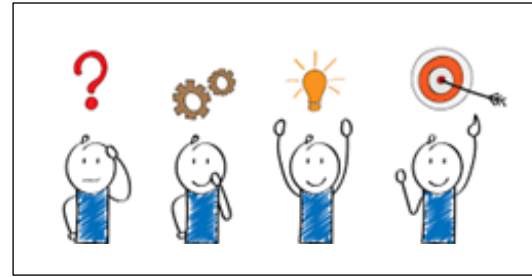


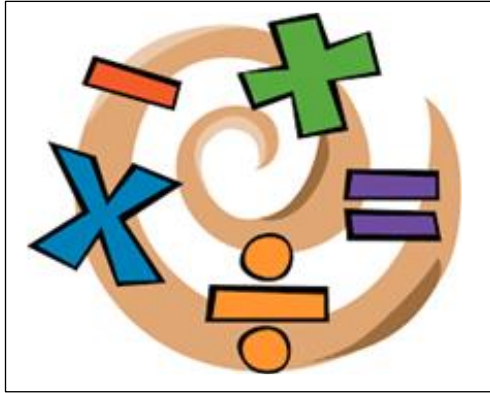


What makes a Year 3 Eynesbury Mathematician?



An Eynesbury Mathematician will:

- Ask questions
- Work systematically
- Look for patterns
- Make estimations
- Check their work carefully
- Choose efficient strategies
- Use subject specific vocabulary to explain their thinking
- Make connections between different areas of Maths
- Be resilient and is not afraid to make mistakes.
- Recall number facts quickly and use them to find related facts.



By the end of Year 3, an Eynesbury Mathematician:

- Understands fractions as proportions
- Understands fractions as numbers
- Counts forward and backwards in tenths
- Knows that a right angle is $\frac{1}{4}$ of a turn

By the end of Year 3, an Eynesbury Mathematician:

- Reads and writes numbers up to 1000 in numerals and in words
- Compares and orders whole numbers up to 1000
- Counts from zero in multiples of 4, 8, 50 and 100
- Adds and subtracts numbers mentally including a three-digit number and ones, tens and hundreds
- Uses columnar addition and subtraction with numbers up to three digits
- Knows multiplication facts for the 2, 3, 4, 5, 8 and 10 multiplication tables
- Knows division facts related to the 2,3, 4, 5, 8 and 10 multiplication tables
- Multiplies a two-digit number by a one-digit number

Mathematical skills are required for almost any job you can think of, such as:

- Construction workers, painters, architects
- Weather forecasters, astronomer's
- Hairdressers, musicians,
- Doctors, nurses,

By the end of Year 3, an Eynesbury Mathematician:

- Knows the number of days in each month
- Knows the number days in a year and a leap year
- Knows that 60 seconds = 1 minute
- Knows the Roman numerals from I to XII
- Knows the meaning of 'perimeter'
- Tells the time using analogue and digital 12-hour clocks
- Measures length (mm, cm, m), mass (g, kg) and capacity (ml, l)
- Identifies lines of symmetry in 2D shapes



An Eynesbury Mathematician will use Maths skills all the time, for example by:

- Telling the time, reading timetables,
- Weighing ingredients to cook, estimating how much water to add a drink cup or bath.
- Playing a range of board, online and practical games, including keeping scores in games such as Football, Tennis, Netball.