Autumn		Spring		Summer	
Ready to Progress Criteria 3NPV-1 Know that 10 tens are equivalent to 1 hundred, and that 100 is 10 times the size of 10; apply this to identify and work out how many 10s there are in other three-digit multiples of 10 3NPV-2 Recognise the place value of each digit in three-digit numbers, and compose and decompose three-digit numbers using standard and non-standard partitioning. 3NPV-3 Reason about the location of any three-digit number in the linear number system, including identifying the previous and next multiple of 100 and 10 3NPV-4 Divide 100 into 2, 4, 5 and 10 equal parts, and read scales/number lines marked in multiples of 100 with 2, 4, 5 and 10 equal parts. 3NF-1 Secure fluency in addition and subtraction facts that bridge 10, through continued practice. 3NF-2 Recall multiplication facts, and corresponding division facts, in the 10, 5, 2, 4 and 8 multiplication tables, and recognise products in these multiplication tables as multiples of the corresponding number. 3AS-1 Calculate complements to 100 3AS-2 Add and subtract up to three-digit numbers using columnar methods. 3AS-3 Manipulate the additive relationship: Understand the inverse relationship between addition and subtraction, and how both relate to the part-part-whole structure. Understand and use the commutative property of addition, and understand the related property for subtraction. 3MD-1 Apply known multiplication and division facts to solve contextual problems with different structures, including quotitive and partitive division.		Ready to Progress Criteria 3NPV-1 Know that 10 tens are equivalent to 1 hundred, and that 100 is 10 times the size of 10; apply this to identify and work out how many 10s there are in other three-digit multiples of 10 3NPV-4 Divide 100 into 2, 4, 5 and 10 equal parts, and read scales/number lines marked in multiples of 100 with 2, 4, 5 and 10 equal parts. 3NF-3 Apply place-value knowledge to known additive and multiplicative number facts (scaling facts by 10). 3AS-3 Manipulate the additive relationship: Understand the inverse relationship between addition and subtraction, and how both relate to the part–part–whole structure. Understand and use the commutative property of addition, and understand the related property for subtraction. 3MD-1 Apply known multiplication and division facts to solve contextual problems with different structures, including quotitive and partitive division. 3F-1 Interpret and write proper fractions to represent 1 or several parts of a whole that is divided into equal parts. 3F-3 Reason about the location of any fraction within 1 in the linear number system.		Ready to Progress Criteria 3AS-1 Calculate complements to 100 3AS-3 Manipulate the additive relationship: Understand the inverse relationship between addition and subtraction, and how both relate to the part–part–whole structure. Understand and use the commutative property of addition, and understand the related property for subtraction. 3F-2 Find unit fractions of quantities using known division facts (multiplication tables fluency). 3F-4 Add and subtract fractions with the same denominator, within 1 3G-1 Recognise right angles as a property of shape or a description of a turn, and identify right angles in 2D shapes presented in different orientations. 3G-2 Draw polygons by joining marked points, and identify parallel and perpendicular sides.	
Place Value		Multiplication & Division A		Fractions B	
Step 1 Represent numbers to 100 Step 2 Partition numbers to 100 Step 3 Number line to 100 Step 4 Hundreds Step 5 Represent numbers to 1,000 Step 6 Partition numbers to 1,000 Step 7 Flexible partitioning of numbers to 1,000	Step 8 Hundreds, tens and ones Step 9 Find 1, 10 or 100 more or less Step 10 Number line to 1,000 Step 11 Estimate on a number line to 1,000 Step 12 Compare numbers to 1,000 Step 13 Order numbers to 1,000 Step 14 Count in 50s	Step 9 Multiply by 4 Step 10 Divide by 4 Step 11 The 4 times-table Step 12 Multiply by 8 Step 13 Divide by 8 Step 14 The 8 times-table Step 15 The 2, 4 and 8 times-tables		Step 1 Add fractions 3F-4 Step 2 Subtract fractions 3F-4 Step 3 Partition the whole Step 4 Unit fractions of a set of objects 3F-2 Step 5 Non-unit fractions of a set of objects Step 6 Reasoning with fractions of an amount	
Addition and Subtraction		Money		Multiplication & Division B	
Step 1 Apply number bonds within 10 Step 2 Add and subtract 1s Step 3 Add and subtract 10s Step 4 Add and subtract 100s Step 5 Spot the pattern Step 6 Add 1s across a 10 Step 7 Add 10s across a 100 Step 8 Subtract 1s across a 100 Step 9 Subtract 10s across a 100 Step 10 Make connections Step 11 Add two numbers (no exchange)	Step 12 Subtract two numbers (no exchange) Step 13 Add two numbers (across a 10) Step 14 Add two numbers (across a 100) Step 15 Subtract two numbers (across a 100) Step 16 Subtract two numbers (across a 100) Step 17 Add 2-digit and 3-digit numbers Step 18 Subtract a 2-digit number from a 3-digit number Step 19 Complements to 100 Step 20 Estimate answers Step 21 Inverse operations Step 22 Make decisions	Step 1 Pounds and pence Step 2 Convert pounds and pence Step 3 Add money Step 4 Subtract money 3AS-1 Step 5 Find change 3AS-1		Step 1 Multiples of 10 (NF3) (MD1) Step 2 Related calculations (NF3) (MD1) Step 3 Reasoning about multiplication Step 4 Multiply a 2-digit number by a 1-digit number – no exchange (MD1) Step 5 Multiply a 2-digit number by a 1-digit number – with exchange (MD1) Step 6 Link multiplication and division (MD1)	Step 7 Divide a 2-digit number by a 1-digit number – no exchange (MD1) Step 8 Divide a 2-digit number by a 1-digit number – flexible partitioning (MD1) Step 9 Divide a 2-digit number by a 1-digit number – with remainders (MD1) Step 10 Scaling (NF3) (MD1) Step 11 How many ways? (MD1)
Multiplication & Division A		Shape		Mass & Capacity	
Step 1 Multiplication – equal groups Step 2 Use arrays Step 3 Multiples of 2 Step 4 Multiples of 5 and 10 Step 5 Sharing and grouping Step 6 Multiply by 3 Step 7 Divide by 3 Step 8 The 3 times-table		Step 1 Turns and angles Step 2 Right angles 3G-1 Step 3 Compare angles 3G-1 Step 4 Measure and draw accurately Step 5 Horizontal and vertical Step 6 Parallel and perpendicular 3G-2	Step 7 Recognise and describe 2-D shapes pes Step 8 Draw polygons 3G-2 Step 9 Recognise and describe 3-D shapes Step 10 Make 3-D sha	Step 1 Use scales Step 2 Measure mass in grams Step 3 Measure mass in kilograms and grams Step 4 Equivalent masses (kilograms and grams) Step 5 Compare mass Step 6 Add and subtract mass	Step 7 Measure capacity and volume in millilitres Step 8 Measure capacity and volume in litres and millilitres Step 9 Equivalent capacities and volumes (litres and millilitres) Step 10 Compare capacity and volume Step 11 Add and subtract capacity and volume
Length and Perimeter Unit		Fractions A		<u>Time</u>	
Step 1 Measure in metres and centimetres (NPV1) Step 2 Measure in millimetres (NPV1) Step 3 Measure in centimetres and millimetres (NPV1) Step 4 Metres, centimetres and millimetres Step 5 Equivalent lengths (metres and centimetres) (NPV1) Step 6 Equivalent lengths (centimetres and millimetres) (NPV1)	Step 7 Compare lengths Step 8 Add lengths- Step 9 Subtract lengths Step 10 What is perimeter? Step 11 Measure perimeter Step 12 Calculate perimeter	Step 1 Understand the denominators of unit fractions (3F1) Step 2 Compare and order unit fractions (3F3) Step 3 Understand the numerators of non-unit fractions (3F1) Step 4 Understand the whole (3F1) Step 5 Compare and order non-unit fractions (3F3) Step 6 Fractions and scales (NF3)	Step 7 Fractions on a number line (3F3) Step 8 Count in fractions on a number line (3F3) Step 9 Equivalent fractions on a number line (NF3) Step 10 Equivalent fractions as bar models (NF3)	Step 1 Roman numerals to 12 Step 2 Tell the time to 5 minutes Step 3 Tell the time to the minute Step 4 Read time on a digital clock Step 5 Use am and pm Step 6 Years, months and days Step 7 Days and hours Step 8 Hours and minutes – use start and end times	Step 9 Hours and minutes - use durations Step 10 Minutes and seconds Step 11 Units of time - omit if running out of time Step 12 Solve problems with time- omit if running out of time
				Statistics	
				Step 1 Interpret pictograms Step 2 Draw pictograms Step 3 Interpret bar charts Step 4 Draw bar charts Step 5 Collect and represent data Step 6 Two-way tables	