Maths LTP – Year 3

Key place value objectives: (Focus for starter activities. Objectives should underpin all mathematical skills.)
Recognise the place value of each digit in a three-digit number (hundreds, tens, ones)
Compare and order numbers up to 1000.
Read and write numbers up to 1000 in numerals and in words.
Identify, represent and estimate numbers using different representations.
Find 10 or 100 more or less than a given number.
Solve number problems and practical problems involving these ideas.
Count from 0 in multiples of 4,8,50 and 100.
Recall and use multiplication and division facts for the 3, 4 and 8 multiplication tables.

Autumn	Spring	Summer
Wk1- Recognise the place value of each digit in a three-digit number (hundreds, tens, ones) Compare and order numbers up to 1000. **Wk2-** Read and write numbers up to 1000 in numerals and in words. Identify, represent and estimate numbers using different representations. Find 10 or 100 more or less than a given number. Solve number problems and practical problems involving these ideas. **Wk3/4-** Add and subtract numbers mentally, including: ~ a three-digit number and ones, ~ a three-digit number and tens, ~ a three-digit number and hundreds. **Wk5**- Estimate the answer to a calculation and use inverse operations to check answers.	**Wk1**- Count from 0 in multiples of 4,8,50 and 100. Recall and use multiplication and division facts for the 3, 4 and 8 multiplication tables. **Wk2/3**- 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 and progressing to formal written methods **Wk4/5-** Solve problems, including missing number problems, involving multiplication and division, including positive integer scaling problems and correspondence problems in which n objects are connected to m objects. **Wk1/2-** Solve one-step and two-step questions (e.g. how many more? And how many fewer?)	**Wk1**- Recognise and use fractions as numbers: unit fractions and non-unit fractions with small denominators. **Wk2**- Recognise, find and write fractions of a discrete set of objects: unit fractions and non-unit fractions with small denominators. **Wk3-** Compare and order unit fractions, and fractions with the same denominator. **Wk4**- Recognise angles as a property of shape or a description of a turn. **Wk5-** Identify right angles, recognise that two right angles make half a turn, three makes three quarters of a turn and four make a complete turn: identify whether angles are greater than or less than a right angle.

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Wk6- Measure, compare, add and subtract: lengths (m/cm/mm); mas (kg/g); volume/ capacity (l/ml) **Wk7-** Measure the perimeter of simple 2D shapes	using information presented in scaled bar charts and pictograms. Interpret and present data using bar charts, pictograms and tables.	
Wk1- Add and subtract numbers with up to three digits, using formal written methods of columnar addition and subtraction. **Wk2**- Add and subtract amounts of money, to give change, using both £ and p in practical contexts. **Wk3-** Solve problems, including missing number problems using facts, place value and more complex addition and subtraction. **Wk4**- Draw 2-D shapes and make 3D shapes using modelling materials; recognise 3-D shapes in different orientations and describe them. **Wk5**- Identify horizontal and vertical lines and pairs of perpendicular and parallel lines. **Wk6-** Know the number of seconds in a minute and the number of days in each month, year and leap year. **Wk7-** Compare durations of events (e.g. calculate the time taken by particular events or tasks.)	**Wk3-** 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. **Wk4/5**- Tell and write the time from an analogue clock, including using Roman Numerals form I to XII, and 12-hour and 24-hour clocks.	**Wk1**- 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. **Wk2**- Recognise and show, using diagrams, equivalent fractions with small denominators. **Wk3**- Add and subtract fractions with the same denominator within one whole. (e.g. 5/7 + 1/7 = 6/7) **Wk4-** Solve problems that involve all the above. (fractions)