

### Guess my number

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

**P592 CTM**

- ◆ 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

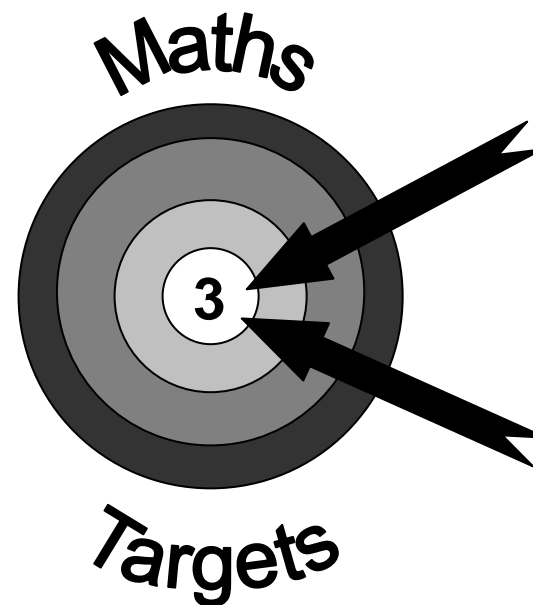
tinned tomatoes 400g

jam 454g



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

# 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!

## Bingo!

Each person writes down 6 numbers which are multiples of 4

4    8    16    20    24    32

- ◆ 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 4
- ◆ If the answer is on your paper, cross it out.
- ◆ The first to cross out all six of their numbers wins.

You can play the game again using a different multiplication table.

## Call out doubling!

- Play number ping pong!
- Start by saying 'ping', child replies 'pong'.
- Repeat and then change to numbers i.e say 12 and they reply '24'.

You can then change to halving i.e you say '28' and they say '14'.

## Make it real!

A TV programme lasts for 40 minutes. The next programme lasts for twice as long. How many minutes does this one last for?

## 80 minutes!

### How do you know?

**Because 40 minutes plus 40 minutes is 80 minutes, which is also 1 hour 20 minutes**



A bag of potatoes weighs 600g  
What would half a bag weigh?

**300g!**

**Are you sure?**

**Yes because half of 600g is 300g**