Year 3	Recall:	Mental calculation skills:	Mental methods or strategies:	GUIDANCE DOCUMENTS
	Children should be able to derive and recall	Working mentally, with jottings if needed, children should be able to	Children should understand when to and be able to apply these strategies	
Mental Arithmetic KPIs Tables and known facts	 Addition and Subtraction addition and subtraction facts for all numbers to 20, e.g. 9 + 8, 17 - 9, drawing on knowledge of inverse operations sums and differences of multiples of 10, e.g. 50 + 80, 120 - 90 pairs of two-digit numbers with a total of 100, e.g. 32 + 68, or 32 + □ = 100 addition doubles for multiples of 10 to 100, e.g. 90 + 90 	 Addition and Subtraction add and subtract groups of small numbers, e.g. 5 - 3 + 2 add or subtract a two-digit number to or from a multiple of 10, e.g. 50 + 38, 90 - 27 add and subtract two-digit numbers e.g. 34 + 65, 68 - 35 add near doubles, e.g. 18 + 16, 60 + 70 	identify pairs totalling 10 or multiples	 Teaching Children to Calculate Mentally Written Calculation Policy Mental Calculation Policy NCETM Spines Ready to Progress Criteria
	Multiplication and Division • multiplication facts for the 2, 3, 4, 5, 8 and 10 times-tables, and corresponding division facts • doubles of multiples of 10 to 100, e.g. double 90, and corresponding halves	 Multiplication and Division double any multiple of 5 up to 100, e.g. double 35 halve any multiple of 10 up to 200, e.g. halve 170 multiply one-digit or two-digit numbers by 10 or 100, e.g. 7 × 100, 46 × 10, 54 × 100 find unit fractions of numbers and quantities involving halves, thirds, quarters, fifths and tenths 	Multiplication and Division • partition: when doubling, double the tens and ones separately, then recombine • partition: when halving, halve the tens and ones separately, then recombine • use knowledge that halving and doubling are inverse operations • recognise that finding a unit fraction is equivalent to dividing by the denominator and use knowledge of division facts • recognise that when multiplying by 10 or 100 the digits move one or two places to the left and zero is used as a place holder	

	Phase 1	Phase 2	Phase 3	Phase 4
Areas to revise	Year 2 KPIs as required (number facts & times tables facts focus)	Phase 1 according to AFL	Phase 2 according to AFL	Phase 3 according to AFL
KPIs covered	Phase 1: Place Value Counts from 0 in multiples of 4, 8, 50 and 100 Recognises the place value of each digit in a three-digit number (hundreds, tens, and ones) Compares and orders numbers up to 1000 Find 10 or 100 more or less than a given number Solves number problems and practical problems involving place value knowledge Addition and Subtraction Add and subtract numbers mentally, including: a 3 digit numbers and ones a 3 digit numbers and hundreds Solves problems including missing numbers using number facts, place value, and more complex addition and subtraction Multiplication and Division NB(Ensure times tables practice starts in phase 1, revising KS1 expectations and then moving on towards Phase 3 objective)	 Measures, compares, adds and subtracts lengths (m/cm/mm); mass (kg/g); volume/capacity (l/ml) Adds and subtracts amounts of money to give change, using both £ and p in practical contexts Geometry Identifies right angles, recognises that two right angles make a half-turn, three make three quarters of a turn and four a complete turn; identifies whether angles are greater than or less than a right angle Recognises angles as a property of a shape or a description of a turn Identifies horizontal and vertical lines and pairs of perpendicular and parallel 	Phase 3: Multiplication and Division • Write and calculate mathematical statements for x and ÷ using the multiplication tables that are known, including 2 digit x 1 digit, using both mental and formal written method • Solves problems involving missing number problems, involving multiplication and division, including integer scaling problems and corresponding problems in which n objects are connected to m objects • Recall and use multiplication and division facts for the 3, 4 and 8 multiplication tables Geometry Draws shapes and makes 3D shapes using modelling materials; recognises 3D shapes in different orientations and describes them.	 Counts up and down in tenths: recognises that tenths arise from dividing an object into 10 equal parts and in dividing one-digit numbers or quantities by 10 Compares and orders unit fractions with the same denominators Add and subtract fractions with the same denominator within one whole Solves problems involving understanding of fractions
Key vocab	Place Value	See Calculation Policy for Formal S Addition & Subtraction	Strategies Multiplication and Division	 analogue clock and 12-hour and 24-hour clocks To compare durations of events, for example to calculate the time taken for particular events or tasks Measure
	units, ones, tens, hundreds, digit, one-, two- or three-digit number, 'teens' number place, place value, stands for, represents, exchange, the same number as, as many as, equal to Of two objects/amounts:	, add, addition, more, plus, make, sum, total, altogether, score, double, near double, one more, two more ten more one hundred more, how many more to make? how many more is than? how much more is?	multiplication, multiplied by, multiple of, product	Measure Compare Add and Subtract Perimeter Lengths Metres, Centimetres, Millimetres

greater, more, larger, bigger, less, fewer, smaller
Of three or more objects/amounts:

greatest, most, biggest, largest, least, fewest, smallest one more, ten more, one hundred more, one less, ten less, one hundred less compare, order, size first, second, third... tenth... twentieth, twenty-first, twenty-second... last, last but one, before, after, next,

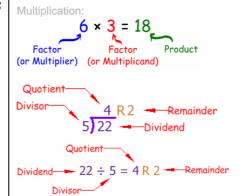
between, half-way between above, below

subtract, subtraction, take (away), minus, leave, how many are left/left over? one less, two less... ten less... one hundred less how many fewer is... than...? how much less is...?

difference between, half, halve equals, sign, is the same as tens boundary, hundreds boundary unitise



three each...group in pairs, threes... tens, equal groups of, , divide, division, divided by, divided into, left, left over, remainder



Fractions

Equivalent Numerator, Denominator

part, equal parts, fraction, one whole, one half, two halves one quarter, two... three... four quarters, one third, two thirds, three thirds, one tenth Mass

Kilograms, Grams

Volume

Litres, Millilitres

Analogue Clock

Morning, Afternoon, Noon, Midnight

Seconds, Minutes, Hours

O'clock, am, pm

Roman Numerals

Statistics

2D shapes, 3D shapes

Recognise

Orientations

Describe

Angles

Right angles

Degrees

 $\frac{1}{2}$ turn, $\frac{3}{4}$ turn, Complete turn

Greater than, Less than

Horizontal lines Vertical lines

Perpendicular lines

Parallel lines

Geometry

quadrilateral

shape, pattern, flat, curved, straight, round, hollow, solid, corner, point, pointed, face, side, edge, end, sort, make, build, draw, surface right-angled, vertex, vertices, layer, diagram, cube, cuboid, pyramid sphere, hemi-sphere, cone, cylinder, prism, circle, circular, semi-circle, triangle, triangular, square, rectangle, rectangular star, pentagon, pentagonal, hexagon, hexagonal, octagon, octagonal