Geometry

- Draw 2d shapes and make 3d models; recognize 3d shapes in different orientations.

- Recognize angles as a property of shape and associate angles with turning.

- Identify right angles, know that 2 right angles make a half turn; identify whether angles are greater or less than a right angle.

- Identify horizontal, vertical, perpendicular and parallel lines in relation to other lines.

Data

- Interpret and present data in pictograms, tally charts, bar charts and tables.

- Solve one step and two step problems using information presented in scaled bar charts and pictograms and tables.
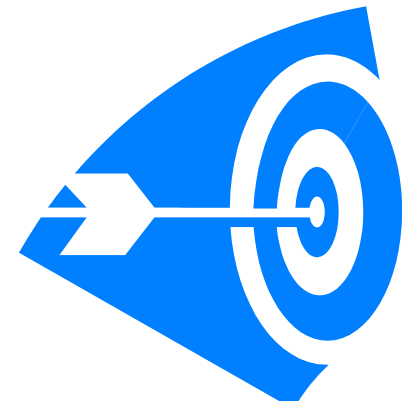
Mrs Thomas

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Year 3
2014

Numeracy Targets

Ringway Primary School

Year 3 Programme of Study

Number

- Count from 0 in multiples of 4, 8, 50 and 100; find 10 or 100 more or less than a given number.

- Recognize the place value of each digit in a 3-digit number

- Compare and order numbers from 0-1000

- Read and write numbers to at least 1000 in numerals and in words

- Solve number problems and practical problems involving these ideas.

- Identify, represent and estimate numbers using different representations.

Addition & Subtraction

- Add and subtract numbers mentally, including a 3-digit number and ones, 3-digit number and tens and a 3-digit number and hundreds.

- Add and subtract numbers with up to 3-digits, using the column method efficiently.

- Use the inverse to check a calculation

- Solve problems including missing numbers, number facts, place value and more complex addition and subtraction.

Multiplication & Division

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

Fractions

- Count up and down in tenths; recognise that tenths arise from dividing objects into 10 equal parts

- Add and subtract fractions with the same denominator within one whole (eg 5/7 + 1/7 = 6/7)

- Compare and order unit fractions.

- Solve problems that involve fractions.

Measure

- Measure compare add and subtract: lengths (m/cm/mm) mass (kg/g) volume/capcity (l/ml)

- Measure the perimeter of simple 2d shapes

- Add and subtract amounts of money to give change using £ and p.

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

- Know the number of seconds in a minute and minutes in an hour.

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