



To be a Year 3 Mathematician, I will need to...

Place Value...

Count from 0 in multiples of 4, 8, 50 and 100.

Compare and order numbers up to 1,000.

Read and write numbers to 1,000 in numerals and words.

Find 10 or 100 more or less than a given number.

Recognise the place value of each digit in a 3-digit number.

Identify, represent and estimate numbers using different representations.

Solve number problems and practical problems using above.

Statistics...

Interpret and present data using bar charts, pictograms and tables.

Solve one-step and two-step questions using information presented in scaled bar charts, pictograms and tables

Multiplication & Division...

Recall and use multiplication and division facts for the 3, 4 and 8x tables.

Write and calculate mathematical statements for multiplication and division using the multiplication tables, including for 2-digit numbers, using mental and progressing to formal written methods. Solve problems, including missing number problems, involving multiplication and division, including integer scaling problems and correspondence problems in which n objects are connected to m objects.

Measurement...

I can compare lengths using m, cm & mm.

I can compare mass using kg & g.

I can compare volume/capacity using l & ml.

I can measure lengths using m, cm & mm.

I can measure mass using kg & g.

Measure volume/capacity using l & ml.

Add and subtract lengths using m, cm & mm.

Add and subtract mass using kg & g.

Add and subtract volume/capacity using l & ml.

Tell and write the time from an analogue clock (12-hour clock).

Tell and write the time from an analogue clock (24-hour clock).

Tell and write the time from an analogue clock (Roman numerals).

Estimate and read time with increasing accuracy to the nearest minute.

Record and compare time in terms of seconds, minutes and hours.

Use the following vocabulary: o'clock, am, pm, morning, afternoon, noon & midnight.

Know the number of seconds in a minute.

Know the number of days in each month, year and leap year.

Compare the duration of events.

Measure the perimeter of simple 2D shapes.

Add and subtract amounts of money to give change, using both £ and p in a practical context.



Addition & Subtraction...

Add and subtract mentally, including:

- A 3-digit number and ones
- A 3-digit number and tens
- A 3-digit number and hundreds

Add and subtract numbers with up to three digits, using formal written methods of columnar addition and subtraction.

Estimate the answer to a calculation and use inverse operation to check answers.

Solve problems, including missing number problems, using number facts, place value, and more complex addition and subtraction.

How you can help...

Support your child to rapidly recall the following times tables: 2, 3, 4, 5, 8, 10 and the division facts.

You could take your child on a 'shape walk' around the area to see what shapes they can spot.

Look at the buildings to spot right angles and symmetrical shapes.

Put them in charge of a small part of the shopping list at the supermarket and give them a budget they must not go over. Make sure that there are both traditional and digital clocks around the house for your child to practise reading the time to 5-minute intervals. Ask them to be 'human alarm clocks' and to let you know when the oven needs turning off at 20 past 6.

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Fractions...

Count up and down in tenths.

Recognise that tenths arise from dividing an object into 10 equal parts and in dividing 1-digit numbers or quantities by 10.

Recognise and can find and write fractions of a discrete set of objects: unit fractions and non-unit fractions with small denominators. Compare and order unit fractions and fractions with the same denominators.

Add and subtract fractions with the same denominator within one whole.

Solve problems involving the above.

Geometry- Properties of Shape...

Identify horizontal, vertical lines and pairs of perpendicular and parallel lines.

Draw 2D shapes.

Make 3D shapes using modelling materials.

Recognise 3D shapes in different orientations and describe them.

Recognise that angles are a property of shape or a description of a turn.

Identify right angles.

Recognise that two right angles make a half-turn & three make a three quarter turn.

Identify whether angles are greater than or less than a right angle.

Geometry- Position & Direction...

Describe positions on a 2-D grid as coordinates in the first quadrant

Describe movements between positions as translations of a given unit to the left/right and up/down

Plot specified points and draw sides to complete a given polygon