

Chapel Hill State School

Maths Curriculum and Assessment Overview 2024 YEAR 3

Curriculum Intent

Year Level Description

The proficiency strands Understanding, Fluency, Problem Solving and Reasoning are an integral part of mathematics content across the three content strands: Number and Algebra, Measurement and Geometry, and Statistics and Probability. The proficiencies reinforce the significance of working mathematically within the content and describe how the content is explored or developed. They provide the language to build in the developmental aspects of the learning of mathematics.

At this year level:

Understanding includes connecting number representations with number sequences, partitioning and combining numbers flexibly, representing unit fractions, using appropriate language to communicate times, and identifying environmental symmetry.

Fluency includes recalling multiplication facts, using familiar metric units to order and compare objects, identifying and describing outcomes of chance experiments, interpreting maps and communicating positions. Problem Solving includes formulating and modelling authentic situations involving planning methods of data collection and representation, making models of three-dimensional objects and using number properties to continue number patterns. Reasoning includes using generalising from number properties and results of calculations, comparing angles, creating and interpreting variations in the results of data collections and data displays.

Achievement Standards

Spiral Progression and Alignment

Developing the same concepts from one grade level to the next in increasing complexity and application.

YEAR 2	YEAR 3	YEAR 4
By the end of Year 2, students recognise increasing and decreasing number sequences involving 2s, 3s and 5s. They represent multiplication and division by grouping into sets. They associate collections of Australian coins with their value. Students identify the missing element in a number sequence. Students recognise the features of three-dimensional objects. They interpret simple maps of familiar locations. They explain the effects of one-step transformations. Students make sense of collected information.	By the end of Year 3, students recognise the connection between addition and subtraction and solve problems using efficient strategies for multiplication. They model and represent unit fractions. They represent money values in various ways. Students identify symmetry in the environment. They match positions on maps with given information. Students recognise angles in real situations. They interpret and compare data displays.	By the end of Year 4, stu involving multiplication at fractions in familiar conte decimal notations up to t problems. They identify a number sentences. They Students compare areas They solve problems inv
Students count to and from 1000. They perform simple addition and subtraction calculations using a range of strategies. They divide collections and shapes into halves, quarters and eighths. Students order shapes and objects using informal units. They tell time to the quarter hour and use a calendar to identify the date and the months included in seasons. They draw two- dimensional shapes. They describe outcomes for everyday events. Students collect, organise and represent data to make simple inferences.	Students count to and from 10 000. They classify numbers as either odd or even. They recall addition and multiplication facts for single digit numbers. Students correctly count out change from financial transactions. They continue number patterns involving addition and subtraction. Students use metric units for length, mass and capacity. They tell time to the nearest minute. Students make models of three- dimensional objects. Students conduct chance experiments and list possible outcomes. They conduct simple data investigations for categorical variables.	contained in maps. Stude describe different method their effectiveness. Students use the propert facts to 10 x 10 and relat number line. They contin numbers. Students use s shapes and objects. The symmetrical shapes and angle. Students list the p displays from given or co



dents choose appropriate strategies for calculations and division. They recognise common equivalent exts and make connections between fraction and two decimal places. Students solve simple purchasing and explain strategies for finding unknown guantities in describe number patterns resulting from multiplication. of regular and irregular shapes using informal units. olving time duration. They interpret information lents identify dependent and independent events. They ods for data collection and representation, and evaluate

ties of odd and even numbers. They recall multiplication ted division facts. Students locate familiar fractions on a nue number sequences involving multiples of single digit scaled instruments to measure temperatures, lengths, ev convert between units of time. Students create patterns. They classify angles in relation to a right probabilities of everyday events. They construct data ollected data.

Year 3 Maths Curriculum and Assessment Overview			Chapel	
Term 1	Term 2	Term 3		
Unit 1	Unit 2 (and Unit 3)	Unit 3		
Number and Algebra	Number and Algebra	Number and Algebra	Nur	
Number and Place Value	Number and Place Value	Number and Place Value	Nun	
Count to 1 000	Compare and order 3-digit numbers	Count and sequences beyond 1 000	• Re	
 Identify odd and even numbers 	Partition 3-digit numbers into place value parts	Represent, combine and partition 3-digit and 4-digit numbers	• Us	
Represent 3-digit numbers	Investigate 1 000 and count to and beyond 1 000	flexibly	an	
Compare and order 3-digit numbers	Use place value to add and subtract numbers	Use place value to add (written strategy)	• Ad	
Partition numbers (standard and non-standard place value	Recall addition number facts	Represent multiplication as arrays and repeated addition	I · Re	
partitioning)	Add and subtract 3-digit numbers	Identify part-part-whole relationships in multiplication and	• IVIU	
Recall addition facts and related subtraction facts	Add and subtract numbers 8 and 9	division situations	• 111	
Kepresent and solve addition problems	Solve addition and subtraction word problems	Add and subtract 2-digit numbers and 3-digit numbers	Fra	
Add 2-digit, single-digit and 3-digit numbers	• Double and haive multiples of ten	Make models and use number sentences that represent problem situations	• Ide	
Bepresent multiplication	Fractions and Decimals	Pecall multiplication facts AND addition and subtraction	the	
Solve simple problems involving multiplication	Describe fractions as equal portions or shares	facts	• Re	
Recall multiplication number facts	Represent halves, quarters and eighths of shapes and	Identify and describe the relationship between addition and	• Re	
Measurement and Geometry	collections	subtraction	· So	
	Represent thirds of shapes and collections	Identify related division number facts	Mea	
Using Units of Measurement		Choose appropriate mental strategies to add and subtract	0.	
Identify 1 metre as a standard metric unit	Money and Financial Mathematics		Sna	
Represent a metre and measure with metres	Represent money amounts in different ways AND compare	Fractions and Decimals	• 1012	
Statistics and Brabability	values	Represent familiar unit fractions symbolically and compare	1.00	
Statistics and Probability	Count collections of coins and notes accurately and	unit fractions	• Re	
Chance	efficiently	Represent and compare unit fractions of shapes and	• De	
Conduct chance experiments	Make and match equivalent combinations	collections	en	
Describe the outcomes of chance experiments	Choose appropriate coins and notes for shopping situations	Solve simple problems involving, halves, thirds, quarters and	• Cla	
• identity variations in the results of chance experiments	Calculate change and totals from simple transactions	eighths	• Int	
Data Representation and Interpretation	Solve a range of simple problems involving money Count the change required for simple trapagetions to the	Pottorno and Algobra	· Sh	
Collect simple data	Count the change required for simple transactions to the nearest five cents	Identify number patterns to 10,000	· De	
Record data in lists and tables		Connect number representations with number patterns	• Re	
Display data in a column graph	Patterns and Algebra	Use number properties to continue number patterns	gri	
Interpret and describe outcomes of data investigations	Infer pattern rules from familiar number patterns	Identify pattern rules to find missing elements in patterns		
	Identify and continue additive number patterns	Management and Onemating and in particular	Geo	
	 Identify missing elements in number patterns 	measurement and Geometry	• Ide	
		Units of Measurement	1.00	
		Use familiar metric units to order and compare objects		
		Measure, order and compare objects using familiar metric		
		units of length, mass and capacity		
		Explain measurement choices Pepresent time to the minute on digital and analogue clocks		
		Transfer knowledge of time to real-life contexts		

I Hill State School

Term 4

Unit 4

mber and Algebra

mber and Place Value

ecall addition and related subtraction number facts

- se 'part-part-whole' thinking to interpret and solve addition ad subtraction word problems
- dd and subtract using a written place value strategy
- ecall multiplication and related division facts
- ultiply 2-digit numbers by single-digit multipliers
- terpret and solve multiplication and division word problems

ections and Decimals

entify, represent and compare familiar unit fractions and eir multiples (shapes, objects and collections)

- ecord fractions symbolically
- ecognise key equivalent fractions
- olve simple problems involving fractions

asurement and Geometry

ape lake models of 3D objects

cation and Transformation

- epresent symmetry
- escribe and identify examples of symmetry in the invironment
- assify shapes as symmetrical and non- symmetrical terpret simple maps and plans
- now full, half and quarter turn on a grid map
- escribe positions in relation to key features
- epresent position, movement and pathways on a simple id map

ometric Reasoning

entify angles as measures of turn

ompare angle sizes in everyday situations

	Assessment			
U1 Representing, Adding and Subtracting Numbers Short answer questions	U2 Adding, Subtracting and Partitioning Numbers Short answer questions	U3 Measuring Length, Mass and Capacity Short answer questions	U4 Sh	
Recognise, represent and order numbers. Recognise the connection between addition and subtraction, and add and subtract numbers.	Recall addition and subtraction facts and apply place value understanding to partition, rearrange and regroup numbers. * Includes Diagnostic Pre-Test	Use metric units for length, mass and capacity.	Re pro mo	
* Includes Diagnostic Pre-Test U1 Conducting a Simple Chance Experiment <i>Short answer questions</i> Collect and interpret data from a simple chance experiment.	U3 Money (eAssessment) Short answer online questions Represent money values in various ways and correctly count change from financial transactions. * Includes Diagnostic Pre-Test	 U3 Patterning and Connecting Addition and Subtraction Short answer questions Classify numbers as odd or even, continue number patterns, recall addition facts for single-digit numbers and recognise the connection between addition and subtraction. * Includes Diagnostic Pre-Test U3 Representing Multiplication Represent multiplication and solve multiplication problems using a range of strategies. U3 Investigating the Relationship between Units of Time Short answer inquiry questions Students use simple strategies to reason and solve a 	U4 Ide Sho Ma syn and	
	Achievement Standar	d - Flements Assessed		
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Using Unit Fractions and Multiplication

ort answer questions

ecall multiplication facts for single-digit numbers, solve oblems using efficient strategies for multiplication, and odel and represent unit fractions. ncludes Diagnostic Pre-Test

Interpreting Grid Maps, identifying 3D Objects, entifying Symmetry and Angles

ort answer questions

atch positions on maps with given information, and identify mmetry in the environment. Make a model of a 3D object d recognise angles in real world situations.

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