

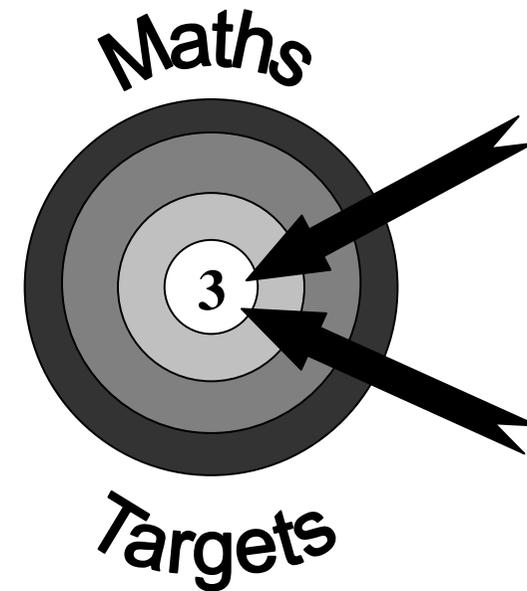
Targets – Year 3

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

- Read and write numbers up to 1000 and put them in order. Know what each digit is worth (e.g. $975 \rightarrow 9 = 900, 7 = 70, 5 = 5$).
- Count on or back in tens or hundreds from any number under 1000, e.g. 462, 472, 482... or 462, 562, 662... and place numbers in order on a number line.
- Know by heart addition and subtraction facts to 20, e.g. $4 + 16 = 20, 12 - 8 = 4$; find sums and differences for multiples of 10 that total 100.
- Work out in their heads sums such as $9 + 23, 56 + 29$, and $97 - 51$. Work out sums like $125 + 212$ and $365 - 124$ using a written method.
- Know by heart the 2, 3, 4, 5, 6 and 10 times tables and know related division facts. Recognise multiples of 2, 5 and 10 up to 1000.
- Multiply one-digit and two digit numbers by 10 and 100.
- Do simple divisions, such as $27 \div 5$; find fractions of numbers and quantities (e.g. $\frac{1}{2}, \frac{1}{4}$, of 12 litres).
- Find simple fractions, such as $\frac{1}{2}, \frac{1}{3}, \frac{1}{4}, \frac{1}{5}, \frac{1}{10}$ (up to $\frac{7}{10}$ and $\frac{9}{10}$ etc), of shapes and numbers. Use pictures to find equivalent fractions.
- Read the time on a 12 hour digital clock and tell the time to the nearest 5 minutes on an analogue clock.
- Read scales with numbered and unnumbered divisions. Know the relationship between km and m, m and cm, kg and g, l and ml.
- Solve simple number problems and explain how to work them out.
- Draw and complete shapes with reflective symmetry; draw the reflection of a shape in a mirror.
- Use Venn and Carroll diagrams to sort data and objects.

_____ is working on the targets that are ticked.

Targets for pupils in Year 3



A booklet for parents

Help your child with mathematics

About the targets

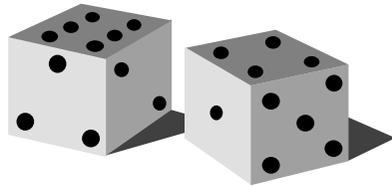
These targets show some of the things your child should be able to do by the end of Year 3.

A target may be more complex than it seems, e.g. a child who count to 1000 can 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

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.

Other activities

Top Trumps

Top Trumps cards are brilliant for putting numbers into the correct order, rounding numbers and often use measures and numbers larger than 100.

- Ask which the best card is in a pack. Why is it the best?
- “That was a close one. Your card beat mine that time. How much by?”

Cooking

This is a very successful way to teach children to read scales and gives Maths a real purpose (and often a tasty product). Crack out those recipe books and have a go!! Cooking trays are also a useful tool for showing multiplication and division facts.

And so to bed...

To help your child to remember times tables facts and to learn how to count in 2s, 3s, 4s, 5s, 6s and 10 use the stairs to practice.

- If you are counting in 3s, ask, “Which step will I be on when we reach 18?”, then count it out to prove it!!
- If you live in a bungalow you can do the same thing using paving slabs on the path etc.

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...

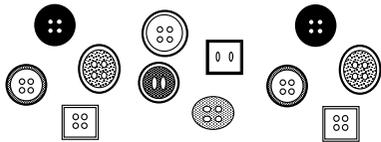
Ask your child to guess in advance how long they think an activity will take. Can they beat their time when they repeat it?

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!

Board games

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

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

- ◆ 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?

Bean race

You need two dice and a pile of dried beans.

- ◆ Take turns to roll the two dice.
- ◆ Multiply the two numbers and call out the answer.
- ◆ If you are right, you win a bean.
- ◆ The first to get 10 beans wins.

Guess my number

Choose a car number you can see, e.g. 592.



- ◆ Add 10 to the number in your head. Say the answer aloud.
- ◆ Can your child guess which car you were looking at? If so she or he can have a turn next.

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.

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
tinned tomatoes 400g
jam 454g

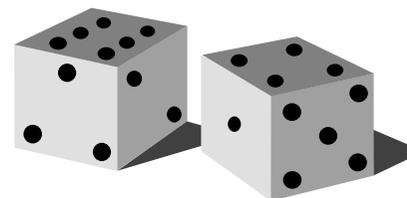


Choose six items. Ask your child to put them in order. Is the largest item the heaviest?

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.
- ◆ Now roll two dice, add the numbers together and look for a number to make 20. The first with coins on 10 different numbers 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. 7×2 or 7×5).
- ◆ If the answer is on your paper, cross it out.
- ◆ The first to cross out all six of their numbers wins.