Year 3 Maths Overview
Bowerham Primary and Nursery School

Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Place Value Addition and Subtraction	Addition and Subtraction Multiplication and Division A	Multiplication and Division B Length and Perimeter	Fractions A Mass and Capacity	Fractions B Money Time	Time Shape Statistics

Topic	End of Year Expectation
Number and Place Value	• Count from 0 in multiples of 4, 8, 50 and 100 • Count up and down in tenths • Read and write numbers up to 1000 in numerals and in words • Read and write numbers with one decimal place • Identify, represent and estimate numbers using different representations (including the number line) • Recognise the place value of each digit in a threedigit number (hundreds, tens, ones) • Identify the value of each digit to one decimal place • Partition numbers in different ways (e.g. 146 = 100+40+6 and 146 = 130+16) • Compare and order numbers up to 1000 • Compare and order numbers with one decimal place • Find 1, 10 or 100 more or less than a given number • Round numbers to at least 1000 to the nearest 10 or 100 • Find the effect of multiplying a one- or twodigit number by 10 and 100, identify the value of the digits in the answer • Describe and extend number sequences involving counting on or back in different steps • Read Roman numerals from I to XII • Solve number problems and concrete problems involving these ideas
Addition and Subtraction	• Choose an appropriate strategy to solve a calculation based upon the numbers involved (recall a known fact, calculate mentally, use a jotting, written method) • Select a mental strategy appropriate for the numbers involved in the calculation • Understand and use take away and difference for subtraction, deciding on the most efficient method for the numbers involved, irrespective of context • Recall/use addition / subtraction facts for 100 (multiples of 5 and 10) • Derive and use addition and subtraction facts for 100 • Derive and use addition and subtraction facts for multiples of 100 totalling 1000

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	• Add and subtract numbers mentally, including: - 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 three digits, using formal written methods of columnar 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
Multiplication and Division	• Choose an appropriate strategy to solve a calculation based upon the numbers involved (recall a known fact, calculate mentally, use a jotting, written method) • Understand that division is the inverse of multiplication and vice versa • Understand how multiplication and division statements can be represented using arrays • Understand division as sharing and grouping and use each appropriately • Recall and use multiplication and division facts for the 3, 4 and 8 multiplication tables • Derive and use doubles of all numbers to 100 and corresponding halves • Derive and use doubles of all multiples of 50 to 500 • 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 • Use estimation to check answers to calculations and determine, in the context of a problem, an appropriate degree of accuracy • Solve problems, including missing number problems, involving multiplication and division (and interpreting remainders), including positive integer scaling problems and correspondence problems in which n objects are connected to m objects
Number – Fractions	• Show practically or pictorially that a fraction is one whole number divided by another (e.g. $\mathbf{3/4}$ can be interpreted as 3 ÷ 4) • Understand that finding a fraction of an amount relates to division • Recognise that tenths arise from dividing objects into 10 equal parts and in dividing one-digit numbers or quantities by 10 • Recognise, find and write fractions of a discrete set of objects: unit fractions and nonunit fractions with small denominators • Recognise and show, using diagrams, equivalent fractions with small denominators • Add and subtract fractions with the same denominator within one whole [for example, $\mathbf{5/7}$ + $\mathbf{1/7}$ = $\mathbf{6/7}$ • Compare and order unit fractions, and fractions with the same denominators (including on a number line) • Count on and back in steps of $\mathbf{1/2}$, $\mathbf{1/4}$ and ¾ • Solve problems that involve all of the above
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
Geometry – Position and Direction	• Describe positions on a square grid labelled with letters and numbers

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Statistics	• Use sorting diagrams to compare and sort objects, numbers and common 2-D and 3-D shapes • 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
Measurement	• Measure, compare, add and subtract: lengths (m/cm/mm); mass (kg/g); volume/capacity (l/ml) • Continue to estimate and measure temperature to the nearest degree (°C) using thermometers • Understand perimeter is a measure of distance around the boundary of a shape • Measure the perimeter of simple 2-D shapes • 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/read time with increasing accuracy to the nearest minute • Record/compare time in terms of seconds, minutes, hours; use vocabulary such as o'clock, a.m./p.m., morning, afternoon, noon, 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] • Continue to recognise and use the symbols for pounds (£) and pence (p) and understand that the decimal point separates pounds/pence • Recognise that ten 10p coins equal £1 and that each coin is $\mathbf{1/10}$ of £1 • Add and subtract amounts of money to give change, using both £ and p in practical contexts • Solve problems involving money and measures and simple problems involving passage of time