



NRICH problems (nrich.maths.org) linked to the Curriculum for Wales Mathematics PoS for Year 3

The stars indicate the level of confidence and competence needed to begin the activity. One star problems will be suitable for the whole class, two stars for the majority and three stars for those who like a serious challenge. Games are indicated by 'G', problems by 'P' and investigations by 'I'.

N.B. This is work in progress – we would really appreciate your comments. Please email emp1001@cam.ac.uk

Key: Normal text: LNF Statement Area of Learning Skill ❖ Extended skills ▲						
Strand / PoS Element	PoS Objective	NRICH Resources	PoS Objective	NRICH Resources	PoS Objective	NRICH Resources
Using Number Skills Use number facts and relationships	Read and write numbers to 1000	How Would We Count? I * Tom's Number P *	Compare and estimate with numbers up to 100.	Coded Hundred Square P * Which Scripts? P *	Explain the value of a digit in numbers up to 1000. ❖	
Using Number Skills Use number facts and relationships	Use mental strategies to recall number facts within 20.		Recall 2, 3, 4, 5 and 10 multiplication tables and use to solve multiplication and division problems.	A Mixed-up Clock P * A Square of Numbers P * Ordering Cards P * Music to My Ears P *	Multiply numbers by 10.	Multiply Multiples P *
Using Number Skills Use number facts and relationships	Identify multiples of 2, 3, 4, 5 and 10; use the term multiple ❖	Three Neighbours P **	Identify odd and even numbers up to 1000. ❖	Take Three Numbers P * Magic Vs P **		
Using Number Skills Fractions, decimals, percentages and ratio	Use halves and quarters. Recognise a quarter as a half of a half. ❖	Fraction Match P *	Halve 2-digit numbers in the context of number, money and measures.		Find fractional quantities linked to known multiplication facts, e.g. <i>1/3 of 18, 1/5 of 15.</i>	

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<p>Using Number Skills</p> <p>Calculate using mental and written methods</p>	Find differences within 100.	Square Subtraction P ***	Use mental strategies to add and subtract 2-digit numbers.	Dicey Addition G * Totality G * Prison Cells P ** Spot Thirteen I * Strike it Out G *	Use partitioning to double and halve 2-digit numbers. Define a negative number as being less than 0. ❖	Tug Harder! G * Swimming Pool P * Sea Level P *
<p>Using Number Skills</p> <p>Estimate and check</p>	Check subtraction using addition.		Check halving using doubling		Check multiplication using repeated addition.	
<p>Using Number Skills</p> <p>Manage money</p>	Use different combinations of money to pay for items up to £2 and calculate the change.	How Much Did it Cost? P **	Order and compare items up to £10.		Record money spent and saved.	
<p>Using Measuring Skills</p> <p>Length, weight/mass, capacity</p>	Recognise that perimeter is the distance around a shape.		Use standard units to estimate and measure: length: measure on a ruler to the nearest $\frac{1}{2}$ cm.	Take One Metre P *	Use standard units to estimate and measure: weight/mass: use 5g, 10g and 100g weights.	
<p>Using Measuring Skills</p> <p>Length, weight/mass, capacity</p>	Use standard units to estimate and measure: capacity: use litres and half litres; measure to the nearest 100ml.		Choose between metric units to measure a length. ❖			

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Using Measuring Skills Time	Tell the time to the nearest 5 minutes on an analogue clock and calculate how long it is to the next hour.	Two Clocks P **	Read hours and minutes on a 12-hour digital clock using am/pm conventions.	5 on the Clock P ***	Calculate start times, finish times and durations using hours, 30-minute intervals and 15-minute intervals. ❖	
Using Measuring Skills Temperature Area and volume, Angle and position	Take temperature readings using thermometers and interpret readings above and below 0°C.		Find areas by counting squares	Torn Shapes P *	Identify right angles. ❖	Square It G *
Using Measuring Skills Area and volume, Angle and position	Recognise that two right angles make a half turn, and that four right angles make a full turn. ❖	Turning Man P *	Describe an angle as more or less than a right angle. ❖		Use the four compass points to describe directions.	Chippy's Journey P *
Using Geometry Skills Shape	Recognise and classify triangles, squares, rectangles, pentagons and hexagons, including irregular cases. ❖	Folding Flowers 1 P * Matching Triangles P * Shapely Lines I *	Identify congruent shapes. ❖		Recognise 3D shapes, including prisms. ❖	Sponge Sections P **
Using Algebra Skills Number sequences	Explore sequences of whole numbers involving addition and subtraction, e.g. counting in 2s, 3s and 4s from different starting points. ❖		Write the next two (or more) terms in sequences that involve addition or subtraction. ❖	The Mathemagician's Magic Spells P *		

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<p><i>Using Algebra Skills</i> Functions and graphs</p> <p><i>Using Algebra Skills</i> Equations and inequalities</p>	<p>Use one and two step function machines to generate input and output involving addition and subtraction within 100; express, in words, the operations of function machines. ❖</p>		<p>Equations and inequalities</p> <p>Find an 'unknown' in one step equations and use this to derive other facts, e.g. $37 + \square = 100$ therefore $100 - 37 = \square$. ❖</p>	<p>Super Shapes P *</p>	<p>Equations and inequalities</p> <p>List numbers that are 'greater than' or 'less than' another number. ❖</p> <p>Read statements about numbers expressed using an inequality sign, e.g. $6 > 4$. ❖</p>	
<p><i>Using Data Skills</i> Collect and record data Present and analyse data Interpret results</p>	<p>Represent data using: lists, tally charts, tables and diagrams.</p>	<p>Our Sports I * Class 5's Names P *</p>	<p>Represent data using: bar charts and bar line graphs labelled in 2s, 5s and 10s.</p>		<p>Represent data using: pictograms where one symbol represents more than one unit using a key.</p> <p>Represent data using: Venn and Carroll diagrams</p> <p>Extract and interpret information from charts, timetables, diagrams and graphs.</p>	<p>If the World Were a Village I *</p> <p>Venn Diagrams P * Carroll Diagrams P **</p> <p>The Domesday Project I * Now and Then P *</p>