

## NUMBER AND PLACE VALUE

- Count from 0 in multiples of 4, 8, 50 and 100.
- 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).
- 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.
- Solve number problems and practical problems involving the above concepts. .

## GEOMETRY

- 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 and 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.
- Identify pairs of perpendicular and parallel lines in shapes.

## STATISTICS

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

# Year 3 Maths

## End of Year Expectations



## MEASURES

- 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].

## CALCULATION

- Add and subtract numbers mentally, including: HTO+O, HTO+TO and HTO+HTO.
- Add and subtract numbers with up to three digits, using formal written methods of column addition and subtraction.
- Estimate the answer to a calculation and use inverse operations to check answers
- Solve problems, including missing number problems, using number facts, place value, and more complex addition and subtraction.
- 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.
- Solve problems, including missing number problems, involving multiplication and division.
- Solve positive integer scaling problems.

## FRACTIONS AND DECIMALS

- Count up and down in tenths; recognise how tenths can be created.
- Recognise, find and write fractions of a discrete set of objects with small denominators.
- Recognise and show, using diagrams, equivalent fractions with small denominators.
- Add and subtract fractions with the same denominator within one whole.
- Compare and order fractions with the same denominators.
- Solve problems that involve fractions and decimals.