

### Year 3 Maths 2016-2017

Week No	Content Domain and Reference
<b>1 and 2</b>	3N1b - count from 0 in multiples of 4, 8, 50 and 100 3N2a - compare and order numbers up to 1000 read and write numbers to 1000 in numerals and in words 3N2b - find 10 or 100 more or less than a given number 3N3 - recognise the place value of each digit in a three-digit number (hundreds, tens, ones) 3N6 - solve number problems and practical problems involving 3N1–3N4
<b>3</b>	3C1 - add and subtract numbers mentally, including: <ul style="list-style-type: none"> <li>• a three-digit number and ones</li> <li>• a three-digit number and tens</li> <li>• a three-digit number</li> </ul> 3C2 - add and subtract numbers with up to three digits, using formal written methods of columnar addition and subtraction 3C3 - estimate the answer to a calculation and use inverse operations to check answers
<b>4 and 5</b>	3C4 - solve problems, including missing number problems, using number facts, place value, and more complex addition and subtraction 3M9a - add and subtract amounts of money to give change, using both pounds (£) and pence (p) in practical contexts
<b>6</b>	3S1 - interpret and present data using tables 3S2 - solve one-step and two step questions [e.g. ‘How many more?’ and ‘How many fewer?’] using information presented in tables
<b>Project Week - Statistics</b> (Including recap of 2, 5 and 10 x table from 2C6)	
<b>7 and 8 9 and 10</b>	3C6 - recall and use multiplication and division facts for the 3, 4 and 8 multiplication Tables 3C7 - write and calculate mathematical statements for multiplication and division using the multiplication tables that pupils know, including for two-digit numbers times one-digit numbers, using mental and progressing to formal written methods 3C8 - 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
<b>11 and 12</b>	3F1a - count up and down in tenths; recognise that tenths arise from dividing an object into 10 equal parts and in dividing one-digit numbers or quantities by 10 3F1b - recognise, find and write fractions of a discrete set of objects: unit fractions and non-unit fractions with small denominators 3F1c - recognise and use fractions as numbers: unit fractions and non-unit fractions with small denominators 3F2 - recognise and show, using diagrams, equivalent fractions with small denominators 3F3 - compare and order unit fractions and fractions with the same denominators 3F4 - add and subtract fractions with the same denominator within one whole [e.g. $\frac{5}{7} + \frac{1}{7} = \frac{6}{7}$ ] 3F10 solve problems that involve 3F1–3F4
<b>13 and 14</b>	
<b>13 and 14</b>	Practical: 3M1a - compare lengths (m / cm / mm) 3M2a - measure lengths (m / cm / mm) 3M7 - measure the perimeter of simple 2–D shapes 3M9b - add and subtract lengths (m / cm / mm) 3M2b - measure mass (kg / g) 3M9c - add and subtract mass (kg / g) 3M1b - compare mass (kg / g) 3M1c - compare volume / capacity (l / ml) 3M2c - measure volume / capacity (l / ml)

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	3M9d - add and subtract volume / capacity (l / ml) (Practical and problem solving)
<b>15 and 16</b>	3N1b - count from 0 in multiples of 4, 8, 50 and 100 3N2a - compare and order numbers up to 1000 read and write numbers to 1000 in numerals and in words 3N2b - find 10 or 100 more or less than a given number (1 d.p.) 3N4 - identify, represent and estimate numbers using different representations 3N6 - solve number problems and practical problems involving 3N1–3N4 3M4a tell and write the time from an analogue clock; 12-hour clocks 3M4d - estimate and read time with increasing accuracy to the nearest minute; record and compare time in terms of seconds, minutes and hours; use vocabulary such as o'clock / a.m. / p.m., morning, afternoon, noon and midnight (e.g. o'clock)
<b>17 and 18</b>	3S1 - interpret and present data using bar charts
<b>19 and 20</b>	3F1a - count up and down in tenths; recognise that tenths arise from dividing an object into 10 equal parts and in dividing one-digit numbers or quantities by 10 3F1b - recognise, find and write fractions of a discrete set of objects: unit fractions and non-unit fractions with small denominators 3F1c - recognise and use fractions as numbers: unit fractions and non-unit fractions with small denominators 3F2 - recognise and show, using diagrams, equivalent fractions with small denominators 3F3 - compare and order unit fractions and fractions with the same denominators 3F4 - add and subtract fractions with the same denominator within one whole [e.g. $5/7 + 1/7 = 6/7$ ] 3F10 - solve problems that involve 3F1–3F4
<b>21 and 22</b>	3M4b tell and write the time from an analogue clock; 24-hour clocks 3M4d - estimate and read time with increasing accuracy to the nearest minute; record and compare time in terms of seconds, minutes and hours; use vocabulary such as o'clock / a.m. / p.m., morning, afternoon, noon and midnight (a.m., p.m. etc)
<b>23 and 24</b>	3G2 - identify horizontal, vertical lines and pairs of perpendicular and parallel lines 3G3a - draw 2-D shapes 3G3b - make 3-D shapes using modelling materials; recognise 3-D shapes in different orientations and describe them
<b>25 and 26</b>	3M4c - tell and write the time from an analogue clock, including using Roman numerals from I to XII 3M4d - estimate and read time with increasing accuracy to the nearest minute; record and compare time in terms of seconds, minutes and hours; use vocabulary such as o'clock / a.m. / p.m., morning, afternoon, noon and midnight (e.g. estimate to the nearest minute. Record and compare.) 3M4e - know the number of seconds in a minute and the number of days in each month, year and leap year 3M4f - compare durations of events, [e.g. to calculate the time taken by particular events or tasks]
<b>27 and 28</b>	3G4a - recognise that angles are a property of shape or a description of a turn 3G4b - identify right angles, recognise that two right angles make a half-turn, three make three quarters of a turn and four a complete turn; identify whether angles are greater than or less than a right angle
<b>29 and 30</b>	Maths outdoors: Shape/ Angle as a turn

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	<p>3G2 - identify horizontal, vertical lines and pairs of perpendicular and parallel lines</p> <p>3G3a - draw 2-D shapes</p> <p>3G3b - make 3-D shapes using modelling materials; recognise 3-D shapes in different orientations and describe them</p> <p>3G4a - recognise that angles are a property of shape or a description of a turn</p> <p>Time:</p> <p>3G4b - identify right angles, recognise that two right angles make a half-turn, three make three quarters of a turn and four a complete turn; identify whether angles are greater than or less than a right angle</p>
<b>31 and 32</b>	<p>3F1a - count up and down in tenths; recognise that tenths arise from dividing an object into 10 equal parts and in dividing one-digit numbers or quantities by 10</p> <p>3F1b - recognise, find and write fractions of a discrete set of objects: unit fractions and non-unit fractions with small denominators</p> <p>3F1c - recognise and use fractions as numbers: unit fractions and non-unit fractions with small denominators</p> <p>3F2 - recognise and show, using diagrams, equivalent fractions with small denominators</p> <p>3F3 - compare and order unit fractions and fractions with the same denominators</p> <p>3F4 - add and subtract fractions with the same denominator within one whole [e.g. <math>\frac{5}{7} + \frac{1}{7} = \frac{6}{7}</math>]</p> <p>3F10 - solve problems that involve 3F1–3F4</p>
<b>33 and 34</b>	Problem solving - Money £ and p
<b>35 and 36</b>	<p>3S1 - interpret and present data using pictograms</p> <p>3S2 - solve one-step and twostep questions [e.g. 'How many more?' and 'How many fewer?'] using information presented in pictograms</p>
<b>Project Week</b>	