

# Maths in Year 3



How to help your child at home and have fun!

The National curriculum maths objectives for children in Year 3 are on the back of this leaflet. Some targets are harder than they seem. For example, a child who can count in hundreds may not know what each digit represents. In 784, the 8 is worth 80 or 8 TENS, it is not just an 8. In the number 468, the 8 is worth 8 or 8 ONES.

# Y e a r 3

I can	Maths - Year 3 (expected)
Number	Read, and write numbers to at least 1000 in numerals and words. Count from 0 - 96 in 8s. Compare and order numbers up to 1000 using =, > and <. Add numbers with up to 3-digits, using the column method with carrying and exchanging. Subtract numbers with up to 3-digits, using the column method with carrying and exchanging.
Addition and Subtraction	Estimate the answer to a calculation. Use inverse operations to check answers. Solve missing number addition and subtraction problems. Solve more complex addition and subtraction problems. Mentally add and subtract a 3-digit number and a hundreds number. Multiply a 2-digit number by a single digit using a simple grid. Answer multiplication and division facts for the 2, 3, 4, 5, 8, 10, 11 times tables very quickly.
x and +	Solve problems, including missing number problems. Solve maths problems e.g. 3 hats and 4 coats - how many different outfits?

I can	Maths - Year 3 (expected)
Fractions	Show using diagrams, equivalent fractions with small denominators. Add and subtract fractions with the same denominator up to one whole. Find pairs of fractions that add up to a whole. Solve fraction problems using what I know so far about fractions. Find non unit fractions with small denominators of a set of objects. Add and subtract amounts of money up to £100. Give change from £10.
Measures	Tell and write the 12-hour and 24-hour time using Roman numerals. Read time to the nearest minute and use a.m./p.m., morning, afternoon, noon and midnight. Calculate how long events or tasks will take. Draw horizontal, vertical, perpendicular and parallel lines. Know a right angle has 90° and a straight angle has 180°.
Shape	Use a compass to draw a circle with a radius up to 10cm.
Data	Solve one-step and two-step questions such as 'How many more?' and 'How many fewer?' using information presented in tables.



## Maths in Year 3—Games to play:

### Number games

- ♦ Roll 2 dice and make two 2 digit numbers, eg: if you roll a 3 and a 7 that could be 37 or 73. Try these:
  - \*Count on or back from each number in 10s
  - \*Add 19 to each number (the quickest way is to add 20 and take away 1)
  - \*Subtract 9 from each number (a quick way is to take away 10 and add 1 back on)
  - \*Double each number.

### Can you tell the time?

- ♦ Whenever possible ask the child the time to the nearest 5 minutes. Make sure you look at an analogue clock as well as a digital one. Ask questions like; *What time will it be in 1 hour? What time was it an hour ago?* Time the child on tasks like tidying their room or getting ready for school. Can they guess how long it will take? Can they do a quicker time?



### Fractions

- ♦ Use 12 buttons or paper clips or whatever you have
  - \*Find  $\frac{1}{2}$  of the amount.
  - \*Find  $\frac{1}{4}$  of the amount.
  - \*Find  $\frac{1}{3}$  of the total. Try using other numbers.

### Up and down the scales

- ♦ Guess with your child the weights of different things in the house. Guess which order they will be in. Weigh them on scales and record the amounts. Place the items in order smallest to largest or largest to smallest. Were you right?

## Maths in Year 3—Games to play:

### Bean race

- ♦ Roll 2 dice and multiply the numbers together. If you get it right you win a bean or a button. The first to get 20 questions right wins.

### Make 20

- ♦ Write out the numbers 1-20 on a piece of paper. Make them big enough to place counters or coins on. Take turns, roll the dice. Put a counter on the number that is needed to total 20. eg: Throw a 4 and place a counter on 16, as  $4 + 16 = 20$ .

### Bingo

- ♦ One person has the 2x table the other the 5x table. Write down six numbers from your times table on paper. Roll dice and add the numbers together then x by 2 or 5 depending on which one you are. If your answer is on the paper, cross it out. First to cross them all out wins.



$$6 + 1 = 7 \quad 7 \times 2 = 14 \quad \text{Can you cross it off?}$$

Try with different times tables.

### Secret sums

- ♦ Ask the child to choose a number between 1 and 100. Secretly do something to that number like + 30. Tell them the answer. The child then chooses another number. Again tell them what the answer is if you + 30. Can they guess what you did? Swap roles, you choose a number and they have to do something mathematical to it.



$$45 + 30 = 75$$



$$16 + 30 = 46$$

Did you add 30?