Mathematics: Level 3 NUMBER
Numbers can be partitioned and combined to solve more complex (multi step) problems with four operations
Numbers can be represented in a variety of ways incl fractions, decimals and percentages for representing small numbers



| Mathematics: Level 3- MEASUREMENT |  |  |  |
| :---: | :---: | :---: | :---: |
| The attributes of an object can be measured against a standard scale. |  |  |  |
| 1... | s | P | T |
| Quantify an attribute using units - same size, no gaps/overlaps. E.g. The pencil is 8 cm long |  |  |  |
| Am familiar with common units including square and cubic $\mathrm{cm}, \mathrm{m}$, Celsius, turns. |  |  |  |
| Start to explore relationships between units e.g., $15 \mathrm{~cm}=150 \mathrm{~mm}$. |  |  |  |
| Read linear scales |  |  |  |
| Know that scales have a starting place, and the marks show the endpoint of units |  |  |  |
| Use square units to measure areas |  |  |  |
| Use cubes of the same size to measure volume. |  |  |  |
| Apply whole number multiplication to become efficient at calculating area and volume |  |  |  |


| Mathematics: Level 3-POSITION AND ORIENTATION |  |  |  |
| :--- | :--- | :--- | :--- |
| The position, direction and pathway of objects can be described using coordinate systems |  |  |  |
| I can... | S | P | T |
| Give a location using co-ordinates |  |  |  |
| Find locations given a co-ordinate, |  |  |  |
| Use features to <br> describe movement <br> so get a person from <br> A to B turns (right, left relative to orientation) |  |  |  |
| Give approximate distances in m, km. |  |  |  |
| Follow directions and show path I went on a map |  |  |  |
| Use and follow compass directions, |  |  |  |


| Mathematics: Level 3 -SHAPE |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: |
| Shapes can be defined by their geometric properties. |  |  |  |  |
| I can... |  | S | P | T |
| Define characteristics of things as basis for sorting. | - Number of sides <br> - Angles <br> - Parallel or non-parallel sides <br> - Equal or unequal side length <br> - Angle size <br> - Lines of symmetry. |  |  |  |
| Know that prisms are solids with fixed cross-section and are classified by their cross-section. |  |  |  |  |
| Draw objects using plan views or nets. |  |  |  |  |
| Know that many nets can form the same solid |  |  |  |  |
| Can recreate a model when given another person's drawing using plasticine, drawings, geometric shapes, toothpicks, straws etc |  |  |  |  |




| Mathematics: Level 3 - PROBABILITY |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: |
| Quantifying one-stage chance situations by deriving probabilities and probability distributions from theoretical models and/or estimating probabilities and probability distributions from experiments. |  |  |  |  |
| I can... |  | S | P | T |
| Recognise it is not possible to know the | exact probability of something occurring in most everyday situations. |  |  |  |
| Understand trials must be used to gain | information about the situation and results of trial samples vary. |  |  |  |
| Use systematic methods to find all possible outcomes | e.g. <br> o Listing <br> o Tree diagrams e.g., coin toss, card draws, dice rolls. |  |  |  |
| Accept that results from tests may not always be the same | e.g., toss coin 10 times and from this find that most times five heads do not come up. |  |  |  |

