

Board games

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

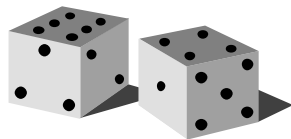
1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100

- ◆ 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?

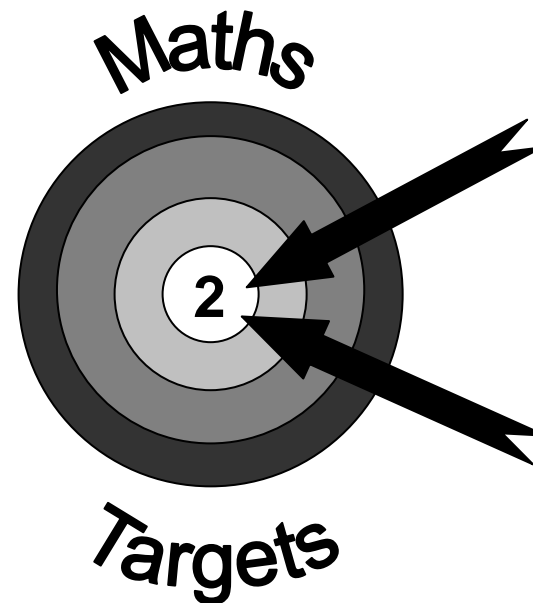


Bean race

You need two dice and a pile of dried beans or pieces of pasta.

- ◆ 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 or pieces of pasta wins.

Helping your child with Maths in Year 3



A booklet for parents

Fun mathematical activities to do at home

This is some of the maths your child should be able to do by the end of Year 3

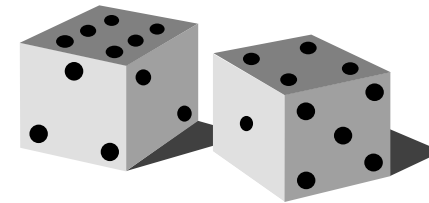
- count from 0 in multiples of 4, 8, 50 and 100; find 10 or 100 more or less than a given number
- recognise the place value of each digit in a three-digit number (hundreds, tens, ones)
- compare and order numbers up to 1000
- read and write numbers up to 1000 in numerals and in words
- solve number problems and practical problems involving these ideas
- add and subtract numbers mentally, including:
 - a three-digit number and ones
 - a three-digit number and tens
 - a three-digit number and hundreds
- recall and use multiplication and division facts for the 3, 4 and 8 multiplication tables
- recognise, find and write fractions of a discrete set of objects
- measure, compare, add and subtract: lengths (m/cm/mm); mass (kg/g); volume/capacity (l/ml)
- measure the perimeter of simple 2-D shapes
- add and subtract amounts of money to give change, using both £ and p in practical contexts
- tell and write the time from an analogue clock, including using Roman numerals from I to XII, and 12-hour and 24-hour clocks
- estimate and read time with increasing accuracy to the nearest minute; record and compare time in terms of seconds, minutes, hours and o'clock; use vocabulary such as a.m./p.m., morning, afternoon, noon and midnight
- know the number of seconds in a minute and the number of days in each month, year and leap year
- compare durations of events, for example to calculate the time taken by particular events or tasks
- draw 2-D shapes and make 3-D shapes using modelling materials.
- identify horizontal and vertical lines and pairs of perpendicular and parallel lines

The activities given will all help your child towards achieving some of the maths they should be able to do by the end of Year 3. Building confidence in maths is crucial so be pleased with their efforts. Make it fun. If your child is really not in the mood it is the wrong time to be practising!

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.



Playing cards:

Remove the picture cards from the pack. Pick a card and ask your child to multiply it by the table they are working on.

**E.g. Pick the '6' card
Multiply it by 8.**

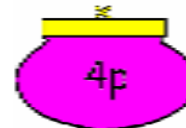
Dice:

Roll 2 die, find the total. Ask the child to multiply the total by the multiplication table they are working on. Can they also say the associated division fact.

**E.g. The numbers on the dice are 2 and 4. The total is 6.
 $6 \times 4 = 24$ The associated division fact is $24 \div 4 = 6$**

Make it real!

I have 4 teams with 8 children in each. How many children altogether?



6 children have 4p each. How much will they have altogether?

24p

How did you work that out?

6 lots of 4p is 24p