Overview of Year 3 Maths Planning -Western Downland Primary School

Year 3	Number and place value	Addition and subtraction	Multiplication and division	Fractions	Measurement	Geometry: Properties of shape	Statistics
Fluency Reasoning Problem solving	solve number problems and practical problems involving these ideas	solve problems, including missing number problems, using number facts, place value, and more complex addition and subtraction	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	solve problems that involve all of the above.			Pupils should be taught to: • solve one-step and two-step ques- tions such as 'How many more?' and 'How many fewer?' using in- formation presented in scaled bar charts and pictograms and tables.
Phase 1 inc year 2	• count from 0 in multiples of 4; find 10 or 100 more or less than a given number • recognise the place value of each digit in a three-digit number (hundreds, tens, ones) • identify, represent and estimate numbers using different represen- tations	• add and subtract numbers mentally, including: a three-digit number and ones three-digit number and hundreds • estimate the answer to a calculation and use inverse operations to check answers	• recall and use multiplication and division facts for the 3, 4 multiplication tables • write and calculate mathematical statements for multiplication and division using the multiplication tables that they know using mental	• count up and down in tenths; recognise that tenths arise from dividing an object into 10 equal parts • recognise, find and write fraction of a discrete set of objects: unit fractions • compare and order unit fractions, and fractions with the same denominators	• 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 • tell and write the time from an analogue clock, and 12-hour • use vocabulary such as a.m./p.m., morning, afternoon, noon and midnight	• draw 2-D shapes and make 3-D shapes using modelling materials; • identify right angles, • identify horizontal and vertical lines	• interpret and present data using barcharts, pictograms and tables
Phase 2	• count from 0 in multi- ples of 4, 50 and 100; find 10 or 100 more or less than a given number • compare and order numbers up to 1000 • read and write num- bers up to 1000 in nu- merals and in words	• add and subtract numbers mentally, Including a three-digit number and tens • add and subtract numbers with up to three digits,		• recognise that tenths arise from dividing an object into 10 equal parts **and in dividing one-digit numbers or quantities by 10** • recognise and use fractions as numbers: unit fractions • recognise and show, using diagrams, equivalent fractions with small denominators • compare and order unit fractions	• 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** • know the number of seconds in a minute, year and leap year	• recognise angles as a property of shape • identify right angles, **recognise that two right angles make a half-turn,**	
Phase 3	Count from 0 in multiples of 4, 8, 50 and 100		• recall and use multiplication and division facts for the 4 **and 8** multiplication tables • write and calculate mathemati cal statements for multiplication and division using the multiplica- tion tables that they know, **in- cluding for two-digit numbers times one-digit numbers,** using mental	• 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** • add and subtract fractions with the same denominator within one whole (e.g. $^5/_7 + ^1/_7 = ^6/_7$)	• 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, hours and o'clock;** • 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	• 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.**	