

By the End of Year 3

By the end of Year 3:

Number and Algebra

- Investigate the conditions required for a number to be odd or even and identify odd and even numbers.
- Recognise, model, represent and order numbers to at least 10 000.
- Apply place value to partition (a way of working out maths problems that involve large numbers by splitting them into smaller units so they're easier to work with), rearrange and regroup numbers to at least 10 000 to assist calculations and solve problems.
- Recognise and explain the connection between addition and subtraction.
- Recall addition facts for single-digit numbers and related subtraction facts to develop increasingly efficient mental strategies for computation.
- Recall multiplication facts of two, three, five and ten and related division facts.
- Represent and solve problems involving multiplication using efficient mental and written strategies and appropriate digital technologies.
- Model and represent unit fractions including $\frac{1}{2}$, $\frac{1}{4}$, $\frac{1}{3}$, $\frac{1}{5}$ and their multiples to a complete whole.
- Represent money values in multiple ways and count the change required for simple transactions to the nearest five cents.
- Describe, continue, and create number patterns resulting from performing addition or subtraction.

Measurement and Geometry

- Measure, order and compare objects using familiar metric units of length, mass and capacity.
- Tell time to the minute and investigate the relationship between units of time.
- Make models of three-dimensional objects and describe key features.
- Create and interpret simple grid maps to show position and pathways.
- Identify symmetry in the environment.
- Identify angles as measures of turn and compare angle sizes in everyday situations.

Statistics and Probability

- Conduct chance experiments, identify and describe possible outcomes and recognise variation in results
- Identify questions or issues for categorical variables (categorical variable is a variable that can take on one of a limited, and usually fixed, number of possible values). Identify data sources and plan methods of data collection and recording.
- Collect data, organise into categories and create displays using lists, tables, picture graphs and simple column graphs, with and without the use of digital technologies.
- Interpret and compare data displays.

Directly from the Australian Curriculum:

By the end of Year 3, students recognise the connection between addition and subtraction and solve problems using efficient strategies for multiplication. They model and represent unit fractions. They represent money values in various ways. Students identify symmetry in the environment. They match positions on maps with given information. Students recognise angles in real situations. They interpret and compare data displays.

Students count to and from 10 000. They classify numbers as either odd or even. They recall addition and multiplication facts for single-digit numbers. Students correctly count out change from financial transactions. They continue number patterns involving addition and subtraction. Students use metric units for length, mass and capacity. They tell time to the nearest minute. Students make models of three-dimensional objects. Students conduct chance experiments and list possible outcomes. They conduct simple data investigations for categorical variables.