

Year 3 Maths Plan: Spring Term A

	Focussed Teaching
Week 1	<p><u>Place Value</u> Revision of < and > signs and application with number Use > and < within calculations</p> <p><u>Time</u> Revision of quarter to / past times Telling the time to the nearest 5 minutes Number of days, weeks and months in a year and leap year Calculate and order durations of time Problem solving involving time</p>
Week 2	<p><u>Measuring</u> Measure to the nearest centimetre and half centimetre Measure in millimetres Problem solving activities involving measuring including Mastery Maths activities</p> <p><u>Statistics</u> Create bar graphs and pictograms based on information given Interpret information from bar graphs and pictograms Create bar graphs and/or pictograms based on information gained from a personal line of enquiry</p>
Week 3 and 4	<p><u>Mental methods (addition and subtraction)</u> Add and subtract a 1-digit number to/from a 3-digit number including bridging a ten Add and subtract a multiple of ten to/from a 3-digit number including bridging a hundred Add and subtract a multiple of 100 to/from a 3-digit number</p> <p><u>Addition and Subtraction</u> Column addition with exchange Column subtraction with decomposition Recording column addition and subtraction Knowing when to exchange or use decomposition Problem solving using these methods, including mental methods.</p>

Week 5	<u>Multiplication and Division</u> Consolidate knowledge of multiplication facts in the 2, 3, 4, 5 and 10 x tables. Solve missing number calculations relating to the 2, 3, 4, 5 and 10 x tables (fantastic beasts investigation) Recall multiplication facts for the 8x table Multiply a 2-digit number by a 1-digit number using the grid method of multiplication, including missing numbers Word problems involving grid multiplication
Week 6	<u>Fractions</u> Recognise some equivalent fractions Find unit and non-unit fractions of numbers Identify unit and non-unit fractions of a set of shapes Solve problems involving unit and non-unit fractions
	Half Term