Maths Curriculum Map – Year 3

Year 3 Autumn	
Number & Place Value	 Solve number problems and practical problems involving: Recognise the place value of each digit in the 3-digit number (hundreds, tens and ones) Up to 1000 Identify, represent, and estimate numbers using different representations particularly including number-lines Find 10 or 100 more or less than a given number
Addition and Subtraction	 Y2: Recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100 Y2: Compare and order numbers from zero up to 100; using < , > and = signs Y2: Read and write numbers to at least 100 in numerals and in words Add and subtract numbers mentally including a 3-digit number and ones and a 3-digit number and hundreds. Estimate the answer to a calculation and use inverse operations to check answers
Addition and subtraction with Measurement (money)	 Add and subtract amounts of money to give change using both £ and p in practical contexts Use known and derived facts to work out change from £1 (100p) Y2: Find different combinations of coins that equal the same amounts of money Know 100p = £1; 2 x 50p = £1; 10 x 10p = £1; 5 x 20p = £1; 20 x 5p = £1; 50 x 2p = £1; relate to multiplication facts/ repeated addition in the context of money. Record addition and subtraction money calculations using pictorial representations such as a number-line and bar-models
Addition and subtraction with Measurement (length)	 Y2: Recall and use multiplication and division facts for the 2,5 and 10 multiplication tables. Represent multiplication and division facts as arrays using a grid (rather than dots) and a number-line Count in multiples of 3 and 4 from zero. Derive, recall and use multiplication and division facts for 3 and 4 multiplication tables Write and calculate mathematical statements for multiplication and division using the multiplication tables that they know, using mental strategies Solve problems including missing number problems involving multiplication and division, recording solutions with a range of representations to include number-lines, bar-models, and arrays.
Fractions	 Recognise , find and write fractions of a discrete set of objects: unit fractions (include 1/10) Compare and order fractions with the same denominators (show on a bar-model) Count up and down in tenths; recognise that tenths arise from dividing and object into ten equal parts. Build on the idea of 'fraction families' (Y2: ½ = 2/4) developing to halves, quarters and eighths; thirds and sixths ; fifths and tenths (use a bar model or fraction wall to explore equivalence) Count in halves, quarters and thirds on a number-line

Geometry	Draw 2-D shapes and make 3-D shapes using modelling materials (include simple nets)
	Identify right angles and horizontal and vertical lines.
	• Sort and classify using different diagrams (Carroll diagrams, Venn diagrams, decision trees).
	 Sort and classify using properties such as symmetry; faces, edges and vertices.
Number and PV	 Measure and compare lengths (mm/cm/m) and mass (g/kg)
with	• Know that there are 10mm in 1 cm ; 100cm in 1m; 1000mm in 1m
Measurement	• Derive associated facts: 50cm in ½ m, 25cm in 1/4m and 75cm in ¾ m
(length, mass, time)	• Know that there are $1000g = 1 \text{ kg}$ and derive associated facts: $500g = \frac{1}{2}\text{ kg}$; $250 \text{ g} = \frac{1}{4} \text{ kg}$; $750 \text{ g} = \frac{3}{4} \text{ kg}$; $100g = \frac{1}{10} \text{ kg}$
	 Count up and down in tenths; recognising that tenths arise from dividing an object into ten
	equal parts.
	• Recognise the place value of each digit in a 3-digit number (100s, 10s and ones)
	• Find 10 or 100 more or less than a given number
	• Tell and write the time from an analogue clock (12-hour).
	• Use vocabulary such as am/pm, morning, afternoon, noon and midnight.
	Solve number and practical problems involving these ideas
Year 3 Spring	
Fractions	Recognise and use unit fractions as numbers (on a number-line)
	Recognise and show, using diagrams, equivalent fractions with small denominators
	(construct 'fraction families as bar models e.g.whole / half/ quarters, eighths; whole/ thirds/
	sixths etc)
	• Add and subtract fractions with the same denominator within one whole e.g. 5/7 +1/7= 6/7
	(represent/ interpret using bar models and number lines)
	Compare and order unit fractions
	Solve problems that involve all of the above
Geometry	Recognise angles as a property of shape
	 Recognise that two right-angles make a half-turn
	• Recognise that three right-angles make three-quarters of a turn and four, a complete turn
	Identify whether angles are greater than or less than a right angle
Subtraction and	Add and subtract numbers mentally including a 3-digit number and ones, 3-digit number and tens. 3-digit number and hundreds
uuuuu	Add and subtract numbers with up to three digits
	• Estimate the answer to a calculation and use inverse operations to check answers
	Compare and order numbers up to 1000
	Read and write numbers up to 1000 in numerals and in words
	 Solve number problems and practical problems involving these ideas, including in the
	context of measurement.
Measurement	Tell and write the time from an analogue clock using 12 hour and 24-hour clocks
(Time)	• Estimate and read time with increasing accuracy to the nearest minute
	• Record and compare time in terms of seconds, minutes, hours and O'clock.
	• Know 1 hour= 60 minutes; ½ hour = 30 minutes; ¼ hour = 15
	minutes; ¾ hour = 45 minutes; 60 seconds= 1 minute

Multiplication and	Y2: Recall and use multiplication and division facts for the 2,5 and 10 multiplication tables.
division	• Represent multiplication and division facts as arrays using a grid (rather than dots) and a
	number-line
	• Count in multiples of 3 ,4 and 8 from zero.
	• Derive, recall, and use multiplication and division facts for 3, 4 and 8 multiplication tables
	• Write and calculate mathematical statements for multiplication and division using the
	multiplication tables that they know using mental strategies
	 Solve problems including missing number problems involving multiplication and division.
	recording solutions with a range of representations to include number-lines bar-models and
	arrays.
Fractions	Recognise , find and write fractions of a discrete set of objects:
	unit fractions and non-unit fractions with small denominators
	Recognise and use fractions as numbers: unit fractions and non unit fractions with small
	denominators (number-line)
Addition and	Compare and order numbers up to 1000
Subtraction	• Read and write numbers up to 1000 in numerals and words
with Statistics	• Identify, represent, and estimate numbers using different representations particularly
	including number lines
	• Solve problems including missing number problems, using number facts, place value and
	more complex addition and subtraction
	 Interpret and present data using bar charts, pictograms, and tables
	• Solve one-step questions such as "How many more?" and "How many fewer?" using
	information presented in scaled bar charts, pictograms, and tables.
Measurement	Count up and down in tenths, recognising that tenths arise from dividing an object in ten
(Volume, capacity,	equal parts.
and	 Measure, compare, add and subtract volume/capacity (I / mI)
scales)	
Multiplication and	• Recognise the place value of each digit in a 3-digit number (100s, 10s and ones)
division	• Use place value understanding to divide single digit and 2-digit numbers by 10.
	• Recognise that tenths arise from dividing one-digit numbers or quantities by 10.
	• Count from zero in multiples of 3.4.8.50 and 100
	• Y2: Recall and use multiplication and division facts for the 2.5 and 10 multiplication tables.
	• Represent multiplication and division facts as arrays using a grid (rather than dots) and a
	number-line
	• Derive, recall and use multiplication and division facts for 3, 4 and 8 multiplication tables.
	Understand the links within and between tables facts ('one, ten, five, derive')
	• Write and calculate mathematical statements for multiplication and division using the
	multiplication tables that they know using mental strategies
	 Solve problems including missing number problems involving multiplication and division.
	recording solutions with a range of representations to include number-lines bar-models and
	arrays
Geometry	Sort and classify 2-D and 3-D shapes using numbers of faces, edges and vertices.
,	• Use the vocabulary of parallel, perpendicular, horizontal, and vertical lines to describe and
	classify 2-D shapes

	Recognise 3-D shapes in different orientations and describe them
	• Know the names of common 3-D shapes
	Sort and group according to prisms and pyramids
	Construct prisms and pyramids with prepared nets, describe the shape of the faces
Year 3 Summer	
Addition and subtraction	• Add and subtract numbers mentally including a three-digit numbers and ones; tens ; hundreds (348 + 4; 348 + 40; 348 = 400)
	Add and subtract numbers with up to three digits using a range of written strategies as appropriate
	 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 as appropriate
Multiplication and	Recall and use multiplication and division facts for the 3,4,8 multiplication tables
division	• Write and calculate mathematical statements for multiplication and division using the tables they know, including for two-digit numbers times one-digit numbers, using mental strategies and written strategies as appropriate (use arrays to underpin grid method)
	 Solve problems, including missing number problems, involving multiplication and division, including integer scaling problems (e.g. four times as high) and correspondence problems in which m objects are connected to n objects (e.g. 3 hats and 4 coats, how many different outfits?)
Fractions	 Recognise, find, and write fractions of a discrete set of objects (unit and non-unit fractions, small denominators)
	 Recognise and use fractions as numbers (unit and non-unit fractions, small denominators) Recognise and show, using diagrams, equivalent fractions with small denominators Add and subtract fractions with the same denominator within one whole (e.g. 5/7 + 1/7=)
	6/7)
	Compare and order fractions with the same denominator
Measurement (money and time)	 Add and subtract amounts of money to give change, using both £ and p in practical contexts. Solve problems involving money and budgeting in simple contexts
	• Tell the time from an analogue clock, including using Roman numerals I to XII, 12-hour and 24-hour clocks. Use vocabulary such as a.m./p.m., midnight, and noon
	 Estimate and read the time with increasing accuracy to the nearest minute Record and compare time in terms of seconds, minutes, hours and o'clock, comparing durations of events
	 Know the number of seconds in a minute and the number of days in each month, year and leap year.
Measurement	Measure, compare, add and subtract lengths (m/cm/mm)
(length)	 Measure and compare the perimeter of simple 2-D shapes in practical contexts Solve problems involving length
	• Count up and down in tenths, recognise that tenths arise from dividing an object into 10 equal parts