

Year 3 Maths Curriculum 2014	Name:			
Numbers and the number system				
count from 0 in multiples of 4, 8, 50 and 100; KPI find 10 or 100 more or less than a given number KPI				
recognise the place value of each digit in a three-digit number (hundreds, tens, ones) KPI				
compare and order numbers up to 1000				
identify, represent and estimate numbers using different representations. Round numbers.				
read and write numbers up to 1000 in numerals and in words				
solve number problems and practical problems involving these ideas. KPI				
Addition and subtraction				
add and subtract numbers mentally, including: a three-digit number and ones, KPI a three-digit number and tens KPI , a three-digit number and hundreds KPI				
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				
recall and use multiplication and division facts for the 3, 4 and 8 multiplication tables KPI				
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 KPI				
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 and decimals				
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 KPI				
recognise and use fractions as numbers: unit fractions and non-unit fractions with small denominators KPI				
recognise and show, using diagrams, equivalent fractions with small denominators KPI				
add and subtract fractions with the same denominator within one whole [for example, $1/7 + 3/7 = 4/7$]				
compare and order unit fractions, and fractions with the same denominators				
solve problems that involve all of the above.				
Measurement				
measure, compare, add and subtract: lengths (m/cm/mm); mass (kg/g); volume/capacity (l/ml) KPI				
measure the perimeter of simple 2-D shapes				
add and subtract amounts of money to give change, using both £ and p in practical contexts KPI				
tell and write the time from an analogue clock, including using Roman numerals from I to XII, and 12-hour and 24-hour clocks KPI				
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].				
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, 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 KPI				
identify horizontal and vertical lines and pairs of perpendicular and parallel lines.				
Statistics				
interpret and present data using bar charts, pictograms and tables KPI				
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.				