



## Maths Long Term Plan – Class 3 / Milestone 2 Y34

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Unit 1	<p><b>Number</b></p> <ul style="list-style-type: none"> <li>Count in multiples of 2 to 9, 25, 50, 100 and 1000.</li> <li>Find 1000 more or less than a given number.</li> <li>Count backwards through zero to include negative numbers.</li> <li>Identify, represent and estimate numbers using different representations.</li> <li>Recognise the place value of each digit in a four-digit number. (thousands, hundreds, tens, and ones)</li> <li>Round any number to the nearest 10, 100 or 1000.</li> <li>Order and compare numbers beyond 1000.</li> <li>Solve number and practical problems with increasingly large positive numbers.</li> </ul>	<p><b>Number, Multiply and Divide</b></p> <ul style="list-style-type: none"> <li>Solve problems involving multiplying and dividing, including using the distributive law to multiply two digit numbers by one digit, integer scaling problems and harder correspondence problems (such as <math>n</math> objects are connected to <math>m</math> objects).</li> <li>Multiply two-digit and three-digit numbers by a one-digit number using formal written layout.</li> <li>Use place value, known and derived facts to multiply and divide mentally, including: multiplying by 0 and 1; dividing by 1; multiplying together three numbers.</li> <li>Recognise and use factor pairs and commutativity in mental calculations.</li> <li>Recognise and use the inverse relationship between multiplication and division and use this to check calculations and solve missing number problems</li> <li>Recall multiplication and division facts for multiplication tables up to <math>12 \times 12</math>.</li> </ul>	<p><b>Fractions</b></p> <ul style="list-style-type: none"> <li>Recognise, find and write fractions of a discrete set of objects: unit fractions and non-unit fractions with small denominators.</li> <li>Recognise and use fractions as numbers: unit fractions and non-unit fractions with small denominators.</li> <li>Round decimals with one decimal place to the nearest whole number.</li> <li>Compare numbers with the same number of decimal places up to two decimal places.</li> <li>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.</li> <li>Count up and down in hundredths; recognise that hundredths arise when dividing an object by one hundred and dividing tenths by ten.</li> <li>Compare and order unit fractions and fractions with the same denominators.</li> </ul>	<p><b>Add and Subtract</b></p> <ul style="list-style-type: none"> <li>Solve two-step addition and subtraction problems in contexts, deciding which operations and methods to use and why.</li> <li>Add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate.</li> <li>Add and subtract numbers mentally, including: <ul style="list-style-type: none"> <li>A three-digit number and ones.</li> <li>A three-digit number and tens.</li> <li>A three-digit number and hundreds.</li> </ul> </li> <li>Estimate and use inverse operations to check answers to a calculation.</li> <li>Solve problems, including missing number problems, using number facts, place value and more complex addition and subtraction.</li> </ul>	<p><b>Number</b></p> <ul style="list-style-type: none"> <li>Count in multiples of 2 to 9, 25, 50, 100 and 1000.</li> <li>Find 1000 more or less than a given number.</li> <li>Count backwards through zero to include negative numbers.</li> <li>Identify, represent and estimate numbers using different representations.</li> <li>Recognise the place value of each digit in a four-digit number. (thousands, hundreds, tens, and ones)</li> <li>Round any number to the nearest 10, 100 or 1000.</li> <li>Order and compare numbers beyond 1000.</li> <li>Solve number and practical problems with increasingly large positive numbers.</li> <li>Solve number and practical problems with increasingly large positive numbers.</li> </ul>	<p><b>Add and Subtract</b></p> <ul style="list-style-type: none"> <li>Solve two-step addition and subtraction problems in contexts, deciding which operations and methods to use and why.</li> <li>Add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate.</li> <li>Add and subtract numbers mentally, including: <ul style="list-style-type: none"> <li>A three-digit number and ones.</li> <li>A three-digit number and tens.</li> <li>A three-digit number and hundreds.</li> </ul> </li> <li>Estimate and use inverse operations to check answers to a calculation</li> <li>Solve problems, including missing number problems, using number facts, place value and more complex addition and subtraction.</li> </ul>

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<p><b>Unit 2</b></p>	<p><b>Number</b></p> <ul style="list-style-type: none"> <li>Count in multiples of 2 to 9, 25, 50, 100 and 1000.</li> <li>Find 1000 more or less than a given number.</li> <li>Count backwards through zero to include negative numbers.</li> <li>Identify, represent and estimate numbers using different representations.</li> <li>Recognise the place value of each digit in a four-digit number. (thousands, hundreds, tens, and ones)</li> <li>Round any number to the nearest 10, 100 or 1000.</li> <li>Order and compare numbers beyond 1000.</li> <li>Solve number and practical problems with increasingly large positive numbers.</li> </ul>	<p><b>Number, Multiply and Divide</b></p> <ul style="list-style-type: none"> <li>Solve problems involving multiplying and dividing, including using the distributive law to multiply two digit numbers by one digit, integer scaling problems and harder correspondence problems (such as n objects are connected to m objects).</li> <li>Multiply two-digit and three-digit numbers by a one-digit number using formal written layout.</li> <li>Use place value, known and derived facts to multiply and divide mentally, including: multiplying by 0 and 1; dividing by 1; multiplying together three numbers.</li> <li>Recognise and use factor pairs and commutativity in mental calculations.</li> <li>Recognise and use the inverse relationship between multiplication and division and use this to check calculations and solve missing number problems</li> <li>Recall multiplication and division facts for multiplication tables up to 12 × 12.</li> </ul>	<p><b>Fractions</b></p> <ul style="list-style-type: none"> <li>Recognise, find and write fractions of a discrete set of objects: unit fractions and non-unit fractions with small denominators.</li> <li>Recognise and use fractions as numbers: unit fractions and non-unit fractions with small denominators.</li> <li>Round decimals with one decimal place to the nearest whole number.</li> <li>Compare numbers with the same number of decimal places up to two decimal places.</li> <li>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.</li> <li>Count up and down in hundredths; recognise that hundredths arise when dividing an object by one hundred and dividing tenths by ten.</li> <li>Compare and order unit fractions and fractions with the same denominators.</li> </ul>	<p><b>Measures</b></p> <ul style="list-style-type: none"> <li>Measure, compare, add and subtract: lengths (m/cm/mm); mass (kg/g); volume/capacity (l/ml).</li> <li>Convert between different units of measure. (for example, kilometre to metre; hour to minute)</li> </ul>	<p><b>Fractions</b></p> <ul style="list-style-type: none"> <li>Recognise, find and write fractions of a discrete set of objects: unit fractions and non-unit fractions with small denominators.</li> <li>Recognise and use fractions as numbers: unit fractions and non-unit fractions with small denominators.</li> <li>Round decimals with one decimal place to the nearest whole number.</li> <li>Compare numbers with the same number of decimal places up to two decimal places.</li> <li>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.</li> <li>Count up and down in hundredths; recognise that hundredths arise when dividing an object by one hundred and dividing tenths by ten.</li> <li>Compare and order unit fractions and fractions with the same denominators.</li> </ul>	<p><b>Number, Multiply and Divide</b></p> <ul style="list-style-type: none"> <li>Solve problems involving multiplying and dividing, including using the distributive law to multiply two digit numbers by one digit, integer scaling problems and harder correspondence problems (such as n objects are connected to m objects).</li> <li>Multiply two-digit and three-digit numbers by a one-digit number using formal written layout.</li> <li>Use place value, known and derived facts to multiply and divide mentally, including: multiplying by 0 and 1; dividing by 1; multiplying together three numbers.</li> <li>Recognise and use factor pairs and commutativity in mental calculations.</li> <li>Recognise and use the inverse relationship between multiplication and division and use this to check calculations and solve missing number problems</li> <li>Recall multiplication and division facts for multiplication tables up to 12 × 12.</li> </ul>
<p><b>Unit 3</b></p>	<p><b>Add and Subtract</b></p> <ul style="list-style-type: none"> <li>Solve two-step addition and subtraction problems in contexts, deciding which</li> </ul>	<p><b>Measures – Time</b></p> <ul style="list-style-type: none"> <li>Tell and write the time from an analogue clock, including using Roman numerals from I</li> </ul>	<p><b>Fractions</b></p> <ul style="list-style-type: none"> <li>Recognise and show, using diagrams, families of common equivalent fractions.</li> </ul>	<p><b>Position, direction and movement</b></p> <ul style="list-style-type: none"> <li>Recognise angles as a property of shape and as an</li> </ul>	<p><b>Fractions</b></p> <ul style="list-style-type: none"> <li>Recognise and show, using diagrams, families of common equivalent fractions.</li> </ul>	<p><b>Shape</b></p> <ul style="list-style-type: none"> <li>Draw 2-D shapes and make 3-D shapes using modelling materials; recognise</li> </ul>

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	<p>operations and methods to use and why.</p> <ul style="list-style-type: none"> <li>• Add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate.</li> <li>• Add and subtract numbers mentally, including: <ul style="list-style-type: none"> <li>• A three-digit number and ones.</li> <li>• A three-digit number and tens.</li> <li>• A three-digit number and hundreds.</li> </ul> </li> <li>• Estimate and use inverse operations to check answers to a calculation.</li> </ul>	<p>to XII, and 12-hour and 24-hour clocks.</p> <ul style="list-style-type: none"> <li>• Estimate and read time with increasing accuracy to the nearest minute; record and compare time in terms of seconds, minutes and hours; use appropriate vocabulary.</li> <li>• Know the number of seconds in a minute and the number of days in each month, year and leap year.</li> <li>• Compare durations of events.</li> </ul>	<ul style="list-style-type: none"> <li>• Recognise and write decimal equivalents of any number of tenths or hundredths.</li> <li>• Recognise and write decimal equivalents to <math>\frac{1}{4}</math>, <math>\frac{1}{2}</math>, <math>\frac{3}{4}</math>.</li> </ul>	<p>amount of rotation.</p> <ul style="list-style-type: none"> <li>• Identify right angles, recognise that 2 right angles make a half turn and 4 make a whole turn.</li> <li>• Identify angles that are greater than a right angle.</li> <li>• Describe positions on a 2-D grid as coordinates in the first quadrant.</li> <li>• Describe movements between positions as translations of a given unit to the left/right and up/down.</li> <li>• Plot specified points and draw sides to complete a given polygon.</li> </ul>	<ul style="list-style-type: none"> <li>• Recognise and write decimal equivalents of any number of tenths or hundredths.</li> <li>• Recognise and write decimal equivalents to <math>\frac{1}{4}</math>, <math>\frac{1}{2}</math>, <math>\frac{3}{4}</math>.</li> <li>• Add and subtract fractions with the same denominator within one whole.</li> <li>• Solve problems involving increasingly harder fractions.</li> <li>• Calculate quantities and fractions to divide quantities (including non-unit fractions where the answer is a whole number).</li> <li>• Add and subtract fractions with the same denominator.</li> <li>• Find the effect of dividing a one- or two-digit number by 10 and 100, identifying the value of the digits in the answer as ones, tenths and hundredths.</li> </ul> <p>• Solve simple measure and money problems involving fractions and decimals to two decimal places.</p>	<p>3-D shapes in different orientations and describe them.</p> <ul style="list-style-type: none"> <li>• Identify horizontal and vertical lines and pairs of perpendicular and parallel lines.</li> <li>• Compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes.</li> <li>• Identify acute and obtuse angles and compare and order angles up to two right angles by size.</li> <li>• Identify lines of symmetry in 2-D shapes presented in different orientations.</li> <li>• Complete a simple symmetric figure with respect to a specific line of symmetry.</li> </ul>
Unit 4	<p><b>Add and Subtract</b></p> <ul style="list-style-type: none"> <li>• Solve two-step addition and subtraction problems in contexts, deciding which operations and methods to use and why.</li> <li>• Add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate.</li> </ul>	<p><b>Add and Subtract</b></p> <ul style="list-style-type: none"> <li>• Solve two-step addition and subtraction problems in contexts, deciding which operations and methods to use and why.</li> <li>• Add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate.</li> </ul>	<p><b>Fractions</b></p> <ul style="list-style-type: none"> <li>• Add and subtract fractions with the same denominator within one whole.</li> <li>• Solve problems involving increasingly harder fractions.</li> <li>• Calculate quantities and fractions to divide quantities (including non-unit fractions where the answer is a whole number).</li> <li>• Add and subtract fractions with</li> </ul>	<p><b>Statistics</b></p> <ul style="list-style-type: none"> <li>• Interpret and present data using bar charts, pictograms and tables.</li> <li>• Solve one-step and two-step questions (for example, ‘How many more?’ and ‘How many fewer?’) using information presented in scaled bar charts, pictograms and tables.</li> <li>• Interpret and present</li> </ul>	<p><b>Measures – Money</b></p> <ul style="list-style-type: none"> <li>• Add and subtract amounts of money to give change. (£ and p)</li> <li>• Estimate, compare and calculate different measures, including money in pounds and pence.</li> </ul>	<p><b>Position, direction and movement</b></p> <ul style="list-style-type: none"> <li>• Describe positions on a 2-D grid as coordinates in the first quadrant.</li> <li>• Describe movements between positions as translations of a given unit to the left/right and up/down.</li> <li>• Plot specified points and draw sides to complete a given polygon.</li> </ul>

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	<ul style="list-style-type: none"> <li>• Add and subtract numbers mentally, including:             <ul style="list-style-type: none"> <li>• A three-digit number and ones.</li> <li>• A three-digit number and tens.</li> <li>• A three-digit number and hundreds.</li> </ul> </li> <li>• Estimate and use inverse operations to check answers to a calculation.</li> </ul>	<ul style="list-style-type: none"> <li>• Add and subtract numbers mentally, including:             <ul style="list-style-type: none"> <li>• A three-digit number and ones.</li> <li>• A three-digit number and tens.</li> <li>• A three-digit number and hundreds.</li> </ul> </li> <li>• Estimate and use inverse operations to check answers to a calculation.</li> </ul>	<p>the same denominator.</p> <ul style="list-style-type: none"> <li>• Find the effect of dividing a one- or two-digit number by 10 and 100, identifying the value of the digits in the answer as ones, tenths and hundredths.</li> <li>• Solve simple measure and money problems involving fractions and decimals to two decimal places.</li> </ul>	<p>discrete and continuous data using appropriate graphical methods, including bar charts and time graphs.</p> <ul style="list-style-type: none"> <li>• Solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs.</li> </ul>		
Unit 5	<p><b>Add and Subtract</b></p> <ul style="list-style-type: none"> <li>• Solve problems, including missing number problems, using number facts, place value and more complex addition and subtraction.</li> </ul>	<p><b>Add and Subtract</b></p> <ul style="list-style-type: none"> <li>• Solve problems, including missing number problems, using number facts, place value and more complex addition and subtraction.</li> </ul>	<p><b>Number</b></p> <ul style="list-style-type: none"> <li>• Count in multiples of 2 to 9, 25, 50, 100 and 1000.</li> <li>• Find 1000 more or less than a given number.</li> <li>• Count backwards through zero to include negative numbers.</li> <li>• Identify, represent and estimate numbers using different representations.</li> <li>• Recognise the place value of each digit in a four-digit number. (thousands, hundreds, tens, and ones)</li> <li>• Round any number to the nearest 10, 100 or 1000.</li> <li>• Order and compare numbers beyond 1000.</li> <li>• Solve number and practical problems with increasingly large positive numbers.</li> <li>• Solve number and practical problems with increasingly large positive numbers.</li> </ul>	<p><b>Measures – Time</b></p> <ul style="list-style-type: none"> <li>• Convert between different units of measure. (for example, kilometre to metre; hour to minute)</li> <li>• Read, write and convert time between analogue and digital 12- and 24-hour clocks.</li> <li>• Solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days.</li> </ul>	<p><b>Shape</b></p> <ul style="list-style-type: none"> <li>• Recognise angles as a property of shape or a description of a turn.</li> <li>• 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.</li> <li>• Compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes.</li> <li>• Identify acute and obtuse angles and compare and order angles up to two right angles by size.</li> <li>• Identify lines of symmetry in 2-D shapes presented in different orientations.</li> <li>• Complete a simple symmetric figure with respect to a specific line of symmetry.</li> </ul>	<p><b>Statistics</b></p> <ul style="list-style-type: none"> <li>• Interpret and present data using bar charts, pictograms and tables.</li> <li>• Solve one-step and two-step questions (for example, ‘How many more?’ and ‘How many fewer?’) using information presented in scaled bar charts, pictograms and tables.</li> <li>• Interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs.</li> <li>• Solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs.</li> </ul>

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Unit 6	<p><b>Number</b></p> <ul style="list-style-type: none"> <li>• Read Roman numerals to 100 (I to C) and know that over time, the numeral system changed to include the concept of zero and place value.</li> </ul> <p><b>Algebra</b></p> <ul style="list-style-type: none"> <li>• Solve addition and subtraction, multiplication and division problems that involve missing numbers.</li> </ul>	<p><b>Measures – Money</b></p> <ul style="list-style-type: none"> <li>• Add and subtract amounts of money to give change. (£ and p)</li> <li>• Estimate, compare and calculate different measures, including money in pounds and pence.</li> </ul>	<p><b>Shape</b></p> <ul style="list-style-type: none"> <li>• Draw 2-D shapes and make 3-D shapes using modelling materials; recognise 3-D shapes in different orientations and describe them.</li> <li>• Identify horizontal and vertical lines and pairs of perpendicular and parallel lines.</li> </ul>	<p><b>Number, Multiply and Divide</b></p> <ul style="list-style-type: none"> <li>• Solve problems involving multiplying and dividing, including using the distributive law to multiply two digit numbers by one digit, integer scaling problems and harder correspondence problems (such as n objects are connected to m objects).</li> <li>• Multiply two-digit and three-digit numbers by a one-digit number using formal written layout.</li> <li>• Use place value, known and derived facts to multiply and divide mentally, including: multiplying by 0 and 1; dividing by 1; multiplying together three numbers.</li> <li>• Recognise and use factor pairs and commutativity in mental calculations.</li> <li>• Recognise and use the inverse relationship between multiplication and division and use this to check calculations and solve missing number problems</li> <li>• Recall multiplication and division facts for multiplication tables up to 12 × 12.</li> </ul>	<p><b>Measures</b></p> <ul style="list-style-type: none"> <li>• Measure, compare, add and subtract: lengths (m/cm/mm); mass (kg/g); volume/capacity (l/ml).</li> <li>• Convert between different units of measure. (for example, kilometre to metre; hour to minute)</li> </ul>	<p><b>Measures – Time</b></p> <ul style="list-style-type: none"> <li>• Convert between different units of measure. (for example, kilometre to metre; hour to minute)</li> <li>• Read, write and convert time between analogue and digital 12- and 24-hour clocks.</li> <li>• Solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days.</li> </ul>
		<b>ASSESSMENTS</b>		<b>ASSESSMENTS</b>		<b>ASSESSMENTS</b>

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