

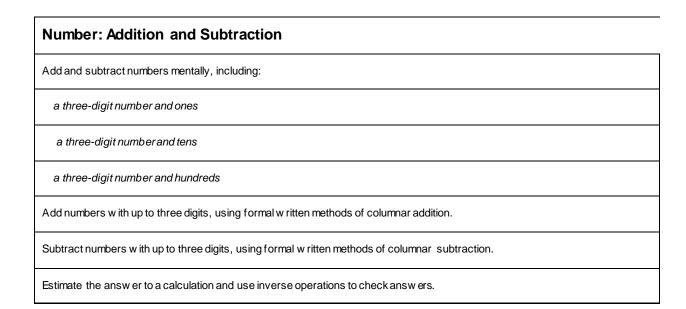
# **Great Staughton Primary Academy**

The Causeway, Great Staughton, Cambs, PE19 5BP Tel: (01480) 860324, Fax: 860639 Email: office@greatstaughton.cambs.sch.uk Website: www.greatstaughton.cambs.sch.uk



### **Year 3 Mathematics Expectations**

Number: Number and Place Value
Count from 0 in multiples of 4, 8, 50 and 100.
Recognise the place value of each digit in a three-digit number (hundreds, tens, ones).
Compare and order numbers up to 1000.
Identify, represent and estimate numbers using different representations.
Read and write numbers up to 1000 in numerals and in words.
Find 10 or 100 more or less than a given number.
Solve number problems and practical problems involving these ideas.



### **Number: Multiplication and Division**

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

Write and calculate mathematical statements for multiplication and division using the multiplication tables that they know, including for two-digit numbers times one-digit numbers, using mental methods where appropriate.

Write and calculate mathematical statements for multiplication using the multiplication tables that they know, including for two-digit numbers times one-digit numbers, <u>using formal written methods for multiplication where appropriate</u>

Write and calculate mathematical statements for division using the multiplication tables that they know <u>using formal written</u> methods for division.

Solve problems, including missing number problems, involving multiplication and division, including positive integer scaling problems and correspondence problems in w hich n objects are connected to m objects.

### Number - Fractions

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.

Recognise, find and write fractions of a discrete set of objects: unit fractions and non-unit fractions with small denominators.

Recognise and use fractions as numbers: unit fractions and non-unit fractions with small denominators.

Recognise and show, using diagrams, equivalent fractions with small denominators.

Add and subtract fractions with the same denominator within one whole [for example, 5/7 + 1/7 = 6/7].

Compare and order unit fractions, and fractions with the same denominators.

Solve a selection of problems that involve all of the above.

#### Measurement

Measure, compare, add and subtract: lengths (m/cm/mm); mass (kg/g); volume/capacity (l/ml).

Measure the perimeter of simple 2-D shapes.

 $\label{eq:contexts} Add \, and \, subtract \, amounts \, of \, money \, to \, give \, change, \, using \, both \, \pounds \, and \, p \, in \, practical \, contexts.$ 

Tell and write the time from an analogue clock, including using Roman numerals from I to XII, and 12-hour and 24-hour clocks.

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.

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

Compare durations of events [for example to calculate the time taken by particular events or tasks].

## **Geometry: Properties of Shapes**

Draw 2-Dshapes and make 3-D shapes using modelling materials; recognise 3-D shapes in different orientations and describe them

Recognise angles as a property of shape or a description of a turn.

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 w hether angles are greater than or less than a right angle.

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

### **Statistics**

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

Solve one-step and two-step questions [for example, 'How many more?' and 'How many few er?'] using information presented in scaled bar charts and pictograms and tables.