Brereton CE Primary School

Maths in Year 3

Maths at Brereton

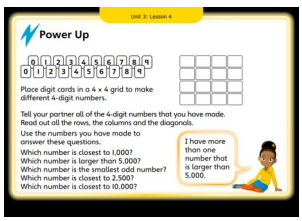
How do we teach Maths at Brereton?

At Brereton, we use Power Maths as a basis of our maths lesson. This is an exciting class mastery approach, which has been recommended by the DfE, that works for every child. It is based upon the concrete, pictorial and abstract approach.

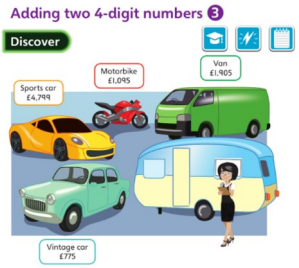
Every lesson is divided into sections that involve plenty of discovery, sharing, collaboration, practice and reflection. Children are encouraged to solve problems each day through the use of concrete resources, pictorial representations and abstract thinking.

At the heart of this programme is the idea that all children can achieve and be successful mathematicians with the right growth mindset.

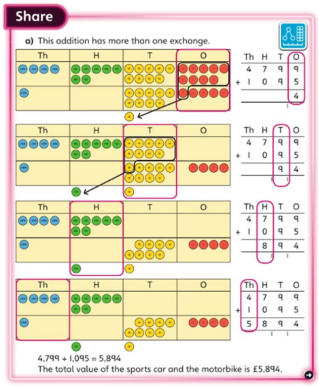
What does a Power Maths



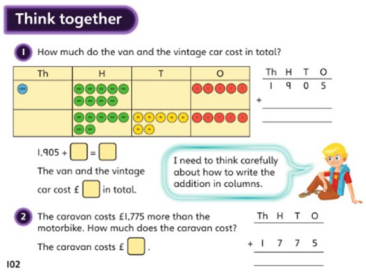
Power Up: Each lesson begins with a Power Up task. This is often something the children have been previously taught and encourages group or partner work. This involves lots of discussion to get children thinking mathematically.



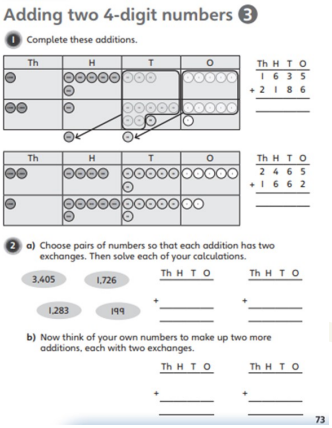
Discover: This part of the lesson introduces the learning objective to the class. The children are presented with a problem they must try to solve using problem solving and reasoning.



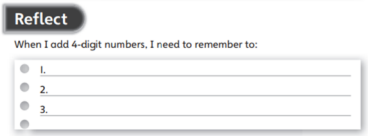
Share: This is an opportunity to look at how the class have decided to tackle the Discover problem. As a class, we will look at different methods that have been used before looking at the most efficient method. At this point, it is encouraged to have learning aids out. This might include place value counters or Base 10. This is so that children can understand the concept behind the teaching.



Think together: This part of the lesson allows children to practice the methods they have been shown during the Share part of the lesson. It follows a structure of I do, We do, You do. The teacher models the method before the children try the method with a partner and on their own.

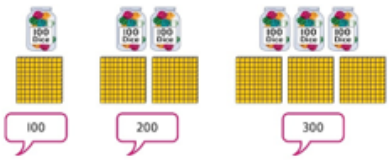
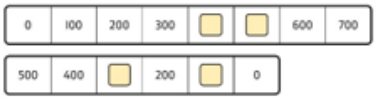
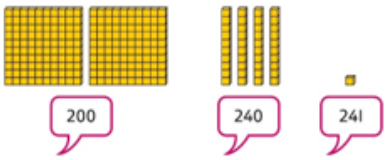
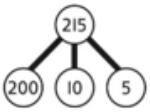


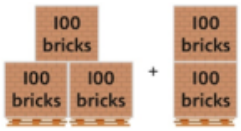
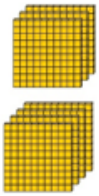
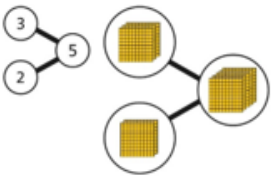
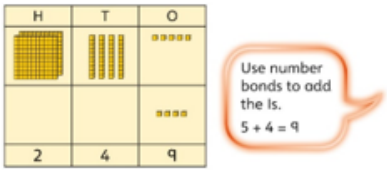
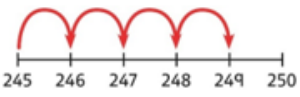
Independent work: The main part of the lesson consists of independent practice. The questions in the Power Maths workbook allow children the opportunity to work through problems related to the learning objective that become progressively harder.

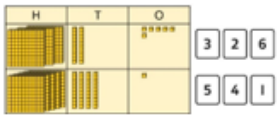
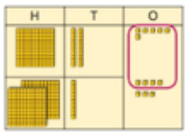
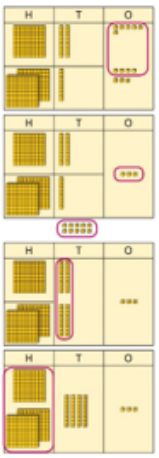


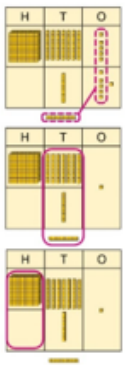
Reflect: Each lesson ends with a reflection. This is an opportunity for children to explain what they have learnt during the lesson.

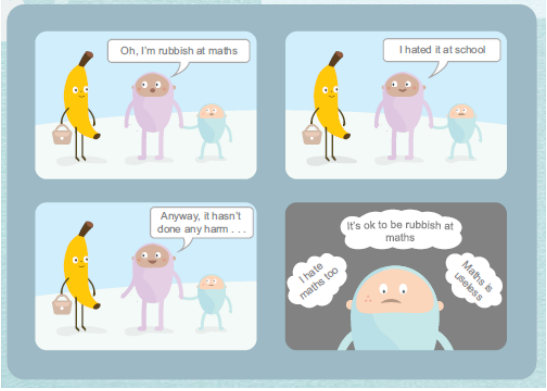
Addition

Understanding 100s	Understand the cardinality of 100, and the link with 10 tens. Use cubes to place into groups of 10 tens. 	Unitise 100 and count in steps of 100. 	Represent steps of 100 on a number line and a number track and count up to 1,000 and back to 0. 
Understanding place value to 1,000	Unitise 100s, 10s and 1s to build 3-digit numbers. 	Use equipment to represent numbers to 1,000.  Use a place value grid to support the structure of numbers to 1,000. Place value counters are used alongside other equipment. Children should understand how each counter represents a different unitised amount.	Represent the parts of numbers to 1,000 using a part-whole model.  *215 = 200 + 10 + 5* Recognise numbers to 1,000 represented on a number line, including those between intervals.

Adding 100s	Use known facts and unitising to add multiples of 100.  *3 + 2 = 5* *3 hundreds + 2 hundreds = 5 hundreds* *300 + 200 = 500*	Use known facts and unitising to add multiples of 100.  *3 + 4 = 7* *3 hundreds + 4 hundreds = 7 hundreds* *300 + 400 = 700*	Use known facts and unitising to add multiples of 100. Represent the addition on a number line. Use a part-whole model to support unitising.  *3 + 2 = 5* *300 + 200 = 500*
3-digit number + 1s, no exchange or bridging	Use number bonds to add the 1s.  *214 + 4 = ?* *Now there are 4 + 4 ones in total.* *4 + 4 = 8* *214 + 4 = 218*	Use number bonds to add the 1s.  *245 + 4* *5 + 4 = 9* *245 + 4 = 249*	Understand the link with counting on. *245 + 4*  Use number bonds to add the 1s and understand that this is more efficient and less prone to error. *245 + 4 = ?* *I will add the 1s.* *5 + 4 = 9* *So, 245 + 4 = 249*

3-digit number + 3-digit number, no exchange	Use place value equipment to make a representation of a calculation. This may or may not be structured in a place value grid. *326 + 541 is represented as:* 	Represent the place value grid with equipment to model the stages of column addition.	Use a column method to solve efficiently, using known bonds. Children must understand how this relates to place value at every stage of the calculation.
3-digit number + 3-digit number, exchange required	Use place value equipment to enact the exchange required.  *There are 13 ones.* *I will exchange 10 ones for 1 ten.*	Model the stages of column addition using place value equipment on a place value grid. 	Use column addition, ensuring understanding of place value at every stage of the calculation.  *126 + 217 = 343* Note: Children should also study examples where exchange is required in more than one column, for example *185 + 318 = ?*

3-digit number + 2-digit number	Use place value equipment to make and combine groups to model addition. 	Use a place value grid to organise thinking and adding of 1s, then 10s.	Use the vertical column method to represent the addition. Children must understand how this relates to place value at each stage of the calculation.
3-digit number + 2-digit number, exchange required	Use place value equipment to model addition and understand where exchange is required. *Use place value counters to represent 154 + 72.* *Use this to decide if any exchange is required.* *There are 5 tens and 7 tens. That is 12 tens so I will exchange.*	Represent the required exchange on a place value grid using equipment. *275 + 16 = ?*  *275 + 16 = 291* Note: In this example, a mental method may be more efficient. The numbers for the example calculation have been chosen to allow children to visualise the concept and see how the method relates to place value. Children should be encouraged at every stage to select methods that are accurate and efficient.	Use a column method with exchange. Children must understand how the method relates to place value at each stage of the calculation.  *275 + 16 = 291*

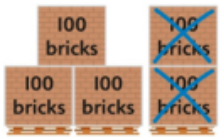
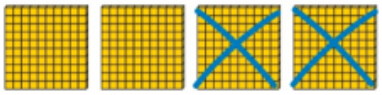
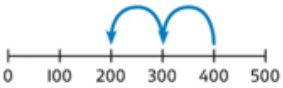
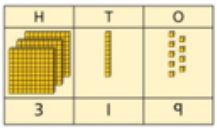
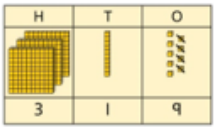


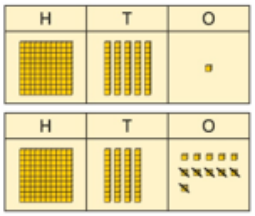
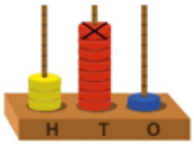
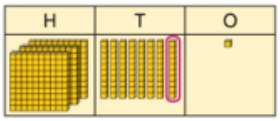
Attitudes to Maths

Let's face it we've all got different memories of maths at school. It's easy to let your perceptions of maths affect your child – and this can set them off to a bad start.

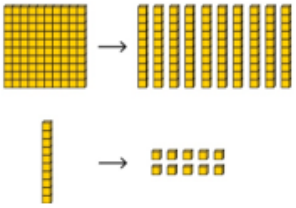
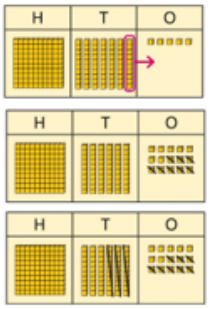
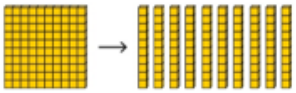
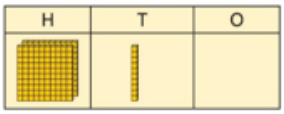
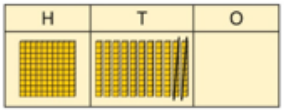
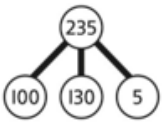
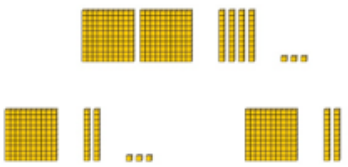
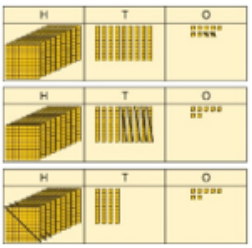
Many parents find the prospect of helping their children with maths quite daunting—even if they are pretty good at maths. With a little confidence and some "have-a-go attitude" parents can make a big difference.

Subtraction

Subtracting 100s	Use known facts and unitising to subtract multiples of 100.  *5 − 2 = 3* *500 − 200 = 300*	Use known facts and unitising to subtract multiples of 100.  *4 − 2 = 2* *400 − 200 = 200*	Understand the link with counting back in 100s.  *400 − 200 = 200* Use known facts and unitising as efficient and accurate methods. *I know that 7 − 4 = 3. Therefore, I know that 700 − 400 = 300.*
3-digit number – 1s, no exchange	Use number bonds to subtract the 1s.  *214 − 3 = ?*  *4 − 3 = 1* *214 − 3 = 211*	Use number bonds to subtract the 1s.  *319 − 4 = ?*  *9 − 4 = 5* *319 − 4 = 315*	Understand the link with counting back using a number line. Use known number bonds to calculate mentally. *476 − 4 = ?*  *6 − 4 = 2* *476 − 4 = 472*

3-digit number – 1s, exchange or bridging required	Understand why an exchange is necessary by exploring why 1 ten must be exchanged. Use place value equipment.	Represent the required exchange on a place value grid. *151 − 6 = ?*  	Calculate mentally by using known bonds. *151 − 6 = ?* *151 − 1 − 5 = 145*
3-digit number – 10s, no exchange	Subtract the 10s using known bonds.  *381 − 10 = ?* *8 tens with 1 removed is 7 tens.* *381 − 10 = 371*	Subtract the 10s using known bonds.  *8 tens − 1 ten = 7 tens* *381 − 10 = 371*	Use known bonds to subtract the 10s mentally. *372 − 50 = ?* *70 − 50 = 20* *So, 372 − 50 = 322*

Subtraction Continued

3-digit number – up to 3-digit number, exchange required	Use equipment to enact the exchange of 1 hundred for 10 tens, and 1 ten for 10 ones. 	*Model the required exchange on a place value grid.* *175 – 38 = ?* *I need to subtract 8 ones, so I will exchange a ten for 10 ones.* 	Use column subtraction to work accurately and efficiently.  175 – 38 = 137 If the subtraction is a 3-digit number subtract a 2-digit number, children should understand how the recording relates to the place value, and so how to line up the digits correctly. Children should also understand how to exchange in calculations where there is a zero in the 10s column. 
3-digit number – 10s, exchange or bridging required	Use equipment to understand the exchange of 1 hundred for 10 tens. 	Represent the exchange on a place value grid using equipment. *210 – 20 = ?*  *I need to exchange 1 hundred for 10 tens, to help subtract 2 tens.*  *210 – 20 = 190*	Understand the link with counting back on a number line. Use flexible partitioning to support the calculation. *235 – 60 = ?*  *235 = 100 + 130 + 5* *235 – 60 = 100 + 70 + 5* *= 175*
3-digit number – up to 3-digit number	Use place value equipment to explore the effect of splitting a whole into two parts, and understand the link with taking away. 	Represent the calculation on a place value grid. 	Use column subtraction to calculate accurately and efficiently. 

Helping at Ages 7 & 8

Ages 7 & 8 see the introduction of multiplication which leads on to division. Arrays are an important visual way to understand multiplication - here are two arrays illustrating that 4 x 3 and 3 x 4 are equivalent.

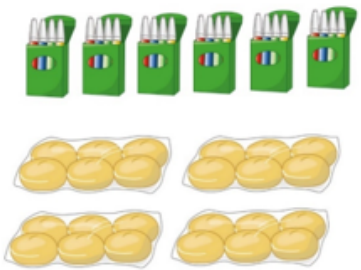
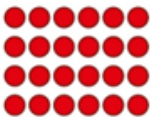
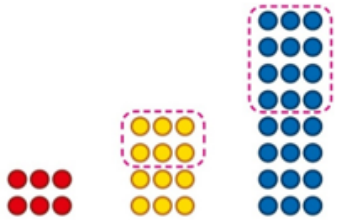
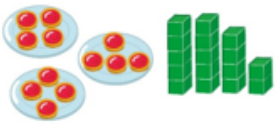
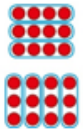
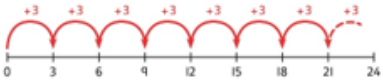
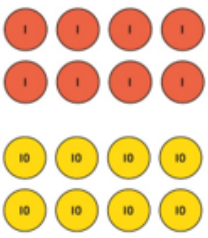
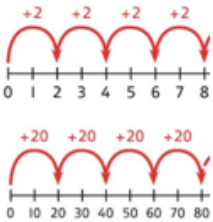
4 x 3 = 12   3 x 4 = 12

- Extra practice at times tables - it's important your child knows these fluently by 9
- Dice bingo - roll two dice and multiply the answer
- Scrabble – great for both English and Maths because of the scoring
- Chess is a great way for children to learn to strategise - which is a high level maths skill
- Learning a musical instrument can also help with maths. Some research papers suggest that learning music develops the same cognitive spatial-temporal part of the brain as mathematics

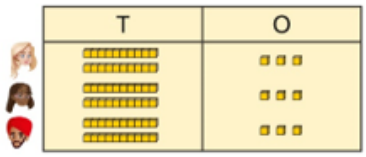
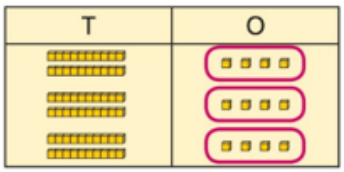
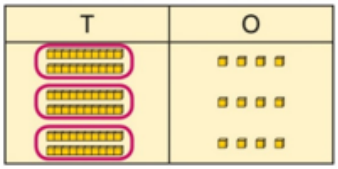
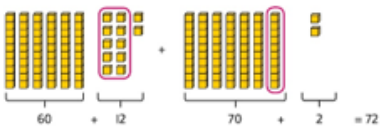
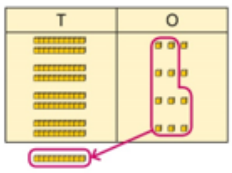
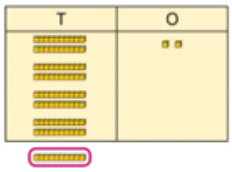
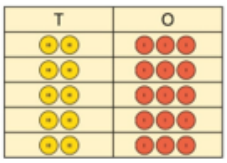
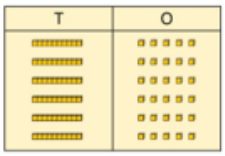
Tips for helping at home

- Find time to show an interest in what your child is learning at school
- Encourage your child to work hard and praise when they've made an effort
- Encourage reading for pleasure by reading to your children at night. This will help with all subjects including maths.
- Create a time for learning at home that fits into the daily routine.
- Find a place for your children to learn where there are no distractions.

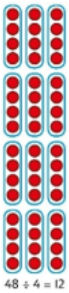
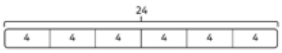
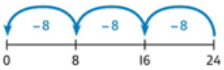
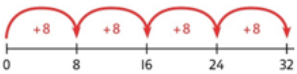
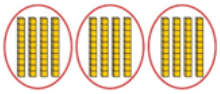
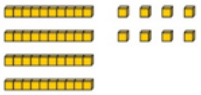
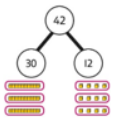
Multiplication

Using commutativity to support understanding of the times-tables	Understand how to use times-tables facts flexibly.  *There are 6 groups of 4 pens.* *There are 4 groups of 6 bread rolls.* *I can use 6 × 4 = 24 to work out both totals.*	Understand how times-table facts relate to commutativity.  *6 × 4 = 24* *4 × 6 = 24*	Understand how times-table facts relate to commutativity. *I need to work out 4 groups of 7.* *I know that 7 × 4 = 28* *so, I know that* *4 groups of 7 = 28* *and* *7 groups of 4 = 28.*
Understanding and using ×3, ×2, ×4 and ×8 tables.	Children learn the times-tables as 'groups of' but apply their knowledge of commutativity.  *I can use the ×3 table to work out how many keys.* *I can also use the ×3 table to work out how many batteries.*	Children understand how the ×2, ×4 and ×8 tables are related through repeated doubling.  3 × 2 = 6 3 × 4 = 12 3 × 8 = 24	Children understand the relationship between related multiplication and division facts in known times-tables.   *2 × 5 = 10* *5 × 2 = 10* *10 ÷ 5 = 2* *10 ÷ 2 = 5*
Understanding equal grouping and repeated addition	Children continue to build understanding of equal groups and the relationship with repeated addition. They recognise both examples and non-examples using objects.  Children recognise that arrays can be used to model commutative multiplications.  *I can see 3 groups of 8.* *I can see 8 groups of 3.*	Children recognise that arrays demonstrate commutativity.  *This is 3 groups of 4.* *This is 4 groups of 3.*	Children understand the link between repeated addition and multiplication.  *8 groups of 3 is 24.* *3 + 3 + 3 + 3 + 3 + 3 + 3 + 3 = 24* *8 × 3 = 24* A bar model may represent multiplications as equal groups.  *6 × 4 = 24*
Using known facts to multiply 10s, for example 3 × 40	Explore the relationship between known times-tables and multiples of 10 using place value equipment. *Make 4 groups of 3 ones.*  *Make 4 groups of 3 tens.*  *What is the same?* *What is different?*	Understand how unitising 10s supports multiplying by multiples of 10.  *4 groups of 2 ones is 8 ones.* *4 groups of 2 tens is 8 tens.* *4 × 2 = 8* *4 × 20 = 80*	Understand how to use known times-tables to multiply multiples of 10.  *4 × 2 = 8* *4 × 20 = 80*

Multiplication Continued

Multiplying a 2-digit number by a 1-digit number	Understand how to link partitioning a 2-digit number with multiplying. *Each person has 23 flowers.* *Each person has 2 tens and 3 ones.*  *There are 3 groups of 2 tens.* *There are 3 groups of 3 ones.* Use place value equipment to model the multiplication context.  *There are 3 groups of 3 ones.* *There are 3 groups of 2 tens.*	Use place value to support how partitioning is linked with multiplying by a 2-digit number. *3 × 24 = ?*  *3 × 4 = 12*  *3 × 20 = 60* *60 + 12 = 72* *3 × 24 = 72*	Use addition to complete multiplications of 2-digit numbers by a 1-digit number. *4 × 13 = ?* *4 × 3 = 12* *4 × 10 = 40* *12 + 40 = 52* *4 × 13 = 52*
Multiplying a 2-digit number by a 1-digit number, expanded column method	Use place value equipment to model how 10 ones are exchanged for a 10 in some multiplications. *3 × 24 = ?* *3 × 20 = 60* *3 × 4 = 12*  *3 × 24 = 60 + 12* *3 × 24 = 70 + 2* *3 × 24 = 72*	Understand that multiplications may require an exchange of 1s for 10s, and also 10s for 100s. *4 × 23 = ?*   *4 × 23 = 92*  *5 × 23 = ?* *5 × 3 = 15* *5 × 20 = 100* *5 × 23 = 115*	Children may write calculations in expanded column form, but must understand the link with place value and exchange. Children are encouraged to write the expanded parts of the calculation separately.  T O 1 5 × 6 + 6 × 5 6 × 10 *5 × 28 = ?* T O 2 8 × 5 4 0 5 × 8 1 0 0 5 × 20 1 4 0

Division

Using times-tables knowledge to divide	Use knowledge of known times-tables to calculate divisions.  *24 divided into groups of 8.* *There are 3 groups of 8.*	Use knowledge of known times-tables to calculate divisions.  48 ÷ 4 = 12 *48 divided into groups of 4.* *There are 12 groups.* *4 × 12 = 48* *48 ÷ 4 = 12*	Use knowledge of known times-tables to calculate divisions. *I need to work out 30 shared between 5.* *I know that 6 × 5 = 30* *so I know that 30 ÷ 5 = 6.* A bar model may represent the relationship between sharing and grouping.  *24 ÷ 4 = 6* *24 ÷ 6 = 4* Children understand how division is related to both repeated subtraction and repeated addition.  *24 ÷ 8 = 3*  *32 ÷ 8 = 4*
Understanding remainders	Use equipment to understand that a remainder occurs when a set of objects cannot be divided equally any further.  *There are 13 sticks in total.* *There are 3 groups of 4, with 1 remainder.*	Use images to explain remainders.  *22 ÷ 5 = 4 remainder 2*	Understand that the remainder is what cannot be shared equally from a set. *22 ÷ 5 = ?* *3 × 5 = 15* *4 × 5 = 20* *5 × 5 = 25 … this is larger than 22* *So, 22 ÷ 5 = 4 remainder 2*
Using known facts to divide multiples of 10	Use place value equipment to understand how to divide by unitising. *Make 6 ones divided by 3.*  *Now make 6 tens divided by 3.*  *What is the same? What is different?*	Divide multiples of 10 by unitising.  *12 tens shared into 3 equal groups.* *4 tens in each group.*	Divide multiples of 10 by a single digit using known times-tables. *180 ÷ 3 = ?* *180 is 18 tens.* *18 divided by 3 is 6.* *18 tens divided by 3 is 6 tens.* *18 ÷ 3 = 6* *180 ÷ 3 = 60*
2-digit number divided by 1-digit number, no remainders	Children explore dividing 2-digit numbers by using place value equipment.  *48 ÷ 2 = ?*	Children explore which partitions support particular divisions.  	Children partition a number into 10s and 1s to divide where appropriate.  *60 ÷ 2 = 30* *8 ÷ 2 = 4* *30 + 4 = 34* *68 ÷ 2 = 34*
	First divide the 10s.  *Then divide the 1s.* 	*I need to partition 42 differently to divide by 3.*  *42 = 30 + 12* *42 ÷ 3 = 14*	Children partition flexibly to divide where appropriate. *42 ÷ 3 = ?* *42 = 40 + 2* *I need to partition 42 differently to divide by 3.* *42 = 30 + 12* *30 ÷ 3 = 10* *12 ÷ 3 = 4* *10 + 4 = 14* *42 ÷ 3 = 14*
2-digit number divided by 1-digit number, with remainders	Use place value equipment to understand the concept of remainder. *Make 29 from place value equipment.* *Share it into 2 equal groups.*  *There are two groups of 14 and 1 remainder.*	Use place value equipment to understand the concept of remainder in division. *29 ÷ 2 = ?*  *29 ÷ 2 = 14 remainder 1*	Partition to divide, understanding the remainder in context. *67 children try to make 5 equal lines.* *67 = 50 + 17* *50 ÷ 5 = 10* *17 ÷ 5 = 3 remainder 2* *67 ÷ 5 = 13 remainder 2* *There are 13 children in each line and 2 children left out.*

Year 3 Expectations:

- Identify, represent and estimate numbers using different representations.
- Find 10 or 100 more or less than a given number
- Recognise the place value of each digit in a three-digit number (hundreds, tens, ones).
- Compare and order numbers up to 1000
- Read and write numbers up to 1000 in numerals and in words.
- Solve number problems and practical problems involving these ideas.
- Count from 0 in multiples of 4, 8, 50 and 100
- Add and subtract numbers mentally, including: a three-digit number and ones; a three-digit number and tens; a three digit number and hundreds.
- Add and subtract numbers with up to three digits, using formal written methods of columnar addition and subtraction.
- 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.
- Count from 0 in multiples of 4, 8, 50 and 100
- Recall and use multiplication and division facts for the 3, 4 and 8 multiplication tables.
- Write and calculate mathematical statements for multiplication and division using the multiplication tables they know, including for two-digit numbers times one-digit numbers, using mental and progressing to formal written methods.
- Solve problems, including missing number problems, involving multiplication and division, including positive integer scaling problems and correspondence problems in which n objects are connected to m objectives.
- Add and subtract amounts of money to give change, using both £ and p in practical contexts.
- Measure, compare, add and subtract: lengths (m/cm/mm); mass (kg/g); volume/capacity (l/ml).
- Measure the perimeter of simple 2D shapes.
- 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
- Recognise and use fractions as numbers: unit fractions and non-unit fractions with small denominators.
- Recognise, find and write fractions of a discrete set of objects: unit fractions and non-unit fractions with small denominators.
- Compare and order fractions with the same denominator.
- Add and subtract fractions with the same denominator.
- Solve problems that involve all of the above
- Recognise angles as a property of shape or a description of a turn.
- Identify right angles, recognise 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.
- Identify horizontal and vertical lines and pairs of perpendicular and parallel lines.
- Draw 2-D shapes and make 3-D shapes using modelling materials.
- Recognise 3-D shapes in different

Maths is a passport to a world of career opportunities and primary maths is the foundation for this. The goal is developing "Number Sense" - a kind of "maths fluency" which involves applying mental arithmetic accurately and quickly - and intuitively knowing if answers feel right or wrong.

Helping your child with maths at home can be daunting, but most parents are a lot better at maths than they think they are. It's worth putting on a "have a go" attitude because the extra practice and one-to-one attention can have a big impact. Helping can be as easy as playing a board game or discussing maths with your child. Finally, and most importantly, don't forget to encourage your child. You don't always need to understand what your child is learning – showing an interest and encouraging always has a positive effect. Praise works best when it's for effort and not necessarily for being quick or getting top marks. Praising for effort encourages learners to try harder which promotes a good attitude to learning.