

Key ideas for Year 3

- ◆ count in 4s, 8s, 50s, 100s and tenths from zero
- ◆ read, write, compare and order numbers to at least 1000
- ◆ know the place value of each digit in three-digit numbers
- ◆ find 10 or 100 more or less than a given number
- ◆ add and subtract ones, tens and hundreds to or from three-digit numbers mentally, two two-digit numbers where the answers could exceed 100
- ◆ add and subtract three-digit numbers using formal written columnar methods
- ◆ tables and division facts for x3, x4 and x8
- ◆ add and subtract fractions with the same denominator
- ◆ develop formal written multiplication and division methods for two-digit by one-digit numbers
- ◆ begin to understand unit and non-unit fractions as numbers on the number line, and deduce relations between them, such as size and equivalence
- ◆ measure the perimeter of simple shapes
- ◆ tell the time to the nearest minute using analogue clocks
- ◆ add and subtract amounts of money to give change, using both £ and p in practical contexts
- ◆ draw 2-D and make 3-D shapes
- ◆ recognise and describe 3-D shapes in different orientations
- ◆ recognise that angles are a property of shape or a description of a turn, using right angles as a marker
- ◆ horizontal and vertical lines and pairs of perpendicular and parallel lines
- ◆ understand and use simple scales (e.g. 2,5,10 units per cm) in pictograms and bar charts
- ◆ **solve number problems and practical problems involving these ideas**

Supporting your child in maths



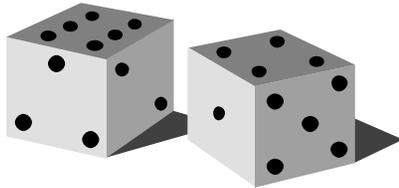
A booklet for Year 3 parents

Help your child with mathematics

Fun activities to do at home

Number games

Roll two dice. Make two-digit numbers, e.g. if you roll a 6 and 4, this could be 64 or 46. If you haven't got two dice, roll one dice twice. Ask your child to do one or more of the activities below.



- ◆ Count on or back from each number in tens.
- ◆ Add 19 to each number in their head. (A quick way is to add 20 then take away 1.)
- ◆ Subtract 9 from each number. (A quick way is to take away 10 then add back one.)
- ◆ Double each number.

Other activities

Top Trumps

Top Trumps cards are brilliant for putting numbers into the correct order, rounding numbers and often use measures and numbers larger than 100.

- Ask which the best card is in a pack. Why is it the best?
- "That was a close one. Your card beat mine that time. How much by?"

Cooking

This is a very successful way to teach children to read scales and gives Maths a real purpose (and often a tasty product). Crack out those recipe books and have a go!! Cooking trays are also a useful tool for showing multiplication and division facts.

And so to bed...

To help your child to remember times tables facts and to learn how to count in 2s, 3s, 4s, 5s, 6s, 8s and 10s use the stairs to practice.

- If you are counting in 3s, ask, "Which step will I be on when we reach 18?", then count it out to prove it!!
- If you live in a bungalow you can do the same thing using paving slabs on the path etc.

Can you tell the time?

Whenever possible, ask your child to tell you the time to the nearest 5 minutes. Use a clock with hands as well as a digital watch or clock.

Also ask:

- ◆ What time will it be one hour from now?
- ◆ What time was it one hour ago?

Time your child doing various tasks, e.g.

- ◆ getting ready for school;
- ◆ tidying a bedroom;
- ◆ saying the 5 times, 10 times or 2 times table...

Ask your child to guess in advance how long they think an activity will take.

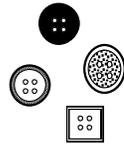
Can they beat their time when they repeat it?

Fractions

Use 12 buttons, or paper clips or dried beans or...

- ◆ Ask your child to find **half** of the 12 things.
- ◆ Now find one **quarter** of the same group.
- ◆ Find one **third** of the whole group.

Repeat with other numbers.



Order, order!

- ◆ Each of you should draw 6 circles in a row.
- ◆ Take turns.
- ◆ Roll two dice and make a two-digit number (see Number games).
- ◆ Write the number in one of your circles. Once the number is written in a circle you cannot change it or move it!
- ◆ The first to get all six of their circle numbers in order wins.

Board games

For these games you need to sketch a board like this. Notice how the numbers are arranged.

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100

- ◆ Start on 1. Toss a coin. If it lands heads, move 1 place along. If it lands tails, add 10, saying the total correctly before moving. First person to reach the bottom row wins.
- ◆ Start anywhere on the board. Roll a dice. Even numbers move you forwards and odd numbers move you backwards. If you land on a multiple of five, you can move either 10 forwards or 10 backwards. The first person to reach either the top or bottom of the board wins.

Up and down the scales

- ◆ Guess with your child the weights of people in your home.
- ◆ Then weigh them (if they agree!). Help your child to read the scales.
- ◆ Record each weight, then write all the weights in order.

Repeat after two weeks. What, if any, is the difference in the weights?

Bean race

You need two dice and a pile of dried beans.

- ◆ Take turns to roll the two dice.
- ◆ Multiply the two numbers and call out the answer.
- ◆ If you are right, you win a bean.
- ◆ The first to get 10 beans wins.

Guess my number

Choose a car number you can see, e.g. 592.



- ◆ Add 10 to the number in your head. Say the answer aloud.
- ◆ Can your child guess which car you were looking at? If so she or he can have a turn next.

Secret sums

- ◆ Ask your child to say a number, e.g. 43.
- ◆ Secretly do something to it (e.g. add 30). Say the answer, e.g. 73.
- ◆ The child then says another number to you, e.g. 61.
- ◆ Do the same to that number and say the answer.
- ◆ The child has to guess what you are doing to the number each time!
- ◆ Then they can have a turn at secretly adding or subtracting something to each number that you say to them.

Cupboard maths

Ask your child to look at the weights printed on jars, tins and packets in the food cupboard, e.g.

tinned tuna 185g
tinned tomatoes 400g
jam 454g

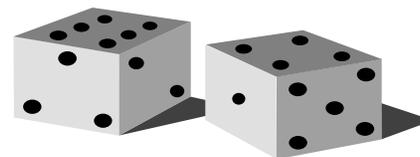


Choose six items. Ask your child to put them in order. Is the largest item the heaviest?

Make 20

For this game you need to write out numbers 0 to 20 on a piece of paper. Make them big enough to put counters or coins on.

- ◆ Take turns. Roll a dice. Put a coin on the number that goes with the dice number to make 20, e.g. throw a '4' and put a coin on 16.
- ◆ If someone else's counter is there already, replace it with yours!
- ◆ The first person to have counters on 6 different numbers wins.
- ◆ Now roll two dice, add the numbers together and look for a number to make 20. The first with coins on 10 different numbers wins.



Bingo!

One person has the 2x table and the other has the 5x table. Write six numbers in that table on your piece of paper, e.g.

4 8 10 16 18 20

- ◆ Roll one or two dice. If you choose to roll two dice, add the numbers, e.g. roll two dice, get 3 and 4, add these to make 7.
- ◆ Multiply that number by 2 or by 5 (that is, by your table number, e.g. 7×2 or 7×5).
- ◆ If the answer is on your paper, cross it out.
- ◆ The first to cross out all six of their numbers wins.