

<b>Subject: VCE Foundation Mathematics</b>		
<b>Unit: 1</b>		
<b>Week</b>	<b>Area of Study</b>	<b>Learning Focus</b>
1 - 3	Directed Numbers. Golf Scores. Chronologies.	To review positive and negative numbers, place value, strategies for calculations and BODMAS. To apply these skills to real life problems.
4 - 5	Rounding and place value.	To review rounding numbers and apply this skill to solve practical problems using estimation and approximation strategies. To introduce Microsoft® Excel as a tool for entering and processing data.
5- 9	Fractions, Percentages. Budgets.	To apply knowledge of percentages to a variety of problems and to money calculations To calculate with fractions (adding, subtracting, multiplying, dividing and fractions of quantities) and to apply these skills to real life problems To create a budget and evaluate the cost of living. To understand and interpret general household bills. To use technology to effectively create a budget.
10- 13	Taxation. Earning Money - Wages, Salary, Commission.	To review percentages, proportion, ratios and rates and apply these skills to real life problems. To calculate wages, salaries and pay rates. To calculate tax relating to different salaries. To use technology effectively for accurate, reliable and efficient calculation of Wages, Salary and Taxes.
14 - 16	Financial Mathematics. Simple Interest Compound interest Repayment Schemes.	To use percentage calculation in the calculation of simple interest. To calculate basic compound interest. To be able to explain the differences between simple and compound interest rates and what changing variables can do to the final amount owing. Explain vocabulary and terminology used in advertising and applying interest.
17 - 20	Data Mean, median mode and range. Box Plots  (This period will include examination and revision time).	To use a computer program to generate and describe the spread and centre of data.  Graphically represent statistics Calculate mean, median, mode Calculate range
<b>Subject: VCE Foundation Mathematics</b>		
<b>Unit: 2</b>		
<b>Week</b>	<b>Area of Study</b>	<b>Learning Focus</b>
1 - 2	Statistics	Find quartiles and represent with box plots Creation of box-plots that compare two sets of data and make conclusions about a hypothesis.
3	Statistical representation and interpretation	Calculate quartiles Represent box plots using graphing technology Compare results and make inferences.
4	Space, Shape and Design Naming conventions	Names and properties of common geometric shapes in 2D Language, symbols and conventions for the representation of geometric shapes, including point, line, ray, angle, diagonal, edge, curve, vertex.
5	3D geometry	Names and properties of Polyhedrons and other 3D shapes, (solids with curved surfaces).

		Language, symbols and conventions for the representation of 3D shapes including prism, vertex, face, cone, flat, cross-section and apex. Different views of solids from different perspectives (isometric projections)
6	Measurement basics	The meaning and conventions of different metric units, relative scale and conversions, including International System of Units (SI) Interpretation of scales on digital and analogue instruments To review common metric units for length, area, volume, capacity, time, mass, temperature and common derived units. To review the concepts of tolerance and error
7 - 8	Measurement	To calculate length and area using estimation, approximation and formulas Using formulas to calculate surface area and volume Use formulas to calculate capacity and mass
9 - 10	Time	Calculate and interpret units for duration including 24 hour time and time zones To apply skills of length and area to house plans (solving workplace measurement problems) (ICT House design)
11	Measurement Pythagoras' Theorem	To use Pythagoras Theorem in various practical situations
12 - 13	3D Geometrical representation	Investigating nets of solids. Interpretation and use of plans, elevations, models and diagrams Draw plan and elevation views Using plan and elevation views to draw oblique projections. develop three dimensional models for objects and produce two dimensional representations
14	Space shape and design Practical applications of concepts	Language, symbols and labelling and drawing conventions for diagrams, maps, plans, and models, including key, scale, direction, distance, coordinates and grid reference and elevation E.g. Using Melways Interpretation and use of location, distance, direction and scale on diagrams, maps, and plans Interpret information on maps to plan and describe travel routes, including use of navigational software and tools (ICT Google maps)
15	Space, shape and transformations	To identify the application and uses of transformation, similarity and symmetry. To apply Similarity and symmetry to problems in art, design and measurement Enlargement and reduction of diagrams and models
16		Revision
17		Exam