Whitehouse Primary School - Core Key Skills in Mathematics for Year 3

Number and Place Value	Multiplication and Division	Addition and Subtraction
- 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 three-digit number (hundreds, tens, ones) - Compare and order numbers up to 1000 - Identify, represent and estimate numbers using different representations - Read and write numbers up to 1000 in numerals and in words - Solve number problems and practical problems involving these ideas	- Recall and use multiplication and division facts for the 3, 4 and 8 multiplication tables - 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 - 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	- Add and subtract numbers mentally, including: - o a three-digit number and ones - o a three-digit number and tens - o a three-digit number and hundreds - o 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
Measure	Fractions	Geometry – Properties of shape
- measure, compare, add and subtract: lengths (m/cm/mm); mass (kg/g); volume/capacity (l/ml) - Measure the perimeter of simple 2D shapes - Add and subtract amounts of money to give change, using both £ and p in practical contexts - Tell and write the time from an analogue clock, including using Roman numerals from I to XII, and 12-hour and 24-hour clocks	- 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 - Recognise and use fractions as numbers: unit fractions and non-unit fractions with small denominators - Recognise and show, using diagrams, equivalent fractions with small denominators - Add and subtract fractions with the	- Draw 2D shapes and make 3D shapes using modelling materials; recognise 3D 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

			same denominator within one whole [for example, 5/7 + 1/7 = 6/7]					
• 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]			• Compare and order unit fractions, and fractions with the same denominators • Solve problems that involve all of the above. **Statistics** • 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					
Emerging	Expected	Exceeding	Expected	Emerging	Exceeding	Expected	Emerging	Exceeding