

OVERALL EXPECTATION C3. solve problems and create computational representations of mathematical situations using coding concepts and skills

SPECIFIC EXPECTATIONS

Grade 1	Grade 2	Grade 3	Grade 4	Grade 5	Grade 6	Grade 7	Grade 8
Coding Skills							
C3.1 solve problems and create computational representations of mathematical situations by writing and executing code, including code that involves sequential events	C3.1 solve problems and create computational representations of mathematical situations by writing and executing code, including code that involves sequential and concurrent events	C3.1 solve problems and create computational representations of mathematical situations by writing and executing code, including code that involves sequential, concurrent, and repeating events	C3.1 solve problems and create computational representations of mathematical situations by writing and executing code, including code that involves sequential, concurrent, repeating, and nested events	C3.1 solve problems and create computational representations of mathematical situations by writing and executing code, including code that involves conditional statements and other control structures	C3.1 solve problems and create computational representations of mathematical situations by writing and executing efficient code, including code that involves conditional statements and other control structures	C3.1 solve problems and create computational representations of mathematical situations by writing and executing efficient code, including code that involves events influenced by a defined count and/or sub-program and other control structures	C3.1 solve problems and create computational representations of mathematical situations by writing and executing code that involves the analysis of data in order to inform and communicate decisions
C3.2 read and alter existing code, including code that involves sequential events, and describe how changes to the code affect the outcomes	C3.2 read and alter existing code, including code that involves sequential and concurrent events, and describe how changes to the code affect the outcomes	C3.2 read and alter existing code, including code that involves sequential, concurrent, and repeating events, and describe how changes to the code affect the outcomes	C3.2 read and alter existing code, including code that involves sequential, concurrent, repeating, and nested events, and describe how changes to the code affect the outcomes	C3.2 read and alter existing code, including code that involves conditional statements and other control structures, and describe how changes to the code affect the outcomes	C3.2 read and alter existing code, including code that involves conditional statements and other control structures, and describe how changes to the code affect the outcomes and the efficiency of the code	C3.2 read and alter existing code, including code that involves events influenced by a defined count and/or sub-program and other control structures, and describe how changes to the code affect the outcomes and the efficiency of the code	C3.2 read and alter existing code involving the analysis of data in order to inform and communicate decisions, and describe how changes to the code affect the outcomes and the efficiency of the code

OVERALL EXPECTATION C4. apply the process of mathematical modelling* to represent, analyse, make predictions, and provide insight into real-life situations

This overall expectation has no specific expectations. Mathematical modelling is an iterative and interconnected process that is applied to various contexts, allowing students to bring in learning from other strands. Students' demonstration of the process of mathematical modelling, as they apply concepts and skills learned in other strands, is assessed and evaluated.

* Read more about the mathematical modelling process.