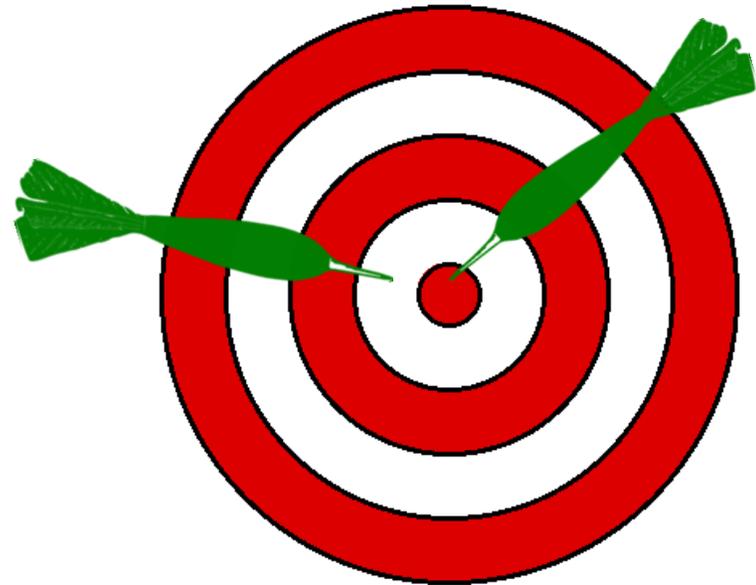


Targets for pupils in **YEAR 3**



A booklet for parents

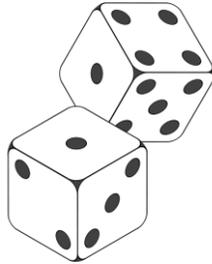
Help your child with mathematics

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. Ask your child to do one or more of these activities:

- * 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.
- Extend this game to use three dice.



Order, order!

- * Each of you should draw 6 circles in a row.
- * Take turns.
- * Roll two dice and make a two-digit number.
- * 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.

Make 20

For this game you need to write out numbers 1 to 20 on a piece of paper. Make them big enough to put counters or coins on.

- * Take turns. Roll 3 dice. Put a coin on the number that goes with the dice number to make 20, e.g. throw a '4', put a coin on 16.
- * If a counter is there already, replace it with yours!
- * The first person to have counters on 6 different numbers wins.

Secret sums

- * Ask your child to say a number, e.g. 43, 271
- * 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 something to or subtracting something from each number that you say to them.



Fractions

Use 12 buttons, or paper clips or counters 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.

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

Board games

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

- * 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. The 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.

Can you tell the time?

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

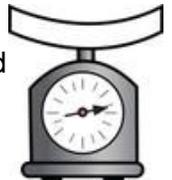
- * What time will it be one hour from now?
 - * What time was it one hour ago?
- Time your child doing various tasks, e.g.
- * getting ready for school;
 - * tidying a bedroom;
 - * saying the 5 times, 10 times or 2 times table...



Ask your child to guess in advance how long they think an activity will take. Can they beat their time when they repeat it?

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. Choose six items. Ask your child to put them in order.



Up and down the scales

- * Guess with your child the lengths, weights or capacities of objects.
- * Measure them. Help your child to read the scales.
- * Record each measurement, then write them in order.