| Week | Mental Maths | Pages | Topic | Objectives | Activities | Assessment | Teaching Aids |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  |  | $\begin{aligned} & 0 \\ & \text { o } \\ & \text { + } \\ & \text { or } \end{aligned}$ |  | To add, subtract, multiply and divide whole numbers. <br> Solve operations involving combined addition, subtraction, multiplication and division of whole numbers. <br> Solve word problems involving addition, subtraction, multiplication and division of whole numbers | * Give a number and the children must draw hundreds, tens and ones <br> * Say the value of each digit in a number <br> * Say a number and the children write in words- also paired work <br> * Use dice to make numberschildren write words or values <br> * Paired work- one child will say a number and the other will write <br> * Use digit cards- the teacher says a number and the children must make <br> $\star \quad$ Counting forwards and backwards in tens <br> $\star \quad$ Change game <br> $\star$ Stop start <br> $\star \quad$ Circle game <br> $\star$ Clap click <br> $\star \quad$ Ping pong <br> * 100 square | Can understand the place value of digits <br> Can write three and four digit numbers in figures and words | White boards Number cards Dice Digit cards 100 Square |


| Week | Mental Maths | Pages | Topic | Objectives | Activities | Assessment | Teachin $g$ Aids |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  |  | $$ | $\begin{aligned} & \frac{n}{む} \\ & \frac{1}{\xi} \\ & \frac{1}{z} \\ & \hline \end{aligned}$ | To be able to understand the value of digits <br> To be able to write numbers in figures and words <br> > To be able to give the number before and after a given figure | * Give a number and the children must draw hundreds, tens and ones <br> * Say the value of each digit in a number <br> * Say a number and the children write in words- also paired work <br> * Use dice to make numberschildren write words or values <br> * Paired work- one child will say a number and the other will write <br> * Use digit cards- the teacher says a number and the children must make <br> * Hidden pairs <br> * Find a partner <br> Games <br> $\star$ Counting forwards and backwards- in pairs, groups and between the teacher and class <br> $\star$ Relay race <br> $\star$ Ping pong <br> $\star$ Clap click | Can understand the value of digits <br> Can write numbers in figures and words <br> Can give the number before and after a given figure | Whiteboar ds <br> Number cards Dice Digit cards 100 <br> Square |


| Week | Mental Maths | Pages | Topic | Objectives | Activities | Assessment | Teaching Aids |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  |  |  | $\begin{aligned} & \frac{0}{0} \\ & 0 \\ & \stackrel{0}{0} \\ & \frac{0}{0} \end{aligned}$ | To Be able to write one more or one less <br> > Can write numbers in size order <br> > To be able to use < > = correctly | * Counting forwards and backwards from any number <br> * Playing cards <br> (Dhashundamaa) <br> * Ordering numbers <br> * Show a number cards and the children must say the number before and after <br> * Read the story of the Sear Fish <br> * Show mw using < > = <br> * Write their own numbers and put into size order <br> * Paired work on one more and one less <br> Games <br> * Whiteboards for show me <br> $\star$ Passing number <br> * Making the answers with digit cards <br> $\star$ Clap click <br> $\star$ Ping Pong <br> $\star$ Paired work <br> $\star$ Using digit cards to turn and double <br> $\star$ Dice to double | Can write one more or one less <br> Can write numbers in size order <br> Can use < > = correctly | Playing cards Whiteboar ds Number cards Dice |

Test 1.

| Week | Mental Maths | Pages | Topic | Objectives | Activities | Assessment | Teaching Aids |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  | uo!+! + dod bu!sn Kq 6I of II mouf raqunu + ! 6 !p omf alqnop of alqD aq o | 0 $\cdots$ + + 0 0 0 | $\begin{aligned} & \text { 仓̀ } \\ & \stackrel{0}{\Sigma} \end{aligned}$ | To understand the place value of digits To be able to write three and four digit numbers in figures and words | * Whiteboard work- give the children an amount in ruffiah and ask them to write in ruffiah and laari of just laari <br> * Matching games- hidden pairs, find a partner <br> * Make a shop and convert amounts <br> * Treasure hunt <br> * Relay race <br> * Paired work using whiteboards <br> Games <br> ^ Whiteboards for show me <br> $\star$ Passing number <br> $\star$ Making the answers with digit cards <br> $\star$ Clap click <br> $\star$ Ping Pong <br> $\star$ Paired work <br> $\star$ Using digit cards to turn and double <br> * Dice to double <br> $\star$ Danger number | Can understand the place value of digits <br> Can write three and four digit numbers in figures and words | Money Shops Whitebo ards Digit cards |


| Week | Mental Maths | Pages | Topic | Objectives | Activities | Assessment | Teaching Aids |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  |  |  |  | To be able add two and three digit numbers using drawing and written sums <br> To be able to draw the place value of the digits they are adding | * Using number wheels to add numbers <br> * Use real objects to add <br> * Using hundreds tens and ones to add <br> * Using place value grids to teach renaming <br> * Use number cards to add <br> * Use dice to make numbers to add <br> * Treasure hunt <br> * Draw place value of the digits <br> * Paired work- one write and one solve <br> Games <br> * 100 square <br> $\star$ Magic number lines <br> $\star$ Whiteboards for show me and paired work <br> $\star$ Frog in a box <br> $\star$ Relay race <br> $\star$ Counting on in their heads <br> $\star$ Use digit cards to make numbers to add mentally | Can add two and three digit numbers using drawings and written sums <br> Can draw the place value of the digits they Are reading | Number <br> wheels <br> Real <br> objects <br> Place <br> value <br> grids <br> Number <br> lines <br> 100 <br> square <br> Whitebo <br> ards |


| Week | Mental <br> Maths | Pages | Topic | Objectives | Activities | Assessment | Teaching Aids |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| $\begin{aligned} & \frac{x}{\searrow} \\ & \sum^{N} \\ & \frac{c}{x} \\ & i= \end{aligned}$ |  |  |  | To be able to add three digit numbers To be able to add money <br> > To be able to add four single digits in their head | * Using number wheels to add numbers <br> * Use real objects to add <br> * Using hundreds tens and ones to add <br> * Using place value grids to teach renaming <br> * Use number cards to add <br> * Use dice to make numbers to add <br> * Treasure hunt <br> * Draw place value of the digits <br> * Paired work- one write and one solve <br> * Count on from the biggest number <br> * Give notes and coins and see how many different ways they can add <br> Games <br> * 100 square <br> $\star$ Magic number lines <br> $\star$ Whiteboards for show me and paired work <br> * Frog in a box <br> * Relay race <br> $\star$ Counting on in their heads <br> * Use digit cards to make numbers to add mentally | Can add three digit numbers <br> Can add money up to three digits <br> Can add four single digits in their heads | Number <br> wheels <br> Real <br> objects <br> Place <br> value <br> grids <br> Number <br> lines <br> 100 <br> square <br> Whitebo ards |

Test 2

| Week | Mental Maths | Pages | Topic | Objectives | Activities | Assessment | Teaching Aids |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  |  |  |  | To be able to match amounts of money to the written form <br> > Can add money using a written sum <br> > Can answer worded problems on money | * Make shops and add amounts <br> * Make a display about shopping <br> * Give sheets with shop goods and add three values together <br> * Write a word problem about a character <br> * Arrange a word problem in order <br> * Write a word problem and swap with a partner <br> * Paired work- one writes a sum and the other solves <br> Games <br> $\star$ Use digit cards- turn three and add <br> $\star$ Shopping choose three goods and add <br> * Teach to look for the biggest number <br> $\star$ Dice game <br> $\star$ Number squares- to add the horizontal and vertical numbers | Can match amounts of money to the written form <br> Can add money using a written sum <br> Can answer worded problems on money | Digit <br> cards <br> Shops <br> Whitebo <br> ards <br> Word <br> problems <br> Dice <br> Number <br> squares |


| Week | Mental Maths | Pages | Topic | Objectives | Activities | Assessment | Teaching Aids |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  | To be able to recognize the common shapes and their properties |  | $\begin{aligned} & \stackrel{0}{0} \\ & \frac{\pi}{\omega} \end{aligned}$ | $\star$ to be able to recognize the common shapes and their properties <br> $\star$ To be able to recognize that quadrilaterals have four sides | * Make a shape tree <br> * Read the queen's bed <br> * Read' The three pigs, one wolf and the seven magic shapes <br> * Make tan gram pictures <br> * Do book activities <br> * Use dot paper to draw quadrilaterals <br> * Play guess my shape <br> * The children describe a shape and the others have to guess the shape <br> Games <br> $\star$ Describe the shape and guess- guess my shape <br> $\star$ Paired work- describe and draw <br> * Find a partner <br> * Match shapes and properties <br> $\star$ Identify the number of corners, sides and other properties each shape has | Can recognize the common shapes and their properties <br> Can recognize that quadrilateral $s$ have four sides and four angles | Shapes <br> Books <br> Tan <br> grams <br> Dot <br> paper <br> Whitebo <br> ards |

Test 3

| Week | Mental <br> Maths | Pages | Topic | Objectives | Activities | Assessme n $\dagger$ | Teachin $g$ Aids |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  | To be able to take away ten from any number | N $+$ F n O 0 | $\begin{aligned} & \frac{1}{0} \\ & \frac{1}{U} \\ & 0 \\ & \frac{1}{n} \\ & 0 . \\ & i v \end{aligned}$ | To be able to subtract two and three digit numbers <br> > To be able to decide whether to use a mental or written method <br> > To be able to show the value of the digits | * Using number wheels to subtract numbers <br> * Use real objects to subtract <br> * Using hundreds tens and ones to subtract <br> * Using place value grids to teach renaming <br> * Use number cards to subtract <br> * Use dice to make numbers to take away number <br> * Treasure hunt <br> * Draw place value of the digits <br> * Paired work- one write and one solve <br> * Count back from the biggest number <br> * Give notes and coins and see how many different ways they can subtract <br> Games <br> $\star \quad$ Counting forwards and backwards in tens <br> * Change game <br> * Stop start <br> $\star \quad$ Circle game <br> $\star \quad$ Clap click <br> $\star \quad$ Ping pong <br> $\star \quad 100$ square | Can subtract two and three digit numbers <br> Can decide whether to use a written or mental method <br> To be able to show the value of the digits | Number wheels Real objects Hundre ds, tens and ones Dice Place value grids Notes and coins |


| Week | Mental <br> Maths | Pages | Topic | Objectives | Activities | Assessment | Teaching Aids |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  |  |  |  | To be able to subtract three digit numbers <br> > To be able to answer written sums on subtraction <br> > To be able to subtract money | * Using number wheels to subtract numbers <br> * Use real objects to subtract <br> * Using hundreds tens and ones to subtract <br> * Using place value grids to teach renaming <br> * Use number cards to subtract <br> * Use dice to make numbers to take away number <br> * Treasure hunt <br> * Draw place value of the digits <br> * Paired work- one write and one solve <br> * Count back from the biggest number <br> * Give notes and coins and see how many different ways they can subtract <br> Games <br> $\star$ Counting forwards and backwards- in pairs, groups and between the teacher and class <br> $\star$ Relay race <br> $\star$ Ping pong <br> $\star$ Clap click | Can subtract three digit numbers <br> Can answer written sums involving subtraction <br> To be able to subtract money | Number wheels Real objects Hundred s, tens and ones Dice Place value grids Notes and coins |


| Week | Mental Maths | Pages | $\begin{array}{\|l\|} \hline \text { Syllab } \\ \text { us } \\ \text { Aim } \\ \hline \end{array}$ | Objectives | Activities | Assessment | Teaching Aids |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  |  | $\begin{gathered} \infty \\ 0 \\ 1 \\ \vdots \\ \vdots \\ \\ \text { W} \\ 0 \end{gathered}$ |  | To know that the perimeter is the distance all around the outside of a flat shape <br> > To be able to measure perimeter using thread and a ruler <br> > To be able to calculate perimeter in whole centimeters | Take the children out and get them to walk around the outside of shapes, e.g. stage, flower beds, classrooms, slide- you can get them to count the number of footsteps taken <br> Get the children to use their fingers to show you the perimeter of shapes such as their books pencil cases desk etc <br> Give the children shapes or objects and get them to use thread to measure the perimeter <br> Have a competition. The teacher shows an object and the groups estimate the perimeter. The group nearest wins a point <br> Give the children squared paper and ask the children to draw shapes with a perimeter of 12 or 15 . <br> Do paired work where each person draws a shape with straight lines and swaps with their partner who measures it's perimeter <br> Drawing objects of a given perimeter <br> Measuring classroom objects <br> MENTAL AMTHS <br> Counting on and backwards in groups <br> Change game <br> Clap click <br> Ping pong <br> Place value chart to identify which digit changes <br> Dice <br> Digit cards <br> Number cards | Know that the perimeter is the distance all around the outside of a flat shape <br> Can measure perimeter using thread and a ruler <br> Can calculate perimeter in whole centimeters | Shapes <br> Objects <br> Thread <br> Squared paper <br> rulers |


| We ek | Mental Maths | $\begin{aligned} & \text { Pag } \\ & \text { es } \end{aligned}$ | $\begin{aligned} & \hline \text { Syll } \\ & \text { abus } \\ & \text { Aim } \end{aligned}$ | Objectives | Activities | Assessment | Teac hing Aids |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| $\begin{aligned} & \text { y } \\ & \stackrel{y}{u} \\ & 3 \\ & \frac{1}{4} \\ & \frac{1}{2} \\ & 3 \end{aligned}$ |  | $\begin{aligned} & \text { à } \\ & \underset{\sim}{1} \\ & 1 \\ & \text { o } \\ & \underset{\sim}{1} \\ & 0 \\ & 0 \\ & 0 \\ & 0 \end{aligned}$ |  | To understand that a fraction is part or parts of a whole <br> > To be able to recognize what the denominator and the numerator mean <br> Be able to draw given fractions Be able to order fractions into size order <br> Be able to find equivalent fractions Be able to add fractions | Give strips of paper and get them to fold to make halves, quarters, sixths, eighths, tenths etc <br> > Get them to label each equal part. Put them up on display so that children can see their relative size <br> > Bring in food items and divide into fractions <br> > Use squared paper for the children with outlines around twelve squares. The children must find as many different ways to colour $\frac{1}{2}$ <br> > Give the children 2 fractions with a common denominator- draw and add on their whiteboards <br> $>$ For adding fractions draw roshi etc to split into the correct number of fractions and colour the correct number of parts <br> > Fraction board <br> $>$ Find a partner <br> > Find the correct fraction cards <br> > Fraction strips <br> $>$ Cutting up wholes into $\frac{1}{2}$ 's and $\frac{1}{4}$ 's <br> MENTAL MATHS <br> > Investigate numbers you can halve with counters upto twenty <br> > Whiteboards for show me <br> > Paired work- one says and the other draws <br> > Relay race <br> > Matching cards <br> $>$ Equal and unequal fractions | Understand that a fraction is part or parts of a whole <br> Can recognize what the denominator and the numerator mean <br> Can draw given fractions Can order fractions into size order Can find equivalent fractions Can add fractions | Strip <br> s of paper <br> Food items to parti tion <br> Squa red paper <br> Whit <br> eboa <br> rds |


| Week | Mental Maths | Pages | $\begin{array}{\|l\|} \hline \text { Syllab } \\ \text { us } \\ \text { Aim } \\ \hline \end{array}$ | Objectives | Activities | Assessment | Teaching Aids |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  |  |  |  | To know that multiplication is groups of a number To be able to read and draw groups of a given number <br> $>$ To know their 2, 3,5, 10 times tables | > Play tables games such as disappearing tables, fizz buzz, gunfighter, guess my rule <br> > Use whiteboards to show that multiplication is repeated addition. You give a sum and they give you the repeated addition <br> > Give the children counters and ask them to make into groups to find the answers <br> > Give the children photocopies of groups- ask the children to write the sum to go with the groups <br> > Take the class out and see how many groups of 2, 3, 4, 5etc they can make with the children in the class <br> > In pairs one child writes the sum and the other draws and solves <br> > Relay race <br> > Treasure Hunt <br> $>$ Dice <br> > Circle Ball throw <br> > Pointing finger <br> MENTAL MATHS <br> > Clap click <br> > Fizz buzz <br> > Ping pong <br> > Paired work with a whiteboard <br> > Dice <br> > Digit cards <br> ) Writing numbers in the air <br> > Action game | Know that multiplication is groups of a number <br> Read and draw groups of a given number <br> Know their 2, 3, 5, 10 times tables | Whiteboards <br> Counters <br> Dice <br> Digit cards <br> Sum cards |


| Week | Mental Maths | Pages | $\begin{array}{\|l\|} \hline \text { Syllab } \\ \text { us } \\ \text { Aim } \\ \hline \end{array}$ | Objectives | Activities | Assessment | Teaching Aids |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  |  | $\begin{gathered} \text { m } \\ 1 \\ 1 \\ \infty \\ n \\ \text { n } \\ \text { O} \end{gathered}$ |  | To know that multiplication is groups of a number <br> > To be able to read and draw groups of a given number <br> > To know their 2, 3, 5, 10 times tables <br> > To be able to answer word problems on multiplication | Children have numbers from the three times table-ask them to get into order <br> $>$ Have a washing line or a number line and get the children to jump along the line in two's or three's <br> > Play tables games such as disappearing tables, fizz buzz, gunfighter, guess my rule <br> > Count forwards and backwards in twos and threes <br> > Write word problems about groups of hedhikha or fruit using the objects in the shops <br> > Look at and write problems about five-aside football <br> MENTAL MATHS <br> > Clap click <br> > Fizz buzz <br> > Ping pong <br> > Paired work with a whiteboard <br> > Dice <br> > Digit cards <br> - Writing numbers in the air <br> > Action game <br> > True or false | Know that multiplication is groups of a number <br> Read and draw groups of a given number <br> Know their 2, 3,5,10 times tables To be able to answer word problems on multiplication | Number line <br> Fruit or hedhikha pictures <br> Dice <br> Digit cards |

[^0]| Week | Mental Maths | Pages | $\begin{array}{\|l} \hline \text { Syllab } \\ \text { us } \\ \text { Aim } \\ \hline \end{array}$ | Objectives | Activities | Assessment | Teaching Aids |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  | To know that division is the inverse of multiplication | $\begin{aligned} & \overrightarrow{0} \\ & \cdots \\ & 1 \\ & \vdots \\ & 0 \\ & \tilde{y} \\ & \text { o } \\ & 0 \end{aligned}$ | $\frac{\overline{0}}{\substack{n}}$ | To understand that division is the number of groups of a number in a total <br> > To be able to find and draw groups in a given number | > Play tables games- with whiteboards get the children to give you the division fact they know from the times table fact that you have given them <br> > Use whiteboards to show that division is repeated subtraction- you give a sum and the children write the repeated subtraction <br> > Give the children counters or cubes and ask them to make groups from a given number <br> > Take the children out and ask them to make a given number of groups and count to solve <br> > In pairs one gives a sum and the other must draw and solve <br> > Divide the children in the class into groups <br> > Play relay race <br> > Divide real objects into groups <br> MENTAL MATHS <br> > Whiteboard work- give a sum and the children must give you the other multiplication and division facts they know <br> > Paired work <br> > Roll two dice and multiply then give division facts <br> > Hidden pairs <br> $\Rightarrow$ Dominoes | Understand that division is the number of groups of a number in a total <br> Find and draw groups in a given number | Whiteboards Dominoes Counters Dice Cubes Number cards Real objects |


| Week | Mental Maths | Pages | $\begin{array}{\|l\|} \hline \text { Syllab } \\ \text { us } \\ \text { Aim } \\ \hline \end{array}$ | Objectives | Activities | Assessment | Teaching Aids |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  | To know that division is the inverse of multiplication | $\infty$ 0 $\cdots$ 1 0 0 $\cdots$ 0 0 0 0 | $\frac{\overline{0}}{\bar{n}}$ | To understand that division is the number of groups of a number in a total To be able to find and draw groups in a given number To know that multiplication and division are inverses <br> > To be able to answer one step word problems | > Play tables games- with whiteboards get the children to give you the division fact they know from the times table fact that you have given them <br> > Use whiteboards to show that division is repeated subtraction- you give a sum and the children write the repeated subtraction <br> > Give the children counters or cubes and ask them to make groups from a given number <br> > Take the children out and ask them to make a given number of groups and count to solve <br> In pairs one gives a sum and MENTAL MATHS <br> > Whiteboard work- give a sum and the children must give you the other multiplication and division facts they know <br> > Paired work <br> > Roll two dice and multiply then give division facts <br> > Hidden pairs <br> > Dominoes | Understand that division is the number of groups of a number i <br> Can find and draw groups in a given number <br> Know that division is the opposite of multiplication <br> Can answer one step word problems using division | Whiteboards Dominoes Counters Dice Cubes Number cards Real objects |

Test7

| Week | Mental <br> Maths | Pages | Topic | Objectives | Activities | Assessment | Teaching Aids |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  | To be able to add tens and ones mentally | $\begin{gathered} N \\ N \\ + \\ 0 \\ \sim \\ \tilde{N} \\ \text { O} \\ 0 \end{gathered}$ |  | To be able to write the ordinal numbers to 99 <br> > To be able to order the ordinal numbers | * Have races and order the contestants <br> * Counting as a class and in pairs <br> * Ordering the assembly line <br> * Give ordinal number cards and order <br> * Spelling activities <br> * True or false <br> * Ordering their day- what did they do first and second <br> Games <br> $\star$ Number square <br> $\star$ Number line <br> * Ping pong <br> $\star$ Clap click <br> * Danger number <br> $\star$ Using number cards <br> $\star$ Paired work using whiteboards | Can write the ordinal number to 99 <br> Can order the ordinal numbers to 99 | Ordinal number cards Number squares Number lines Whitebo ards |

## MATHEMATICS / GRADE - $\mathbf{3}$ <br> Assessment Schedule

| $\#$ | Week | Date | Topic | Marks |
| :---: | :---: | :---: | :--- | :---: |
| 1 | $03^{\text {rd }}$ week | $31^{\text {st }}$ January | Numbers and Place value | 10 |
| 2 | $06^{\text {th }}$ week | $21^{\text {st }}$ February | Money and Addition | 15 |
| 3 | $08^{\text {th }}$ week | $06^{\text {th }}$ March | Addition and Shapes | 15 |
| 4 | $10^{\text {th }}$ week | $27^{\text {th }}$ March | Subtraction | 15 |
| 5 | $12^{\text {th }}$ week | $10^{\text {th }}$ April | Perimeter and Fraction | 15 |
| 6 | $14^{\text {th }}$ week | $24^{\text {th }}$ April | Multiplication | 15 |
| 7 | $16^{\text {th }}$ week | $08^{\text {th }}$ May | Division | 15 |


[^0]:    Test 6

