

## Endeavour- Maths Overview – Year 3

YEAR 3 SUMMER TERM	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9	Week 10	Week 11	Week 12	Week 13
	<u>To use statistics</u> <ul style="list-style-type: none"><li>Present and interpret data using bar charts, pictograms and tables</li><li>Solve 1 and 2 step problems <b>e.g. how many more liked....</b></li></ul>		<u>To use measures</u> <ul style="list-style-type: none"><li>Measure the perimeter of simple 2D shapes</li><li>Tell and write the time from an analogue clock to the nearest minute</li><li>Tell the time using Roman Numeral and digital clocks <b>(including am/pm)</b></li><li>Record, understand and compare units of time <b>e.g. number of seconds in a minute, days in each month, how many minutes in a certain amount of hours etc.</b></li><li>Compare duration of events <b>e.g. which bus route is quickest or how long did the film last?’</b></li><li>Add and subtract amounts of money to give change, using both £ and p in practical contexts. <b>(Decimal and formal in Year 4)</b></li><li><b>Measure:</b> length (mm, cm and mm), weight (g and kg) and volume (ml and l) accurately</li><li><b>Compare:</b> length (mm, cm and mm), weight (g and kg) and volume (ml and l) accurately</li><li><b>Add and subtract:</b> length (mm, cm and mm), weight (g and kg) and volume (ml and l) accurately e.g. 3 ½ kg + 400g</li></ul>							<u>To understand the properties of shapes</u> <ul style="list-style-type: none"><li>Identify, sort and describe a range of 3D shapes in relation to their properties</li><li>Make 3D models recognising 2D faces and angles etc.</li></ul>		Recapping any particular areas	