	Normanby Primary School – Year 3 Programme of Study
	Ma3/2.1 Number & Place Value
Ma3/2.1a	
Ma3/2.1b	
Ma3/2.1c	
Ma3/2.1d	
Ma3/2.1e	
Ma3/2.1f	solve number problems and practical problems involving these ideas.
	Mar 2 / 2 2 Addition 9 Culturation
Ma2/2 2a	Ma3/2.2 Addition & Subtraction add and subtract numbers mentally, including:
11103/2.20	i. a three-digit number and 1s
	ii. a three-digit number and 10s
	iii. a three-digit number and 10s
Ma3/2.2h	add and subtract numbers with up to 3 digits, using formal written methods of columnar addition and
subtractio	
Ma3/2.2c	
	solve problems, including missing number problems, using number facts, place value, and more complex
-	nd subtraction.
	Ma3/2.3 Multiplication & Division
Ma3/2.3a	recall and use multiplication and division facts for the 3, 4 and 8 multiplication tables
Ma3/2.3b	write and calculate mathematical statements for multiplication and division using the multiplication tables
that they l	know, including for two-digit numbers times one-digit numbers, using mental and progressing to formal written
methods	
Ma3/2.3c	solve problems, including missing number problems, involving multiplication and division, including
positive in	teger scaling problems and correspondence problems in which n objects are connected to m objects.
	Ma3/2.4 Fractions
	count up and down in tenths; recognise that tenths arise from dividing an object into 10 equal parts and in
0	ne-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
denomina	
Ma3/2.4c	
Ma3/2.4d	
Ma3/2.4e	
Ma3/2.4f	compare and order unit fractions, and fractions with the same denominators
Ma3/2.4g	solve problems that involve all of the above.
	Ma3/3.1 Measurement
Ma3/3.1a	
Ma3/3.1b	measure the perimeter of simple 2-D shapes
Ma3/3.1c	add and subtract amounts of money to give change, using both £ and p in practical contexts
Ma3/3.1c Ma3/3.1d	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
Ma3/3.1c Ma3/3.1d 24-hour cl	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 locks
Ma3/3.1c Ma3/3.1d 24-hour cl Ma3/3.1e	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 locks estimate and read time with increasing accuracy to the nearest minute; record and compare time in terms of
Ma3/3.1c Ma3/3.1d 24-hour cl Ma3/3.1e seconds, r	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 locks estimate and read time with increasing accuracy to the nearest minute; record and compare time in terms of ninutes and hours; use vocabulary such as o'clock, am/pm, morning, afternoon, noon and midnight
Ma3/3.1c Ma3/3.1d 24-hour cl Ma3/3.1e seconds, r Ma3/3.1f	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 locks estimate and read time with increasing accuracy to the nearest minute; record and compare time in terms of ninutes and hours; use vocabulary such as o'clock, am/pm, 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
Ma3/3.1c Ma3/3.1d 24-hour cl Ma3/3.1e seconds, r Ma3/3.1f	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 locks estimate and read time with increasing accuracy to the nearest minute; record and compare time in terms of ninutes and hours; use vocabulary such as o'clock, am/pm, morning, afternoon, noon and midnight
Ma3/3.1c Ma3/3.1d 24-hour cl Ma3/3.1e seconds, r Ma3/3.1f	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 locks estimate and read time with increasing accuracy to the nearest minute; record and compare time in terms of minutes and hours; use vocabulary such as o'clock, am/pm, 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
Ma3/3.1c Ma3/3.1d 24-hour cl Ma3/3.1e seconds, r Ma3/3.1f Ma3/3.1g	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 locks estimate and read time with increasing accuracy to the nearest minute; record and compare time in terms of ninutes and hours; use vocabulary such as o'clock, am/pm, 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 Ma3/3.2 Properties of Shapes
Ma3/3.1c Ma3/3.1d 24-hour cl Ma3/3.1e seconds, r Ma3/3.1g Ma3/3.2a	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 locks estimate and read time with increasing accuracy to the nearest minute; record and compare time in terms of ninutes and hours; use vocabulary such as o'clock, am/pm, 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 Ma3/3.2 Properties of Shapes draw 2-D shapes and make 3-D shapes using modelling materials; recognise 3-D shapes in different
Ma3/3.1c Ma3/3.1d 24-hour cl Ma3/3.1e seconds, r Ma3/3.1f Ma3/3.1g Ma3/3.2a orientatio	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 locks estimate and read time with increasing accuracy to the nearest minute; record and compare time in terms of minutes and hours; use vocabulary such as o'clock, am/pm, 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 Ma3/3.2 Properties of Shapes draw 2-D shapes and make 3-D shapes using modelling materials; recognise 3-D shapes in different ns and describe them
Ma3/3.1c Ma3/3.1d 24-hour cl Ma3/3.1e seconds, r Ma3/3.1g Ma3/3.1g Ma3/3.2a orientatio Ma3/3.2b	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 locks estimate and read time with increasing accuracy to the nearest minute; record and compare time in terms of ninutes and hours; use vocabulary such as o'clock, am/pm, 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 Ma3/3.2 Properties of Shapes draw 2-D shapes and make 3-D shapes using modelling materials; recognise 3-D shapes in different ns and describe them recognise angles as a property of shape or a description of a turn
Ma3/3.1c Ma3/3.1d 24-hour cl Ma3/3.1e seconds, r Ma3/3.1g Ma3/3.1g Ma3/3.2a orientatio Ma3/3.2b Ma3/3.2c	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 locks estimate and read time with increasing accuracy to the nearest minute; record and compare time in terms of ninutes and hours; use vocabulary such as o'clock, am/pm, 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 Ma3/3.2 Properties of Shapes draw 2-D shapes and make 3-D shapes using modelling materials; recognise 3-D shapes in different ns and describe them recognise angles as a property of shape or a description of a turn identify right angles, recognise that 2 right angles make a half-turn, 3 make three quarters of a turn and 4 a
Ma3/3.1c Ma3/3.1d 24-hour cl Ma3/3.1e seconds, r Ma3/3.1g Ma3/3.1g Ma3/3.2a orientatio Ma3/3.2b Ma3/3.2c	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 locks estimate and read time with increasing accuracy to the nearest minute; record and compare time in terms of ninutes and hours; use vocabulary such as o'clock, am/pm, 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 Ma3/3.2 Properties of Shapes draw 2-D shapes and make 3-D shapes using modelling materials; recognise 3-D shapes in different ns and describe them recognise angles as a property of shape or a description of a turn identify right angles, recognise that 2 right angles make a half-turn, 3 make three quarters of a turn and 4 a turn; identify whether angles are greater than or less than a right angle

Ma3/4.1 Statistics		
Ma3/4.1a	interpret and present data using bar charts, pictograms and tables	
Ma3/4.1b	solve one-step and two-step questions using information presented in scaled bar charts and pictograms and	
tables.		