

Year 3 Syllabus

Year Level Description

The proficiency strands **understanding, fluency, problem-solving** and **reasoning** are an integral part of mathematics content across the three content strands: number and algebra, measurement and geometry, and statistics and probability. The proficiencies reinforce the significance of working mathematically within the content and describe how the content is explored or developed. They provide the language to build in the developmental aspects of the learning of mathematics. The achievement standards reflect the content and encompass the proficiencies.

At this year level:


- **understanding** includes connecting number representations with number sequences, partitioning and combining numbers flexibly, representing unit fractions, using appropriate language to communicate times, and identifying environmental symmetry
- **fluency** includes recalling multiplication facts, using familiar metric units to order and compare objects, identifying and describing outcomes of chance experiments, interpreting maps and communicating positions
- **problem-solving** includes formulating and modelling authentic situations involving planning methods of data collection and representation, making models of three-dimensional objects and using number properties to continue number patterns
- **reasoning** includes using generalising from number properties and results of calculations, comparing angles and creating and interpreting variations in the results of data collections and data displays.

Number and Algebra

NUMBER AND PLACE VALUE

Investigate the conditions required for a number to be odd or even and identify odd and even numbers ([ACMNA051](#))

 Numeracy

 Critical and creative thinking

Recognise, model, represent and order numbers to at least 10 000 ([ACMNA052](#))

 Literacy

 Numeracy

Apply place value to partition, rearrange and regroup numbers to at least 10 000 to assist calculations and solve problems

Measurement and Geometry

USING UNITS OF MEASUREMENT

Measure, order and compare objects using familiar metric units of length, mass and capacity ([ACMMG061](#))

 Literacy

 Numeracy

Tell time to the minute and investigate the relationship between units of time ([ACMMG062](#))

 Literacy

 Numeracy

SHAPE

Make models of three-dimensional objects and describe key features ([ACMMG063](#))


Statistics and Probability

CHANCE

Conduct chance experiments, identify and describe possible outcomes and recognise variation in results ([ACMSP067](#))

 Literacy

 Numeracy

 Critical and creative thinking

DATA REPRESENTATION AND INTERPRETATION

Identify questions or issues for categorical variables. Identify data sources and plan methods of data collection and recording ([ACMSP068](#))


 Literacy

 Numeracy

[\(ACMNA053\)](#)

 Literacy

 Numeracy


 Critical and creative thinking

Recognise and explain the connection between addition and subtraction

[\(ACMNA054\)](#)

 Literacy

 Numeracy

 Critical and creative thinking

Recall addition facts for single-digit numbers and related subtraction facts to develop increasingly efficient mental strategies for computation

[\(ACMNA055\)](#)

 Numeracy

Recall multiplication facts of two, three, five

 Literacy

 Numeracy


LOCATION AND TRANSFORMATION

Create and interpret simple grid maps to show position and pathways

[\(ACMMG065\)](#)

 Literacy

 Numeracy

 Critical and creative thinking

Identify symmetry in the environment

[\(ACMMG066\)](#)


 Numeracy

GEOMETRIC REASONING

Identify angles as measures of turn and compare angle sizes in everyday situations

[\(ACMMG064\)](#)

 Numeracy


 Critical and creative thinking


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

[\(ACMSP069\)](#)

 Literacy

 Numeracy

 Information and Communication Technology (ICT) capability


 Critical and creative thinking

Interpret and compare data displays

[\(ACMSP070\)](#)

 Literacy

 Numeracy

 Critical and creative thinking


and ten and related
division facts
([ACMNA056](#))


 Numeracy

Represent and solve
problems involving
multiplication using
efficient mental and
written strategies and
appropriate digital
technologies
([ACMNA057](#))

 Literacy


 Numeracy

 Information and
Communication
Technology (ICT)
capability

 Critical and creative
thinking

FRACTIONS AND DECIMALS

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

 Critical and creative
thinking

(ACMNA058)


 Numeracy

MONEY AND FINANCIAL MATHEMATICS

Represent money values in multiple ways and count the change required for simple transactions to the nearest five cents

(ACMNA059)

 Numeracy

 Critical and creative thinking


PATTERNS AND ALGEBRA

Describe, continue, and create number patterns resulting from performing addition or subtraction

(ACMNA060)

 Literacy

 Numeracy

 Critical and creative thinking

Year 3 Achievement Standard

Number and Algebra

At Standard, students count to and from 10 000. They classify numbers as either odd or even. Students recall addition and multiplication facts for single-digit numbers. They recognise the connection between addition and subtraction and solve problems using efficient strategies for multiplication. Students model and represent unit fractions. They represent money values in various ways. Students correctly count out change from financial transactions. They continue number patterns involving addition and subtraction.

Measurement and Geometry

Students use metric units for length, mass and capacity. They tell time to the nearest minute. Students make models of three-dimensional objects. They match positions on maps with given information. Students identify symmetry in the environment. They recognise angles in real situations.

Statistics and Probability

Students conduct chance experiments and list possible outcomes. They conduct simple data investigations for categorical variables. Students interpret and compare data displays.

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