

St Oliver Plunkett Primary School


Medium Term Planning

Area of Learning: Number

Year Group: 3

Spring 1

Learning Intentions	Content / Activities	Resources / ICT	Monitoring / Evaluation Assessment
<p>Children will be able to:</p> <p>Count, read write and order whole numbers up to 100</p> <p>Understand that the place of a digit indicates its value</p> <p>Understand and use halves</p> <p>Explore patterns in number tables</p> <p>Talk about and use the materials and equipment provided to carry out an activity</p> <p>Use some mathematical notation</p> <p>Show some organisation in their practical work</p> <p>Talk about ways to solve simple everyday problems</p> <p>Use counting strategies when carrying out activities</p> <p>Understand the commutative</p>	<p>Pupils will be enabled to:</p> <ul style="list-style-type: none"> Read and order the numbers to 100 Count to and back from 100 using a number line/array a number line/array Use a number line to find numbers before/after/between. E.g. $\underline{\quad} 69 \underline{\quad}$ $54 \underline{\quad} 56$ Tell me about a given number <div style="border: 1px solid black; padding: 10px; margin: 10px 0;"> <p style="text-align: center;">Bigger than 66 Odd</p> <div style="text-align: center;"> <div style="border: 1px solid black; display: inline-block; padding: 5px 10px; margin: 0 auto;">67</div> </div> <p style="text-align: center;">2 digits 6 and 7</p> <p style="text-align: center;">between 66 and 68</p> <p style="text-align: center;">Smaller than 70</p> </div> <ul style="list-style-type: none"> Add 1,2,5,10,20 to a given 	<ul style="list-style-type: none"> Large 100 square Cubes Number lines Individual 100 squares Arrow cards Number fans Cuisenaire rods Money coins Demonstration coins Dice IWB Individual whiteboards and markers iPads (stamp game, Montessori, Jungle coins, math board, math 5-6, number jacks, number splat (Counting, addition)) Plastic coins – 1p, 2p, 5p, 10p 20p, 50p, £1 Shop corner 	<p>Teacher observations</p> <p>Questioning techniques</p> <p>Peer assessment</p> <p>Self-assessment</p> <p>Daily marking of books</p> <p>Year group monitoring</p> <p>Management book lift</p> <p>Target setting</p> <p>6 weekly assessment</p> <p>NHM – pg 82 - 104</p>

<p>properties of addition.</p> <p>Understand the use of a symbol to stand for an unknown number.</p> <p>Talk about, collect and discuss information required</p> <p>Use appropriate mathematical language to respond to questions about and to talk about their work.</p> <p>Identify particular properties of number</p>	<p>number up to 100</p> <ul style="list-style-type: none"> • Subtract 1,2,5,10,20 from a given number up 100 • Understand that there is a relationship between addition and subtraction and be able to complete number trios/clouds. (Use inverse) • Insert the correct missing number e.g. $72 + * = 80$ • Investigate number bonds using Cuisenaire rods to 20. Investigate numbers to 20 using 3 numbers <p>E.g. $10 + 7 + 3 = 20$</p> <ul style="list-style-type: none"> • Use even numbers only to make calculations • Use odd numbers only to make calculations. • Become familiar with dienes material and its value and use it to play the exchange game- throw dice, collect units, exchange 10 for a ten, first to reach 50 wins • Talk about numbers e.g. 37 is 3 tens and 7 units, <p>$37 = 30 + 7$</p>	<p>INVESTIGATION</p> <p>Pupils will be given a target number. E.g. 20 Find different ways using Cuisenaire to make 20.</p> <p>Using unifix cubes and cut out shapes complete number stories e.g.</p> <p> $+ 9 = 20$</p> <p>Using Cuisenaire rods, children find different ways to make 3 numbers add up to e.g.20</p>	<p>LANGUAGE</p> <ul style="list-style-type: none"> • Number • Cuisenaire • How many • Zero • Add • Subtract • Takeaway • Minus • Number clouds • Symbols • Add 3 numbers • Number clouds • Investigate • Change <p>NUMBER GAMES Toss and Add 2 numbers Toss and Add 3 numbers</p>
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<p>Recognise and use coins to make amounts and to give change.</p>	<ul style="list-style-type: none"> • Show given numbers using tens and units e.g. 28- 2 tens and 8 units • Recall 1p, 2p, 5p, 10p, 20p, 50p, £1 coins • Use above coins to make various amount up to and beyond £1 • Work out change from up to £1 • Use ‘Shop table’ to further develop the use of money and coins. 		
<p>Evaluation:</p>			

Recap and discuss the importance of E-Safety. Children should discuss and reference the E- Safety policy and Cyber Tiger while engaging in ICT activities.