

# MATHS OVERVIEW - STAGE 3 (TERM 3)

Week	Concept	Key Idea
1	Whole Numbers	<ul style="list-style-type: none"> <li>Identify and describe prime and composite numbers.</li> <li>Model and describe square and triangular numbers.</li> </ul>
	Data	<ul style="list-style-type: none"> <li>Interpret and create two-way tables.</li> <li>Interpret side-by-side column graphs.</li> </ul>
2	Fractions and Decimals	<ul style="list-style-type: none"> <li>Multiply and divide decimals by 10, 100 and 1000.</li> <li>Use mental, written and calculator strategies to multiply decimals by one- and two-digit whole numbers.</li> <li>Use mental, written and calculator strategies to divide decimals by one digit whole numbers.</li> <li>Use mental, written and calculator strategies to add and subtract decimals with up to three decimal places.</li> </ul>
	Three-Dimensional Space	<ul style="list-style-type: none"> <li>Name prisms and pyramids according to the shape of their 'base'.</li> <li>Recognise that prisms have a uniform cross-section and pyramids do not.</li> <li>Describe and compare properties of prisms and pyramids in terms of their faces, edges and vertices.</li> </ul>
3	Position	<ul style="list-style-type: none"> <li>Follow a sequence of directions, including compass directions, to find a particular location on a map.</li> </ul>
	Volume and Capacity	<ul style="list-style-type: none"> <li>Record volumes and capacities using decimal notation to three decimal places.</li> <li>Use cubic centimetres and cubic metres to measure and estimate volumes.</li> <li>Record volumes using the abbreviations <math>\text{cm}^3</math> and <math>\text{m}^3</math>.</li> </ul>
4	Patterns and Algebra	<ul style="list-style-type: none"> <li>Continue, create, record and describe geometric and number patterns in words.</li> <li>Determine the rule for geometric and number patterns in words and use the rule to calculate values.</li> </ul>
	Mass	<ul style="list-style-type: none"> <li>Convert between tonnes, kilograms and grams.</li> <li>Record mass using decimal notation to three decimal places.</li> </ul>
5	<b>R E V I S I O N / C A T C H U P / A S S E S S M E N T</b>	
6	Addition and Subtraction	<ul style="list-style-type: none"> <li>Select and apply efficient mental, written and calculator strategies to solve word problems and record the strategy used.</li> </ul>
	Three-Dimensional Space	<ul style="list-style-type: none"> <li>Construct prisms and pyramids using a variety of materials, and given drawings from different views.</li> <li>Connect three-dimensional objects with their nets.</li> </ul>
7	Addition and Subtraction	<ul style="list-style-type: none"> <li>Select and apply efficient mental, written or calculator strategies to solve word problems and record the strategy used.</li> </ul>
	Time	<ul style="list-style-type: none"> <li>Draw and interpret a timeline using a scale.</li> </ul>
8	Multiplication and Division	<ul style="list-style-type: none"> <li>Use formal algorithms for multiplication by one- and two-digit operators.</li> <li>Solve word problems and record the strategy used.</li> </ul>
	Area	<ul style="list-style-type: none"> <li>Develop a strategy to find areas of rectangles (including squares) and record the strategy in words.</li> <li>Develop a strategy to find areas of triangles and record the strategy in words.</li> <li>Solve problems involving areas of rectangles (including squares) and triangles.</li> </ul>
9	Multiplication and Division	<ul style="list-style-type: none"> <li>Use and record a range of mental and written strategies to divide numbers with three or more digits by a one-digit operator, including problems that result in a remainder.</li> <li>Solve word problems and record the strategy used.</li> <li>Select and apply efficient mental, written and calculator strategies to solve word problems and record the strategy used.</li> <li>Interpret remainders in division problems.</li> </ul>
	Angles	<ul style="list-style-type: none"> <li>Measure, compare and estimate angles in degrees (up to <math>360^\circ</math>).</li> <li>Construct angles using a protractor (up to <math>360^\circ</math>).</li> </ul>
10	<b>R E V I S I O N / C A T C H U P / A S S E S S M E N T</b>	

