

ST Math Curriculum Counts

Australia



		PK	K	1	2	3	4	5	6	7	8
Objectives	Journey Objectives	18	20	22	25	24	24	19	17	18	9
	Bonus Objectives	1	4	3	2	3	1	1	2	2	2
	Optional Objectives	0	1	1	1	2	2	2	2	2	5
	Total Objectives	19	25	26	28	29	27	22	21	22	16
Games	Journey Games	41	109	121	123	120	120	90	115	97	78
	Bonus Games	10	25	14	14	26	8	7	12	12	12
	Optional Games	0	1	10	10	19	19	19	19	19	37
	Total Games	51	135	145	147	165	147	116	146	128	127
Levels	Journey Levels	135	383	417	436	440	441	342	445	409	307
	Bonus Levels	30	96	65	69	116	43	45	74	67	72
	Optional Levels	0	4	34	34	71	71	71	71	71	138
	Total Levels	165	483	516	539	627	555	458	590	547	517
Puzzles *	Journey Puzzles	760	2,492	2,811	2,991	2,953	3,003	2,276	2,822	2,857	2,182
	Bonus Puzzles	223	596	494	515	759	320	327	534	480	521
	Optional Puzzles	0	26	274	274	567	567	567	567	567	1,020
	Total Puzzles	983	3,114	3,579	3,780	4,279	3,890	3,170	3,923	3,904	3,723
	Auto Assignment Objectives							22	22	22	
	Auto Assignment Games							156	156	156	
	Auto Assignment Levels							600	600	600	
	Auto Assignment Puzzles							3,891	3,891	3,891	

* MIND regularly analyzes and enhances Puzzles so the feedback animations are as effective and streamlined as possible. For this reason, Puzzle counts vary from time to time.