## Netherbrook Primary School Mathematics Assessment: Stage 3



Number and Place Value			Multiplication and division			
1	Count from 0 in multiples of 4, 8, 50 and 100; find 10 or 100 more or less than a given number.	16	Recall and use multiplication and division facts for the 3, 4 and 8 multiplication tables and connect them to each other.			
2	Count backwards through zero to include negative numbers.	17	Write and calculate mathematical statements for multiplication and division using the multiplication tables that they know, including for two-digit numbers times one-digit numbers, using mental and progressing to formal written methods.			
3	Recognise the place value of each digit in a three-digit number (hundreds, tens, ones).	18	Solve problems, including missing number problems, involving multiplication and division including positive integer scaling problems and correspondence problems in which not are connected to mobjects.			
4	Compare and order numbers up to 1000 and partition in different ways e.g. $146=100+40+6$ and $146=130+16$	19	the digits.			
5	Identify, represent and estimate numbers using different representations.	20	Divide two-digit number by one-digit numbers progressing to formal written methods, which include remainders.			
6	Read and write numbers up to 1000 in numerals and in words	21	Recall and use doubles of multiples to 100 and corresponding halves.			
7	Solve number problems and practical problems involving these ideas.	22	Double multiples of 10 and 100 to 1000.			
8	Find 10 more or 10 less than a given number		Fractions			
9	Round numbers to at least 1000 to the nearest 10 or 100	23	Count up and down in tenths; recognise that tenths arise from dividing an object into 10 equal parts and in dividing one-digit numbers or quantities by 10.			
10	Compare and order numbers with one decimal place and identify the value of each digit and represent on a numberline	24	Pacagaign find and write fractions of a discrete set of chieses including measures and			
	Addition and Subtraction	25	Recognise and use fractions as numbers: unit fractions (numerator of 1) and non-unit fractions with small denominators using numberline and go beyond 0.			
11	Add and subtract numbers mentally, including: a three-digit number and ones; a three-digit number and tens; a three-digit number and hundreds.	26	Recognise and show, using diagrams, equivalent fractions with small denominators.			
12	Add and subtract <b>at least 2 numbers</b> with up to three digits, using formal written methods of columnar addition and subtraction	27	Add and subtract fractions with the same denominator within one whole [for example, $5/7 + 1/7 = 6/7$ ].			
		1	Compare and order unit fractions, and fractions with the same denominators.			
13	Estimate the answer to a calculation and use inverse operations to check answers.	28	destribute and order and mactions, and mactions with the same denominators.			
13	Estimate the answer to a calculation and use inverse operations to check answers.  Solve problems, including missing number problems, using number facts, place value, and more complex addition and subtraction.	28	Solve problems that involve all of the above.			

	Me	Geometry: Properties of shape								
31	Measure, compare, add and subtract lengths (m/cm/mm);	n/cm/mm); g);			Draw 2-D shapes and make 3-D shapes using modelling materials.					
31	mass (kg/g); volume/capacity (I/mI).				Recognise 3-D shapes in different orientations and describe them.					
32	Measure the perimeter of simple 2-D shapes.				Recognise angles as a property of shape or a description of a turn.					
33	Find the approximate area of everyday objects by counting whole squares, ½ squares and combining squares.				Identify horizontal and vertical lines and pairs of perpendicular and parallel lines.					
34	Add and subtract amounts of money (including mixed units) to give change, using both £ and p in practical contexts, initially recording £ and p separate, leading to decimal notation when appropriate.				Identify right angles, recognize that two right angles make a half-turn, three make three quarters of a turn and four a complete turn; identify whether angles are greater than or less than a right angle.					
35	Tell and write the time from: an analogue clock and 12-hour and 24-hour clocks; an analogue clock, including using Roman numerals from I to XII.				Interpret, sort and present data and shapes using Carroll and Venn diagrams.					
36	Estimate and read time with increasing accuracy to the nearest minute.				Algebra					
37	Record and compare time in terms of	seconds, minutes and h	ours	51	Solve missing number problems involving: the four operations; number facts; and place value					
38	Use vocabulary such as o'clock, a.m./p.m., morning, afternoon, noon and midnight.				Use two-step function machines using all four operations.					
39	Know the number of seconds in a mir year and leap year.	nute and the number of o	days in each month,		Calculate balance puzzles with more than one variable for example: $\triangle + 3 = 20$					
40	Compare durations of events [for example to calculate the time taken by particular events or tasks].			53	50 - ☐ = 10					
41	Choose and use appropriate standard units to estimate and measure temperature to the nearest degree ( °c )									
	Statistics  1 Interpret and present data using bar charts, pictograms and tables.				Generate, describe and continue linear number sequences using the word 'term' (eg link to work on counting, multiplication tables).					
42										
43	Read to the nearest division scales th	at are numbered or part	ially numbered.		Recognise and continue growing patterns					
44	Solve one-step and two-step questions [for example, 'How many more?' and 'How many fewer?'] using information presented in scaled bar charts and pictograms and tables.			55	55 Recognise and continue growing patterns LL LLL					
			Assessm	ent (	Guidance					
	Assessment Stage	3.1	3.2		3.3	3.4	3.5	3.6		
Арр	Typical Attainment time Late Oct Mid Jan Approximate percentage of curriculum 20% 40%			Late Mar Mid May Late July Late July 60% 80 - 85% 95 - 100% Exceeding stage expectations						