## <u>Class 3 Year 3-4 Maths Overview</u> Week 1+2 Measurement, Length w/b 2nd Jan and 9<sup>th</sup> Jan Weeks 2-5 Fractions w/b 9<sup>th</sup> Jan – w/b 30<sup>th</sup> Jan Weeks 6-8 (fractions and) decimals w/b 6<sup>th</sup> Feb, w/b 20<sup>th</sup> Feb w/b 27<sup>th</sup> Feb Weeks 9-12 Multiplication and Division and Time w/b 6<sup>th</sup> Mar, 13<sup>th</sup> Mar, 20<sup>th</sup> Mar, 27<sup>th</sup> Mar

Week 1 Measurement, Length				
1	Measure lengths in cm and mm			
2	Measure lengths greater than 1 m in m and cm			
3	Comparing different lengths			
4	Measure perimeter of 2d shapes			
5	Measure perimeter of 2d shapes			

Week 6, 7 and 8 (Fractions and) decimals				
1	To add fractions with the same denominator			
2	2 To subtract fractions with the same denominator			
3	To prove why denominators need to be equal to add or subtract.			
4	To understand how to write 1/10s as decimals.			
5	To investigate the place value of units in the tenths column (0.1x10=1			
6	To compare and order decimals in the tenths column			
7	To understand how to write 1/100s as decimals.			
8	To investigate the place value of units in the hundredths column			
9	To understand how to represent more than 10 lots of 0.01 as hundredths and tenths			
10	To investigate the effect of dividing a 1 digit number by 10 and 100			
11	To investigate the effect of dividing a 1 digit number by 10 and 100			
12	To understand the fraction and decimal equivalents of $\%$ , $\%$ and 3/4			
13	To round tenths to the nearest 1			
14	Application of tenths and hundredths to money			
15	Assess			

Week 2, 3, 4 and 5 Fractions		Week 9, 10, 11 and 12 Multiplication and Division		
1	Investigate the concept of tenths	and Time		
2	Counting forward and backwards in tenths through whole numbers	1	Multiply a multiple of 10 by a single digit	
3	Identify and find 1/10 of an object by dividing into 10 equal parts.	2	Multiply a 2 digit by 1 digit using partitioning with resources. No regrouping	
4	Identify and find 1/10 of an object by dividing into 10 equal parts.	3	Multiply a 2 digit by 1 digit using partitioning with resources alongside formal model. No regrouping	
5	Finding the complement of tenths to make a whole	4	Multiply a 2 digit by 1 digit using partitioning with resources alongside formal model. Regrouping ones.	
6	To understand what 1/100 of an object is To understand what 1/100 of a quantity is	5	Multiply a 2 digit by 1 digit using partitioning with resources	
7		6	alongside formal model. Regrouping tens and ones. Estimating the products of short multiplication	
8	To count up and down in hundredths and create sequences	-		
9	Finding the complement of simple fractions (same denominator) to make a whole.	7	Using the formal method for short multiplication	
10	Find ½, ¼ and 1/3 of objects.	8	Using the formal method for short multiplication	
10	Find ½, ¼ and 1/3 of amounts	9	Dividing 2 digits by 1 digit using partitioning supported by resources	
12	Finding non-unit fractions (2/4, ¾ and 1/3)	10	Dividing 2 digits by 1 digit using partitioning so that the tens and ones in the number are multiples of the divisor	
13	Compare the sizes of non-unit fractions.	11	Dividing 2 digits by 1 digit using resources alongside the formal method.	
14	Compare the sizes of non-unit fractions.	12	Dividing 2 digits by 1 digit using resources alongside the formal	
15	To investigate and understand the concept of equivalent fractions (supported by a fraction wall)	13	method. Multiplicative reasoning and scaling	
16	Investigate equality and inequality statements using fractions	14	Multiplicative reasoning and scaling	
17	Find equivalent fractions of a given fraction	15	Assess	
18	Find equivalent fractions of a string of fractions with missing numerators and denominators	16	Tell the time on an analogue clock to the nearest 5 minutes using	
19	To begin to consider how fractions could be simplified	17	am or pm Tell the time on an analogue clock to the nearest minute using am or pm	
20	Assess	18	Tell the time using the 24 hour clock	
		19	Tell the time using the 24 hour clock	
		20	Assess	