON NAME	LESSON NUMBER	LESSON NAME
51	Addition to 10 with Two and Three groups	68	Find the Difference 1	85	Find the Difference 2
52	Sorting and Grouping 2D Shapes	69	Putting Shapes Together	86	Counting 70-100
53	Subtraction 1	70	O'clock & Half Past	87	Half Past and Digital Time
54	O'clock	71	Sharing 1	88	Trading Tens
55	Near and Far	72	Doubles to Double 10	89	Capacity 2
56	Subtraction 2	73	Mass	90	Skip Counting
57	Position 1	74	Grouping	91	Near Doubles to 20
58	Subtraction on a Number Line	75	Counting 40-50	92	Change from \$20
59	Area	76	The Equal Sign	93	Number Fact Families
60	Counting 20-30	77	Skip Counting by 2s & 5s	94	Position 3
61	Wholes and Halves	78	Position 2	95	Add Within 100
62	Sorting and Grouping 3D Objects	79	Counting by 10s	96	Bridging to Ten
63	Ordinal Numbers	80	Data 1	97	Data 2
64	Money	81	Counting 50-70	98	Add and Subtract Tens
65	Addition to 20	82	Chance 1	99	3D Objects
66	Halves and Quarters	83	Money 2	100	Subtracting Unknown Numbers
67	Counting 30-40	84	Measuring Length		



# Scope and Sequence



## Mathseeds Year 2: Lesson 101–150

Students learn to count to 1000, identify odd and even numbers and round to the nearest 10 and 100. They build place value skills, composing and decomposing numbers to 999. Students develop addition and subtraction strategies including the 'jump' and 'split' methods, as well as vertical addition and subtraction. Students practise grouping and sharing, and use the multiplication and division signs. They learn how to find a fraction of a collection of items.

Students investigate length and learn how to measure in metres and centimetres. They work with 2D shapes, make patterns that move and reflect, and study the features of 3D objects. Students tell time to the nearest 5 minutes and use a calendar to identify particular dates. They construct tally charts and picture graphs, and interpret data in a variety of ways.



LESSON NUMBER	LESSON NAME	LESSON NUMBER	LESSON NAME	LESSON NUMBER	LESSON NAME
101	Counting 100-500	118	Word Problems: + and -	135	Comparing Mass
102	Moving Shapes	119	The Rhombus	136	The Division Sign
103	Adding 9	120	Addition 1	137	Word Problems: Make a Table
104	Measuring	121	Different Views of 3D Objects	138	Finding Fractions of a Collection
105	Partitioning Numbers to 1000	122	Comparing Numbers	139	2-Step Problem Solving
106	Counting 500-1000	123	5 Minute Intervals	140	Revision
107	Chance 2	124	Subtraction Algorithm	141	Word Problems: Length
108	Odd and Even Numbers	125	Equivalent Amounts of Money	142	Fluent Facts within 20
109	The Calendar	126	Measuring Centimetres	143	Comparing Lengths using Data
110	Take Away by Partitioning	127	Elapsed Time	144	Adding within 1000
111	Sharing 2	128	Addition 2	145	Quadrilaterals
112	Area 2	129	Rounding Numbers	146	Subtracting within 1000
113	Grouping 2	130	Word Problems: Multiplication	147	Word Problems: Money
114	Quarter to and Quarter past	131	Word problems: Working Backwards	148	Mentally Adding and Subtracting
115	Multiplying Groups	132	Fractions	149	Area of Rectangles
116	Volume	133	Number Patterns 1	150	Adding and Subtracting 4-digit Numbers
117	Skip Counting Patterns	134	Subtract 3-digit Numbers		

# Scope and Sequence



## Mathseeds Year 3: Lesson 151–200

Students learn to count to 10 000, using place value to order numbers. They explore number patterns created by adding and subtracting, including the Fibonacci Sequence. Students begin to learn the times tables, aiming to know all products of two single-digit numbers by the end of year 3. They also learn about the parts of a fraction and explore how fractions relate to each other.

Students investigate symmetry and area in 2D shapes and in real world contexts. They measure liquids in litres and millilitres, time in minutes, and mass in grams and kilograms. They recognise notes and coins, and find equivalent amounts of money and correct change.

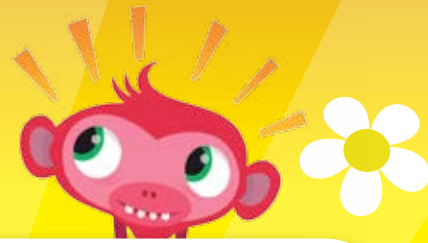


LESSON NUMBER	LESSON NAME	LESSON NUMBER	LESSON NAME	LESSON NUMBER	LESSON NAME
151	Counting 1000-5000	168	Multiplication Word Problems 2	185	Adding Fractions
152	Symmetry	169	Prisms and Pyramids	186	Multiplication 2
153	Number Patterns 2	170	Addition 3	187	Creating Graphs
154	AU - Litres & Millilitres	171	Times Tables 2: x8	188	Problem Solving 2
155	Multiplication Revision	172	Kilograms & Grams	189	Time Word Problems
156	Counting 5000-10 000	173	Mental + - Strategies	190	Division 2
157	Area 3	174	Data 3	191	Fraction Word Problems
158	Times Tables: x2, x4	175	Comparing Fractions of a Collection	192	Perimeter
159	Money: Equivalent Amounts	176	Times Tables 3: Mental Facts	193	Multiplication 4
160	Comparing & Ordering Fractions	177	Angles	194	Rounding to the Nearest 100
161	Partitioning Numbers	178	Subtraction with Regrouping	195	Fluent Facts within 1000
162	Time to the Minute	179	Comparing Times	196	Division Word Problems
163	Equivalent Number Sentences	180	Equivalent Fractions	197	Whole Number Fractions
164	Maps	181	Number Fact Families 2	198	Measurement Data
165	Division	182	AU - Metres, Centimetres & Millimetres	199	Fluent $\times \div$ within 100
166	Odd & Even Numbers	183	Solving Word Problems 3	200	Area Problem Solving
167	Chance 3	184	Properties of 2D Shapes		





# Australian Curriculum-based Assessment



## Australian Curriculum-based Assessment

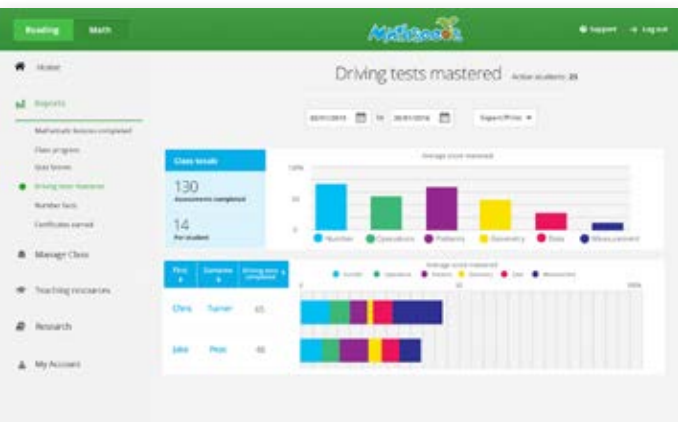
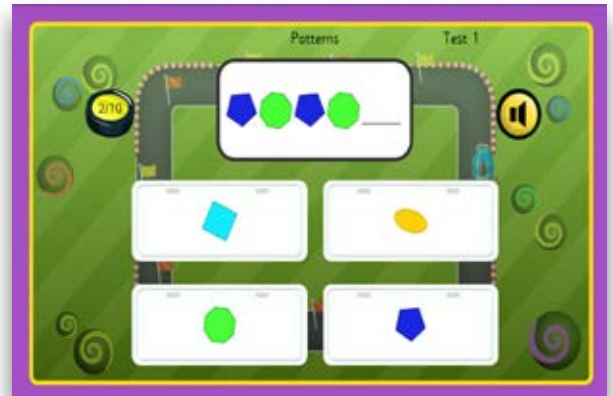
Students progress through a series of short tests that provide a comprehensive view of student progress.

- ✓ Tests all Strands for Foundation, Year 1 and Year 2. (Year 3 coming soon.)
- ✓ Driving tests cover six core content areas: Number, Operations, Patterns and Fractions, Measurement, Geometry and Data & Chance.
- ✓ Questions target key concepts, strategies and vocabulary to help students succeed.
- ✓ Students must demonstrate a high proficiency level to successfully complete each test.

## Targeted Questioning

Easy to administer and quick to complete, each test delivers questions at the right level.

- ✓ Question formats are clear and easy to follow.
- ✓ Audio support is provided for all questions.
- ✓ Question sets increase in difficulty level to challenge students.
- ✓ Format helps students prepare for standardised national tests.



## Reward Success

Built-in reward games motivate students to make real progress.

- ✓ The completion of a Driving Test unlocks 60 seconds of a game.
- ✓ Students feel rewarded and are motivated to keep moving forward.
- ✓ Game leader boards motivate students to complete another test.
- ✓ All students can experience success and take pride in their achievements.



# Teacher Toolkit



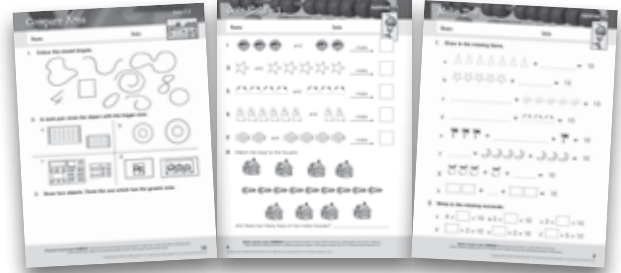
## Posters

Over 100 full colour posters to use for front of class teaching or print out and place around the classroom to help reinforce maths concepts.



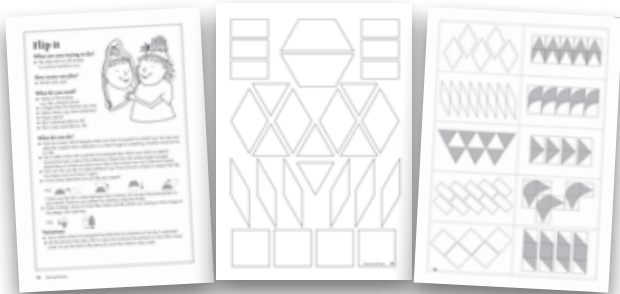
## Targeting Maths

The Targeting Maths Lower Primary series are a comprehensive resource for primary schools, and are available as downloadable PDF units in the Teacher Toolkit.



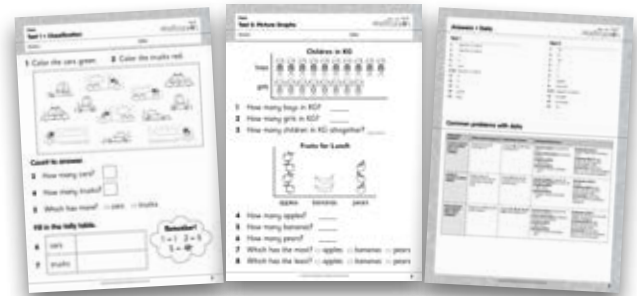
## Exploring Maths

Designed to utilise the way students construct their own understanding, the best-selling Exploring Maths series by Bev Dunbar will help encourage your students to use and understand mathematics in their everyday lives.



## Assessments

The Achievement Standards Assessments are written to fully support the Australian Curriculum in Mathematics from Kindergarten to Year 2. Each unit has assessment tests containing questions designed to drill down into a specific aspect of the curriculum to assess students' understandings and skills.



## Preview Lessons

Each lesson contains a 2-page teaching PDF to help teach and reinforce each of the Mathseeds Lessons, along with a 4-page Student PDF with worksheets for school or home-work use!



## Big Books

The Mathseeds Big Books area contains all your maths literacy resources in one click. With nearly 300 online books for K – 2 there are a wide range of books to choose from.



# Australian Curriculum Mapped to the Driving Tests

## Kindergarten

Number Tests	
<b>Number and Algebra</b>	
<i>Number and place value</i>	
ACMNA001	2, 4, 5, 8, 9, 10, 13, 16, 17, 21, 23
ACMNA002	1, 11, 12, 14, 15, 22
ACMNA003	3
ACMNA289	6, 7, 18, 19, 20, 24, 25

Operations Tests	
<b>Number and Algebra</b>	
<i>Number and place value</i>	
ACMNA004	1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 15, 20, 21

Patterns Tests	
<b>Number and Algebra</b>	
<i>Patterns and algebra</i>	
ACMNA005	1, 2, 3, 4, 5, 6, 7, 8, 9

Measurement Tests	
<b>Measurement and Geometry</b>	
<i>Using units of measurement</i>	
ACMMG006	2, 3, 5, 6, 7, 8, 9, 10, 11, 12, 15, 16, 20
ACMMG007	17
ACMMG008	1, 4, 13, 14, 18, 19

Geometry Tests	
<b>Measurement and Geometry</b>	
<i>Shape</i>	
ACMMG009	2, 3, 4, 5, 6, 7, 8, 15, 16, 17, 18, 19, 20, 21, 22, 23
<i>Location and transformation</i>	
ACMMG010	9, 10, 11, 13, 14

Data Tests	
<b>Statistics and Probability</b>	
<i>Data representation and interpretation</i>	
ACMSP011	7, 8, 9
<b>Number and Algebra</b>	
<i>Number and place value</i>	
ACMNA289	1, 3, 4, 5, 6, 10
<i>Patterns and algebra</i>	
ACMNA005	2

## Year

Number Tests	
<b>Number and Algebra</b>	
<i>Number and place value</i>	
ACMNA012	3, 4, 11,
ACMNA013	1, 2, 6, 7,
ACMNA014	5, 9, 10,

Operations Tests	
<b>Number and Algebra</b>	
<i>Number and place value</i>	
ACMNA015	1, 2, 3, 4, 19, 20

Patterns Tests	
<b>Number and Algebra</b>	
<i>Number and place value</i>	
ACMNA012	7, 8, 9
<i>Fractions and decimals</i>	
ACMNA016	3, 5, 6, 1,
<i>Patterns and algebra</i>	
ACMNA018	1, 2, 4, 1,

Measurement Tests	
<b>Measurement and Geometry</b>	
<i>Using units of measurement</i>	
ACMMG019	2, 4, 11,
ACMMG020	1, 8, 9, 1,
ACMMG021	16
<b>Number and Algebra</b>	
<i>Money and financial mathematics</i>	
ACMNA017	3, 5, 6, 7,

Geometry Tests	
<b>Measurement and Geometry</b>	
<i>Shape</i>	
ACMMG022	1, 2, 3, 6,
<i>Location and transformation</i>	
ACMMG023	4, 5, 11,

Data Tests	
<b>Statistics and Probability</b>	
<i>Chance</i>	
ACMSP024	5, 7, 8, 1,
<i>Data representation and interpretation</i>	
ACMSP262	4, 16
ACMSP263	1, 2, 3, 6,





## Year 2

### Number Tests

#### Number and Algebra

*Number and place value*

ACMNA027	1, 2, 3, 6, 8, 9, 10, 12, 13, 14, 15, 17, 18, 23, 24
ACMNA028	4, 5, 7, 11, 16, 19, 20, 21, 22

### Operations Tests

#### Number and Algebra

*Number and place value*

ACMNA029	20, 26
ACMNA030	1, 2, 3, 4, 5, 7, 13, 14, 15, 16, 17, 18, 21, 22, 23, 24, 25, 27, 28
ACMNA031	8, 9, 10, 19
ACMNA032	6, 11, 12

### Patterns Tests

#### Number and Algebra

*Number and place value*

ACMNA026	6, 7, 8, 9, 10
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*Fractions and decimals*

ACMNA033	5, 11, 12, 14, 15, 16, 17
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*Patterns and algebra*

ACMNA035	1, 2, 3, 4, 13
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### Measurement Tests

#### Measurement and Geometry

*Using units of measurement*

ACMMG037	6, 8
ACMMG038	18, 19
ACMMG039	7, 10
ACMMG040	4, 5, 16, 17
ACMMG041	1, 2, 3

#### Number and Algebra

*Money and financial mathematics*

ACMNA034	9, 11, 12, 23, 24
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### Geometry Tests

#### Measurement and Geometry

*Shape*

ACMMG042	4, 6, 10
ACMMG043	3, 5, 7

*Location and transformation*

ACMMG044	2, 8, 13
ACMMG045	1, 9, 12
ACMMG046	11

### Data Tests

#### Statistics and Probability

*Chance*

ACMSP047	2, 3, 6
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*Data representation and interpretation*

ACMSP049	1, 4
ACMSP050	5, 7, 8, 9, 10, 11, 12, 13, 14

# To Start a Free Trial, Contact 3P Learning Today!



1300 850 331



[schools@mathseeds.com.au](mailto:schools@mathseeds.com.au)



[www.mathseeds.com.au/schools](http://www.mathseeds.com.au/schools)

Students enjoy using Mathseeds, and the program works well as an in-class reward activity.



The team behind Mathseeds has been producing **high-quality maths resources** for **more than 25 years** with a **focus on learning outcomes**, not just technology.

Your local Mathseeds consultant is:

Your students will love our **highly interactive and rewarding** lessons!



3P Learning

Contact us for a **FREE TRIAL** today!



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