











# Australian Curriculum: 2024 Mathematics — Year 3

CURRICULUM	SEMESTER 1		SEMESTER 2	
	Term 1	Term 2	Term 3	Term 4
<b>Unit name</b>	Number, chance and data	Number and measurement	Number, patterns, money and time	Number, location, symmetry, shape and angle
<b>Unit description</b>	<ul style="list-style-type: none"> <li>Number and place value — count to 1 000; investigate the 2s, 3s, 5s and 10s number sequences; identify odd and even numbers; represent three-digit numbers; compare and order three-digit numbers; partition numbers (standard and non-standard place value partitioning); recall addition facts and related subtraction facts; represent and solve addition problems; add two-digit, single-digit and three-digit numbers; subtract two-digit and three-digit numbers; represent multiplication; solve simple problems involving multiplication; recall multiplication number facts</li> <li>Chance — conduct chance experiments; describe the outcomes of chance experiments; identify variations in the results of chance experiments</li> <li>Data representation and interpretation — collect simple data; record data in lists and tables; display data in a column graph; interpret and describe outcomes of data investigations.</li> </ul>	<ul style="list-style-type: none"> <li>Number and place value — partition numbers (standard and non-standard place value partitioning), compare and order three-digit numbers, partition three-digit numbers into place value parts, investigate 1 000, count to and beyond 1 000, use place value to add and subtract numbers, recall addition number facts, add and subtract three-digit numbers, add and subtract numbers eight and nine, solve addition and subtraction word problems, double and halve multiples of ten</li> <li>Using units of measurement — use familiar metric units to order, compare and measure objects, and measure and record using metric units, explain measurement choices, measure length using part units and centimetres, represent time to the minute on digital and analog clocks, telling time to five minutes and minute, transfer knowledge of time to real-life contexts</li> </ul>	<ul style="list-style-type: none"> <li>Number and place value — count and sequences beyond 1 000, represent, combine and partition three-digit and four-digit numbers flexibly, use place value to add (written strategy), represent multiplication as arrays and repeated addition, identify part-whole relationships in multiplication and division situations, add and subtract two-digit numbers and three-digit numbers, recall multiplication number facts, identify related division number facts, make models and use number sentences that represent problem situations, recall addition and subtraction facts, identify and describe the relationship between addition and subtraction, choose appropriate mental strategies to add and subtract</li> <li>Money and financial mathematics — represent money amounts in different ways, compare values, count collections of coins and notes accurately and efficiently, choose appropriate coins and notes for shopping situations, calculate change and simple totals patterns to 10 000, connect number representations with number patterns, use number properties to continue number patterns, identify pattern rules to find missing elements in patterns</li> <li>Using units of measurement — represent time to the minute on digital and analogue clocks, telling time to five minutes and minute, transfer knowledge of time to real-life contexts</li> </ul>	<ul style="list-style-type: none"> <li>Number and place value — recall addition and related subtraction number facts, use number facts to add and subtract larger numbers, use part-part-whole thinking to interpret and solve addition and subtraction word problems, add and subtract using a written place value strategy, recall multiplication and related division facts, multiply two-digit numbers by single-digit multipliers, interpret and solve multiplication and division word problems</li> <li>Fractions and decimals — identify, represent and compare familiar unit fractions and their multiples (shapes, objects and collections), record fractions symbolically, recognise key equivalent fractions, solve simple problems involving fractions</li> <li>Shape — make models of three-dimensional objects</li> <li>Location and transformation — represent symmetry, interpret simple maps and plans</li> <li>Geometric reasoning — identify angles as measures of turn, compare angle sizes in everyday situations</li> </ul>
<b>General capabilities</b>	 	 	 	 
<b>Cross-curriculum priorities</b>				

ASSESSMENT		SEMESTER 1				SEMESTER 2				
		Term 1		Term 2		Term 3		Term 4		
<b>Assessment</b>	Assessment	Conduct a chance experiment	Represent addition and subtraction	Adding, subtracting and partitioning numbers	Measurement	Patterns and problem solving	Money	Telling time	Grid Maps, 3D objects, symmetry and angles	Multiplication and fractions task
	Technique	Test	Test	Test	Test	Test	Test	Test	Test	Test
	Type of text	Short response	Short response	Short response	Short response	Short response	Short response	Short response	Short response	Short response
	Mode	Written	Written	Written	Written	Written	Written	Written	Written	Written
<b>Aspects of the achievement standard</b>										
recognise the connection between addition and subtraction and solve problems using efficient strategies for multiplication										
model and represent unit fractions										
represent money values in various ways										
identify symmetry in the environment										
match positions on maps with given information										
recognise angles in real situations										
interpret and compare data displays										
count to and from 10 000										
classify numbers as either odd or even										
recall addition and multiplication facts for single-digit numbers										
correctly count out change from financial transactions										
continue number patterns involving addition and subtraction										
use metric units for length, mass and capacity										
tell time to the nearest minute										
make models of three-dimensional objects										
conduct chance experiments and list possible outcomes										
conduct simple data investigations for categorical variables										

