

Year 3 – Block C

The models, images and practical resources detailed below will support the teaching of this Block. The text in italics relates directly to the learning overview of each Unit in the Block – this is accessed using the planning tab in the Framework. Select Planning–Year group–Block then click on the Unit tabs.

	<p>Children classify objects, numbers or shapes according to one criterion, progressing to two criteria, and display this on a Venn diagram. They understand that a Venn diagram uses two rings within a rectangle to show the relationship between two criteria, and that the objects that do not match either criterion are placed outside of the rings.</p>									
<p>What game shall we make for the school fayre?</p> <table border="1"> <thead> <tr> <th>Game</th> <th>Frequency</th> </tr> </thead> <tbody> <tr> <td>Dice game</td> <td>3</td> </tr> <tr> <td>Hook a bottle</td> <td>9</td> </tr> <tr> <td>Tombola</td> <td>8</td> </tr> </tbody> </table>	Game	Frequency	Dice game	3	Hook a bottle	9	Tombola	8	<p>To answer the problem, they collect data quickly, for example by voting with a show of hands. They present this information in a frequency table.</p>	
Game	Frequency									
Dice game	3									
Hook a bottle	9									
Tombola	8									
	<p>They produce a simple class pictogram.</p>									
<p>Data handling interactive teaching program</p>	<p>Children interpret information from other simple bar charts from a variety of sources, including some produced on a computer, with the vertical axis labelled in ones and twos.</p> <p>Data handling interactive teaching program – find in the library section of the Framework.</p>									
<table border="1"> <thead> <tr> <th></th> <th>prism</th> <th>not a prism</th> </tr> </thead> <tbody> <tr> <th>has vertices</th> <td></td> <td></td> </tr> <tr> <th>does not have vertices</th> <td></td> <td></td> </tr> </tbody> </table>		prism	not a prism	has vertices			does not have vertices			<p>Children classify objects, numbers or shapes according to one criterion, progressing to two criteria, and display this work on a Carroll diagram.</p>
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<p>What game shall we make for the school fayre?</p> <table border="1"> <thead> <tr> <th>Game</th> <th>Tally</th> </tr> </thead> <tbody> <tr> <td>Dice game</td> <td> </td> </tr> <tr> <td>Hook a bottle</td> <td> </td> </tr> <tr> <td>Tombola</td> <td> </td> </tr> </tbody> </table>	Game	Tally	Dice game		Hook a bottle		Tombola		<p>Data is collected quickly onto a class tally chart.</p>	
Game	Tally									
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Tombola										