

## ST Math Curriculum Counts 2025-26

### Australia



		PK	TK	K	1	2	3	4	5	6	7	8
Objectives	Journey Objectives	18	19	19	21	24	23	24	19	20	18	9
	Bonus Objectives	0	0	3	2	1	2	0	0	0	0	2
	Challenge Objectives	1	1	1	1	1	1	1	1	2	2	2
	Optional Objectives	0	0	1	1	1	2	2	2	2	2	3
	Total Objectives	19	20	24	25	27	28	27	22	24	22	16
Games	Journey Games	41	49	102	116	120	106	118	89	130	97	72
	Bonus Games	0	0	15	7	5	16	0	0	0	0	13
	Challenge Games	10	10	10	7	9	10	8	7	12	12	12
	Optional Games	0	0	1	10	10	19	19	19	19	19	22
	Total Games	51	59	128	140	144	151	145	115	161	128	119
Levels	Journey Levels	135	179	362	404	429	370	412	323	522	402	285
	Bonus Levels	0	0	54	19	14	59	0	0	0	0	52
	Challenge Levels	30	30	42	46	55	57	43	45	74	67	71
	Optional Levels	0	0	4	34	34	71	72	71	71	71	86
	Total Levels	165	209	462	503	532	557	527	439	667	540	494
Puzzles *	Journey Puzzles	761	1,017	2,366	2,747	2,957	2,510	2,712	2,178	3,284	2,801	2,033
	Bonus Puzzles	0	0	293	148	104	345	0	0	0	0	376
	Challenge Puzzles	223	223	303	346	413	414	320	327	534	480	513
	Optional Puzzles	0	0	27	274	274	567	575	567	567	567	643
	Total Puzzles	984	1,240	2,989	3,515	3,748	3,836	3,607	3,072	4,385	3,848	3,565
Auto-assignments	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.