

### 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.

*I can count from 0 in multiples of 4, 8, 50 and 100 and can 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).

*I can recognise the place value of each digit of a number with hundreds, tens and units.*

Compare and order numbers up to 1000.

*I can compare and order numbers up to 1000.*

Identify, represent and estimate numbers using different representations.

*I can find, show and estimate numbers using objects and pictures.*

Read and write numbers up to 1000 in numerals.

*I can read and write numbers up to 1000 in numbers.*

Read and write numbers up to 1000 in words.

*I can read and write numbers up to 1000 in words.*

Solve number problems and practical problems involving these ideas.

*I can solve number and word problems.*

### Addition and Subtraction

Add and subtract numbers mentally, including a three-digit number and ones.

*I can add and subtract numbers in my head, including a three digit number and ones.*

Add and subtract numbers mentally, including a three-digit number and tens.

*I can add and subtract numbers in my head, including a three digit number and tens.*

Add and subtract numbers mentally, including a three-digit number and hundreds.

*I can add and subtract numbers in my head, including a three digit number and hundreds.*

Add numbers with up to three digits using the formal written method of columnar addition.

*I can add numbers with up to three digits using formal column methods.*

Subtract numbers with up to three digits using the formal written method of columnar subtraction.

*I can subtract numbers with up to three digits using formal column methods.*

Estimate the answer to a calculation and use inverse operations to check answers.

*I can estimate the answer to a calculation and use this and inverse operations to check answers.*

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

*I can solve problems, including missing number problems, using number facts, place value, and more complex addition and subtraction.*

### Multiplication and Division

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

*I can recall and use multiplication and division facts for the 3, 4 and 8 times tables.*

Write and calculate mathematical statements for multiplication and division using the multiplication tables that he/she knows, including for two-digit numbers times one-digit numbers, using mental methods and progressing to formal written methods.

*I can calculate multiplication and division problems, both mentally and in writing, using the times tables, including two digit numbers times one digit numbers.*

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.

### Fractions

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.

*I can count up and down in tenths, and know that tenths are made from dividing an object 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 non-unit fractions with small denominators.

*I can write and find fractions for a set of data and can recognise fractions with small denominators.*

Recognise and use fractions as numbers: unit fractions and non-unit fractions with small denominators.

*I can find and use fractions of numbers e.g.  $1/4$  of  $8 = 2$  and  $3/4$  of  $8 = 6$ .*

Recognise and show, using diagrams, equivalent fractions with small denominators.

*I can identify and show equivalent fractions.*

Add fractions with the same denominator within one whole e.g.  $5/7 + 1/7 = 6/7$ .

*I can add fractions with the same denominator within one whole.*

Subtract fractions with the same denominator within one whole e.g.  $6/7 - 1/7 = 5/7$ .

*I can subtract fractions with the same denominator within one whole.*

Compare and order unit fractions, and fractions with the same denominators.

*I can compare and order fractions with the same denominator.*

Solve fraction problems.

*I can solve fraction problems.*

### Properties of Shape

Draw 2-D shapes and make 3-D shapes using modelling materials; recognise 3-D shapes in different orientations and describe them.

*I can draw 2-D shapes and make 3-D shapes using modelling materials. I can recognise 3-D shapes in different orientations.*

Recognise angles as a property of shape or a description of a turn.

*I can recognise angles a property of shape. I know that angles are 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.

*I can spot right angles. I know that two right angles make a half-turn, three make three quarters of a turn and four make a full turn. I can spot when angles are greater or less than a right angle.*

Identify horizontal and vertical lines and pairs of perpendicular and parallel lines.

*I can spot horizontal and vertical lines and pairs of perpendicular and parallel lines.*

### Measurement

Measure, compare, add and subtract: lengths (m/cm/mm); mass (kg/g); volume/capacity (l/ml).

*I can measure, compare, add and subtract: lengths (m/cm/mm); mass (kg/g); volume and capacity (l/ml).*

Measure the perimeter of simple 2-D shapes.

*I can measure the perimeter of simple 2-D shapes.*

Add and subtract amounts of money to give change, using both £ and p in practical contexts.

*I can add and subtract money giving, change and using pounds and pence. I can do this with real coins and notes.*

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

*I can tell the time on a clock face. I can do this if it uses Roman numerals from I to XII, and I can use 12-hour or 24-hour clocks.*

Write the time using an analogue clock, including using Roman numerals from I to XII, and 12-hour and 24-hour clocks.

*I can write the time on a clock face. I can do this if I use Roman numerals from I to XII, and I can use 12-hour or 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.

*I can estimate and read the time to the nearest minute. I can record time in seconds, minutes and hours. I can use the words 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.

*I can tell you the number of seconds in a minute and how many days there are in a month, a year, and a leap year.*

Compare durations of events e.g. calculate the time taken by particular events or tasks.

*I can compare how much time is taken by different events or tasks.*

### Statistics

Interpret and present data using bar charts, pictograms and tables.

*I can interpret and present data using bar charts, pictograms and tables.*

Solve one-step and two-step questions e.g. 'How many more?' and 'How many fewer?', using information presented in scaled bar charts, pictograms and tables.

*I can solve one-step and two-step questions e.g. 'How many more?' and 'How many fewer?' using information presented in scaled bar charts, pictograms and tables.*

\*All these Target Tracker statements cover the National Curriculum statutory requirements

\*\* Statements in bold are Target Tracker KPI's

# MATHS YEAR 3

## National Curriculum Non-Negotiables

*I can solve problems, including missing number problems, involving multiplication and division, including factors and ratio.*