

Year 3 Objective Map - Curriculum	
Numbers and the Number System	
count from 0 in multiples of 4, 8, 50 and 100	
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)	
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.	
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	
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	
compare and order unit fractions, and fractions with the same denominators	
Solve problems that involve all of the above.	
Addition and Subtraction	
add and subtract numbers mentally, including <ul style="list-style-type: none"> a three-digit number and ones a three-digit number and tens a three-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.	
Multiplication and Division	
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.	
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	
identify 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)	
measure the perimeter of simple 2-D 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	
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	
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.	