

Barkisland CE VA Primary School



Maths Targets

Stage 3



Number and Place Value

1. Count from 0 in multiples of 4, 8, 50 and 100.	Red	Orange	Yellow	Green	Blue	Purple
2. Recognise the place value of each digit in a 3-digit number (100s, 10s, 1s).	Red	Orange	Yellow	Green	Blue	Purple
3. Compare and order numbers up to 1,000.	Red	Orange	Yellow	Green	Blue	Purple
4. Identify, represent and estimate numbers using different representations.	Red	Orange	Yellow	Green	Blue	Purple
5. Read and write numbers up to 1,000 in numerals and in words.	Red	Orange	Yellow	Green	Blue	Purple
6. Solve number problems and practical problems involving those ideas.	Red	Orange	Yellow	Green	Blue	Purple
36. Find 10 or 100 more or less than a given number.	Red	Orange	Yellow	Green	Blue	Purple

Addition and Subtraction

7. Add and subtract numbers mentally, including a 3-digit number and 1s.	Red	Orange	Yellow	Green	Blue	Purple
8. Add and subtract numbers mentally, including a 3-digit number and 10s.	Red	Orange	Yellow	Green	Blue	Purple
9. Add and subtract numbers mentally, including a 3-digit number and 100s.	Red	Orange	Yellow	Green	Blue	Purple
10. Add and subtract numbers with up to 3-digits, using formal written methods of columnar addition and subtraction.	Red	Orange	Yellow	Green	Blue	Purple
11. Estimate the answer to a calculation and use inverse operations to check answers.	Red	Orange	Yellow	Green	Blue	Purple
12. Solve problems, including missing number problems, using number facts, place value, and more complex addition and subtraction.	Red	Orange	Yellow	Green	Blue	Purple

Multiplication and Division

13. Recall and use multiplication and division facts for the 3, 4 and 8 multiplication tables.	Red	Orange	Yellow	Green	Blue	Purple
14. Write and calculate mathematical statements for multiplication and division using the multiplication tables that they know, including for 2-digit numbers times 1-digit numbers, using mental and progressing to formal written methods.	Red	Orange	Yellow	Green	Blue	Purple
15. Solve problems, including missing number problems, involving multiplication and division, including positive integer scaling problems and correspondence problems in which n objects are connected to m objects.	Red	Orange	Yellow	Green	Blue	Purple

Statistics

34. Interpret and present data using bar charts, pictograms and tables.	Red	Orange	Yellow	Green	Blue	Purple
35. Solve one-step and two-step questions (eg., 'How many more?' and 'How many fewer?') using information presented in scaled bar charts and pictograms and tables.	Red	Orange	Yellow	Green	Blue	Purple

Fractions

16. Count up and down in tenths.						
17. Recognise, find and write fractions of a discrete set of objects, unit fractions and non-unit fractions with small denominations.						
18. Recognise and use fractions as numbers: unit fractions and non-unit fractions with small denominations.						
19. Recognise and show, using diagrams, equivalent fractions with small denominations.						
20. Add and subtract fractions with the same denominator within one whole eg., $5/7 + 1/7 = 6/7$.						
21. Compare and order unit fractions, and fractions with the same denominators.						
22. Solve problems that involve all of the above.						
37. Recognise that tenths arise from dividing an object into 10 equal parts and in dividing one-digit numbers or quantities by 10.						

Measurement

23. Measure, compare, add and subtract: lengths (m/cm/mm); mass (kg/g); volume/capacity (l/ml).						
24. Measure the perimeter of simple 2D shapes.						
25. Add and subtract amounts of money to give change, using both £ and p in practical contexts.						
26. Tell and write the time from an analogue clock, including using Roman numerals from I to XII and 12-hour and 24-hour clocks.						
27. Estimate and read time with increasing accuracy to the nearest minute; record and compare time in terms of seconds, minutes and hours; use vocabulary such as o'clock, am/pm, morning, afternoon, noon and midnight.						
28. Know the number of seconds in a minute and the number of days in each month, year and leap year.						
29. Compare durations of events (eg., to calculate the time taken by particular events or tasks).						

Shape

30. Draw 2D shapes and make 3D shapes using modelling materials; recognise 3D shapes in different orientations and describe them.						
31. Recognise angles as a property of shape or a description of a turn.						
32. Identify right angles, recognise that 2 right angles make a half-turn, 3 make three-quarters of a turn and 4 a complete turn; identify whether angles are greater than or less than a right angle.						
33. Identify horizontal and vertical lines and pairs of perpendicular and parallel lines.						

