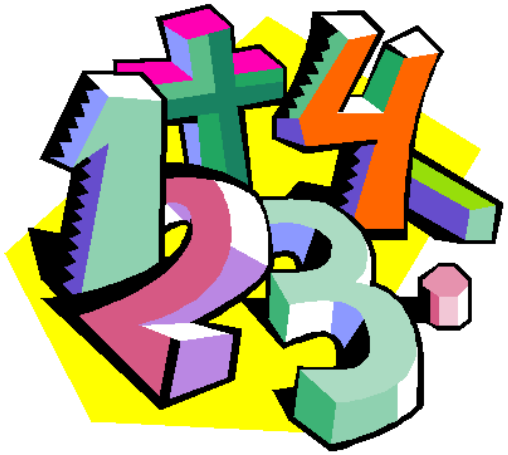
These examples illustrate what the Year 3 children should be able to do by the end of the year.

- Read and write numbers up to 1000 and put them in order. Know what each digit is worth.
- Count on or back in tens or hundreds from any number under 1000, e.g. 462, 472, 482… or 462, 562, 662…
- Know by heart addition and subtraction facts to 20, e.g. 4 + 16 = 20, 12 – 8 = 4.
- Work out in their heads sums such as 56 + 29, and 97 – 51.
- Know by heart the 2, 5 and 10 times tables.
- Do simple divisions, such as 27 ÷ 5.
- Find simple fractions, such as 1/2, 1/3, 1/4, 1/5 of shapes and numbers.
- Tell the time to the nearest 5 minutes.
- Use **£.p**. e.g. know that £2.04 is £2 and 4p.
- Solve simple number problems and explain how to work them out.
- Recognise right angles and lines of symmetry in simple shapes.
- Explain a simple graph.

About the statements:
These targets show some of the things your child should be able to do by the end of Year 3.
A target 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.

St Peter's Primary School

A BOOKLET FOR PARENTS



Guide to Mathematics at home

Year 3

Mathematics Booklet

The information in this booklet is to help you to help your child with maths. Children need to experience maths as part of their everyday environment. You can support your child by trying some of these games and activities at home.

Please feel free to come and talk to us if you have any questions about this booklet or any aspect of your child's learning in maths.

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

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?

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.

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.

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.

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.

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 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.