Emmanuel Junior Academy Maths MTP 2022-23 Year 3

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9	Week 10	Week 11	Week 12
Autumn	Place Value • Represent numbers to 100 • Partition numbers to 100 • Number line to 100 • Hundreds Step 5Represent numbers to 1,000 • Partition numbers to 1,000 • Flexible partitioning of numbers to 1,000 • Hundreds, tens and ones • Find 1, 10 or 100 more or less • Number line to 1,000 • Estimate on a number line to 1,000 • Compare numbers to 1,000 • Order numbers to 1,000 • Count in 50s			Addition and subtraction • Apply number bonds within 10 • Add and subtract 1s • Add and subtract 10s • Add and subtract 100s • Spot the pattern • Add 1s across a 10 • Add 10s across a 100 • Subtract 1s across a10 • Subtract 10s across a 100 • Make connections • Add two numbers (no exchange) • Subtract two numbers (no exchange) • Add two numbers (across a 10) • Add two numbers (across a 100) • Subtract two numbers (across a 10) • Subtract two numbers (across a 100) • Add 2-digit and 3-digit numbers • Subtract a 2-digit number from a 3-digit number • Complements to 100 • Estimate answers • Inverse operations • Make decisions					Multiplication and division • Multiplication – equal groups • Use arrays • Multiples of 2 • Multiples of 5 and 10 • Sharing and grouping • Multiply by 3 • Divide by 3 • The 3 times-table • Multiply by 4 • Divide by 4 • The 4 times-table • Multiply by 8 • Divide by 8 • The 8 times-table • The 2, 4 and 8 times-tables			
Spring	Multiplication and division • Multiples of 10 • Related calculations • Reasoning about multiplication • Multiply a 2-digit number by a 1-digit number - no exchange • Multiply a 2-digit number by a 1-digit number - with exchange • Link multiplication and division • Divide a 2-digit number by a 1-digit number - no exchange			Length and perimeter • Measure in metres and centimetres • Measure in millimetres • Measure in centimetres and millimetres • Metres, centimetres and millimetres • Equivalent lengths (metres and centimetres) • Equivalent lengths (centimetres and millimetres) • Compare lengths • Add lengths			Fractions • Understand the denominators of unit fractions • Compare and order unit fractions • Understand the numerators of non-unit • Understand the whole • Compare and order non-unit fractions • Fractions and scales • Fractions on a number line • Count in fractions on a number line		Mass and capacity • Use scales • Measure mass in grams • Measure mass in kilograms and grams • Equivalent masses (kilograms and grams) • Compare mass • Add and subtract mass • Measure capacity and volume in millilitres • Measure capacity and volume in litres and millilitres			

	• Divide a 2-digit number by a 1-digit number - flexible partitioning • Divide a 2-digit number by a 1-digit number - with remainders • Scaling • Correspondence problems	• Subtract lengths • What is perimeter? • Measure perimeter • Calculate perimeter	• Equivalent fractions on a number line • Equivalent fractions as bar models	• Equivalent capacities and volumes (litres and millilitres) • Compare capacity and volume • Add and subtract capacity and volume		
Summer	Fractions • Add fractions • Subtract fractions • Partition the whole • Unit fractions of a set of objects • Non-unit fractions of a set of objects • Reasoning with fractions of an amount	Money • Pounds and pence • Convert pounds and pence • Add money • Subtract money • Find change	Time • Roman numerals to 12 • Tell the time to 5 minutes • Tell the time to the minute • Read time on a digital clock • Use a.m. and p.m. • Years, months and days • Days and hours • Hours and minutes - use start and end times • Hours and minutes - use durations • Minutes and seconds • Units of time • Solve problems with time	Shape • Turns and angles • Right angles • Compare angles • Measure and draw accurately • Horizontal and vertical • Parallel and perpendicular • Recognise and describe 2-D shapes • Draw polygons • Recognise and describe 3-D shapes • Make 3-D shapes	Statistics • Interpret pictograms • Draw pictograms • Interpret bar charts • Draw bar charts • Collect and represent data • Two-way tables	