## Key Learning Indicators of Performance: Year 3

Number - 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 three-digit 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 two-digit 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 practical problems involving these ideas.

Number - 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.
- Add and subtract numbers mentally, including: ree-digit number and ones.
ree-digit number and tens. ree-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.


## Number - 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.


## Mathematics

## Key Learning Indicators of Performance: Year 3

## Number - fractions

- Show practically or pictorially that a fraction is one whole number divided by another (e.g $\frac{3}{4}$ 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 non-unit fractions with small denominators.
- 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 same denominator within one whole [for example, $\frac{5}{7}+\frac{1}{7}=\frac{6}{7}$ ].
- Compare and order unit fractions, and fractions with the same denominators (including on a number line).
- Count on and back in steps of $\frac{1}{2}, \frac{1}{4}$ and $\frac{1}{3}$
- 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.

Measurement
Measure, compare, add and subtract: lengths ( $\mathrm{m} / \mathrm{cm} / \mathrm{mm}$ ); mass (kg/g); volume/capacity (1/ml).

- Continue to estimate and measure temperature to the nearest degree $\left({ }^{\circ} \mathrm{C}\right)$ 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 10 p coins equal $£ 1$ and that each coin is $\frac{1}{10}$ 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

Statistics

- Use sorting diagrams to compare and sort objects, numbers and common 2-D and 3-D shapes and everyday objects
- 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.

