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.

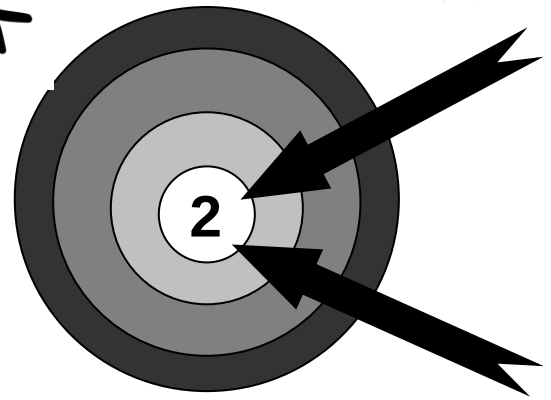
Order, order!

- 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.

Hanging Heaton C of E (VC) J & I School

Supporting your child at home

Year 3



Mathematics

A booklet for parents

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

- Count from 0 in multiples of 4, 8, 50 and 100; find 10 or 100 more or less than a given number
- Recognise the place value of each digit in a three-digit number (hundreds, tens, ones). Compare and order numbers up to 1000 and read and write numbers up to 1000 in numerals and in words
- Add and subtract numbers mentally, including: a HTU and U, HTU and TU and HTU and HTU,
- Add and subtract numbers with up to three digits, using formal written methods of columnar addition and subtraction.
- Estimate the answer to a calculation and use inverse operations to check answers.
- Recall and use multiplication and division facts for the 3, 4 and 8 multiplication tables and use them to write and calculate mathematical statements including for two-digit numbers times one-digit numbers, using mental and progressing to formal written methods.
- Count up and down in 1/10$^{ths.}$ Recognise and use fractions as numbers and calculate equivalents and add and subtract those with the same denominator
- Measure, compare, add and subtract lengths, volume, mass.
- Read the time on an analogue and digital clock.
- Draw 2d and make 3d shpes recognising right angles.
- Identify horizontal, vertical and perpendicular lines.
- Interpret, present and answer one and two step problems in terms of bar charts, pictograms and tables.

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

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

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?

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.
Eg

- four hundred and fifty six → four hundreds, five tens and six units.

About the statements

These statements show some of the things your child should be able to do by the end of Year 3.

A statement may be more complex than it seems, e.g. a child who can count to 1000 may not know what each digit represents. In 784, for example, the '8' is worth 80 not just 8.

Fun activities to do at home

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.