Primary 3 Numeracy Overview - <u>Term 1</u>

<u>Number</u>

- Count forwards and backwards in 1s and 2s to 50 from different starting points.
- Recognise, read and write numbers within 50.
- Identify missing numbers in a sequence of consecutive numbers within 50.
- Order a set of consecutive and non-consecutive numbers (increasing and decreasing) within 50.
- Find the position of any number on a blank 50 grid.
- Demonstrate value of any number within 50 in terms of tens and ones (units) using Base 10 materials.
- Use ordinal terms to tenth place.
- Understand that addition is commutative (i.e. that the order in which you add numbers does not affect the total).
- Add numbers within 50 using a number-line, recording horizontally.
- Mentally add a single digit to 10, using and explaining number patterns.
- Subtract numbers within 50 using a number-line, using both counting back and counting on (difference) methods, recording horizontally
- Understand wide range of language used to describe operations of addition and subtraction.
- Solve problems involving addition and subtraction, selecting the appropriate operation.
- Understand that addition and subtraction are inverse operations, and use to check calculations.
- Mentally add and subtract 1 and 2 from any number, answers within 50.
- Calculate change required when buying items, paying with amounts up to 20p.
- Use efficient methods to find the total of a mixed group of coins totals up to 50p.
- Understand relationships between coins up to 50p.

Measure

- Understand and use quarter past.
- Calculate durations using hour, half hour and quarter hour.
- Understand and use am and pm.
- Estimate and measure length, weight and capacity using non -standard units.
- Understand that capacity is a measure of how much a container can hold when full.
- Understand that area is a measure of how much space a surface covers.
- Estimate and measure area using non-standard units

Shape & Space

- Recognise and use mathematical names for an increasing number of 2D shapes including a square, rectangle, circle, triangle, pentagon and hexagon.
- Recognise that shapes can be regular or irregular.
- Use two criteria sorting diagrams to sort 2D shapes.
- Recognise and use mathematical names for an increasing number of 3D shapes – cube, cuboid, sphere, cylinder, cone.
- Use two criteria sorting diagrams to sort 3D shapes and mixed sets of 2D and 3D shapes.

Data Handling

- Use given two criteria Tree and Venn Diagrams for negation explaining completed diagram.
- Collect information relevant to a topic and record in tables, pictographs and block graphs.