The Teacher Resource Sheets (TRS) and Extra Tasks (ET) written in green are not essential but are aligned with the 2024 curriculum and could be used for support/homework/extra practice etc. You will need to go online to www.caxed.co.nz and then "Teacher Support and Mapping Guides" (top right) > click on the book you are using > click on the chapter referenced > click on Teacher Resource Sheets or Extra Tasks (in the bordered boxes at the top of the page > Go to the resource sheet or extra task referenced.

NUMBER OPERATIONS			
Teach students to	Connecting All Strands Year 3 (2A) and supplementary material references (NC3)	Go to www.caxed.co.nz and click on 'teacher support' to find the resources in this column	
add and subtract numbers up to at least 100 (e.g., 43 – 28, 37 + 18)	Chapter 2 Pages 75 to 84 (whole chapter) (adding and subtracting using place value partitioning) Chapter 3 Pages 85 to 87 Pages 91 to 96 (finding the missing value using place value partitioning) NC3-18 to 21 (adding and subtracting vertically and horizontally) Chapter 4 Pages 97 to 106 (omit page 100 and page 102 question 1) (practice at adding and subtracting) Chapter 7 page 150 Activity 1	Chapter 2 TRS 4 Splitting one number into tens and ones ET 1 Rock pool jumble ET 2 Octopus cave addition ET 3 Subtracting ET 4 Subtraction nets ET 5 Octopus cave subtraction ET 6 Game – Race to the Giant coral Chapter 3 TRS 11 Making the most of what we know TRS 12 Dolphin watch TRS 13 Lifeguards ET 3 Who is the oldest? ET 4 Who caught the most fish? Chapter 4 TRS 16 Do I have to add or subtract ET 4 Adding	
	(more practice)	ET 7 Game – Net 4 ET 8 Holiday spending Chapter 7 TRS 25 Spot the clues	

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NUMBER OPERATIONS				
Teach students to	Connecting All Strands Year 3 (2A) and supplementary material references (NC3)	Go to WWW.caxed.co.nz and click on 'teacher support' to find the resources in this column		
divide whole numbers by a one-digit divisor with no remainders, using grouping (e.g. 24 ÷ 3, 32 ÷ 4)	Chapter 6 Pages 129 to 142 (whole chapter) (understanding division) NK 11 Pages 143 to 146 (twos, fives and tens division) NC3-36 (dividing by grouping) Chapter 7 Pages 147 to 156 (whole chapter) (adding, subtracting, multiplying and dividing)	Chapter 6 TRS 22 Feeding the seagulls TRS 23 Kebabs TRS 24 Crayons to share or group ETI One house, one family ET 2 Paying for the picnic ET 3 Daisy chains ET 4 Break down ET 5 Sharing for how many groups? Book Year 4 (2B) Chapter 6 TRS 19 Using 10 × 10 arrays to divide TRS 20 Lots of food TRS 23 Would that be fair? Book Year 3 (2A) Extra practice for all four operations Chapter 7 TRS 27 What is this? TRS 28 Where did I begin? ET 11 know your number ET 2 Twenty-game		
Notes to teachers are on the next page				

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GEOMETRY SHAPES				
Teach students to	Connecting All Strands Year 3 (2A) and supplementary material references (NC3)	Go to WWW.caxed.co.nz and click on 'teacher support' to find the resources in this column		
visualise, identify, compare,	NC3-52	Book Year 3 (2A)		
and sort 2D and 3D shapes, using the attributes of shapes • identify right angles in shapes and objects	(symmetry) Book Year 3 (2A) Chapter 13 Pages 233 to 244 (whole chapter) (2D shapes) Chapter 14 Pages 245 to 255 (3D shapes) NC3-55 and 56 (right angles)	Chapter 13 TRS 52 Te Taparau – the polygon TRS 53 As simple as A, B, C TRS 54 Shapes inside shapes ET1 Guess my shape – game ET 2 Shape hunt ET3 Let me introduce myself – game Chapter 14 TRS 56 What can this shape do? TRS 57 Sorted! ET 1 A building to make ET 3 I see the world in 3-D ET 4 Groupie – game		

Notes to teachers

Being able to recognise lines of symmetry is required for this objective and a later objective. Sheet NC3-54 gives practice at finding lines of symmetry.

Link to online teacher notes for

Chapter 13 (every section of the teacher notes)
Chapter 14 (Omit nets)

- 2 Encourage students to identify 2D and 3D shapes in the environment.
- 3 Model using everyday language and mathematical language (including te reo Māori) to explain and justify the describing and sorting of shapes, for example size, corners, colour, texture, sides, angles, faces, edges, vertices, triangle/tapatoru, square/tapawhā rite, same/ōrite, different/rerekē).

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PROBABILITY PROBABILITY INVESTIGATIONS				
Teach students to	Connecting All Strands Year 3 (2A) and supplementary material references (NC3)	Go to WWW.caxed.co.nz and click on 'teacher support' to find the resources in this column		
engage in chance-based investigations about games and everyday situations to: - anticipate and then identify possible outcomes - collect and record data - create data visualisations for frequencies of possible outcomes (e.g., lists, pictures, graphs) - describe what these visualisations show - answer the investigative question - notice variations in outcomes (e.g., how often each of the numbers on a dice come up)	Chapter 18 Pages 291 to 300 (whole chapter) (probability)	Chapter 18 TRS 74 How certain are you? TRS 75 Make a tower ET 1 The roll of a die ET 2 Last one standing – game ET 3 Take a spin		

Notes to teachers

Link to online teacher notes for Chapter 18 (all sections)

- 1 For the **practical** in **Year 3 (2A) page 298** you could ask students to graph the outcomes and then ask them questions about their graphs
- 2 It is important to include the **Rich Task** from **Year 3 (2A) page 279** to fully satisfy the curriculum.
- 3 Paper, rock, scissors is an easy game and provides an opportunity to discuss whether the chance of a successful outcome changes each time you play. Many students think that if they have had a series of unsuccessful turns they must be 'due' a successful one.