Supporting your child at home

Year 3

Maths

**By the end of Year 3, most children should be able to…**

* compare and order numbers to 1000 and read and write numbers to 1000 in numerals and words.
* count from 0 in multiples of 4, 8, 50 and 100.
* recognise the value of each digit in a 3-digit number.
* understand and can count in tenths, and find the fractional value of a given set.
* add and subtract fractions with a common denominator.
* derive and recall multiplication facts for 3, 4 and 8x tables.
* add and subtract mentally combinations of 1-digit and 2-digit numbers.
* add and subtract numbers with up to 3-digits using formal written methods.
* write and calculate mathematical statements for multiplication and vision using the 2x, 3x, 4x, 5x, 8x and 10xtables.
* calculate 2-digit x 1-digit.
* solve number problems using one and two step problems .
* identify right angles and can compare other angles stating whether they are greater or smaller than a right angle.
* identify horizontal and vertical lines and pairs of perpendicular and parallel lines.
* tell the time to the nearest minute and use specific vocabulary, including seconds, am & pm.
* measure, compare, add and subtract using common metric measures.
* solve one and two step problems using information presented in scaled bar charts, pictograms and tables.

**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.

**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.

**Cupboard maths**

Ask your child to help you sort a food cupboard out, putting heavier items on the lower shelf and lighter items on an upper shelf.

**Board games**

For these games you need to sketch 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. 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?

**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.

**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 x 2 or 7 x 5).
* If the answer is on your paper, cross it out. The first to cross out all six of their numbers wins.

**Pasta race**

* You need two dice and a pile of dried pasta.
* Take turns to roll the two dice.
* Multiply the two numbers and call out the answer.
* If you are right, you win a piece of pasta.
* The first to get 10 pieces of pasta wins.

**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.

**Digit Divide**

Make digit cards 0-9 cut out and place face down on a surface. Choose 3 and make a 3 digit number. Ask your child to read aloud the number and then partition it.

For example-

four hundred and fifty six → four hundreds, five tens and six ones