

### Number - number and place value

- ❖ Compare and order numbers up to 1,000.
- ❖ Read and write all numbers to 1,000 in numerals and words.
- ❖ Find 10 or 100 more/less than a given number.
- ❖ Count from 0 in multiples of 4, 8, 50 and 100.
- ❖ 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.

### Number - addition and subtraction

- ❖ Add and subtract mentally:
  - a three-digit number and ones
  - a three-digit number and tens
  - a three-digit number and hundreds.
- ❖ Add and subtract numbers with up to 3-digits using written columnar methods.
- ❖ Estimate the answer and use inverse operations to check.
- ❖ Solve addition and subtraction problems, including missing number problems, using number facts and place value.

### Number - multiplication and division

- ❖ Recall and use multiplication and division facts for 3, 4 and 8 times tables.
- ❖ Write and calculate multiplication and division for the times tables they know.
- ❖ estimate and use inverse to check.
- ❖ Multiply 2-digit number by a 1-digit using mental methods and formal written methods.
- ❖ Solve problems, including missing numbers, involving  $\times$  and  $\div$ .

### Number - fractions

- ❖ Count up/down in tenths and recognise that tenths arise from dividing an object into 10 equal parts.
- ❖ Recognise, find and write fractions of a set of objects.
- ❖ 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.
- ❖ Compare and order fractions with same denominator.
- ❖  $\pm$  fractions with same denominator with one whole.
- ❖ Solve fraction problems.

### Geometry - properties of shapes

- ❖ Draw 2-D shapes 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 whether angles are greater than or less than a right angle.
- ❖ Identify horizontal and vertical lines and pairs of perpendicular and parallel lines.

## END OF YEAR EXPECTATIONS YEAR 3 MATHEMATICS

### Measurements

- ❖ Measure, compare, add and subtract: lengths (m/cm/mm); mass (kg/g); volume/capacity (l/ml).
- ❖ Measure the perimeter of simple 2-D shapes.
- ❖ Add and subtract amounts of money to give change, using both £ 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].

### 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 fewer?'] using information presented in scaled bar charts and pictograms and tables.