Targets for pupils in Year 3

Maths

Targets

1

A booklet for parents

Help your child with mathematics

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;
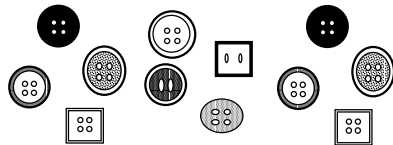
♦ saying the 5 times, 10 times or 2 times table…

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

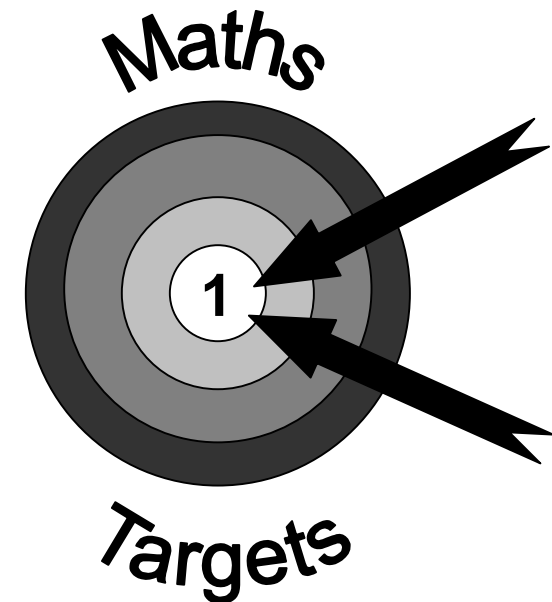Use 12 buttons, or paper clips or dried beans or…

♦ 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!

♦ The first to get all six of their circle numbers in order wins.

Targets – Year 3 1

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.

☐ 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 $^1/_2$, $^1/_3$, $^1/_4$, $^1/_5$, $^1/_{10}$, 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.

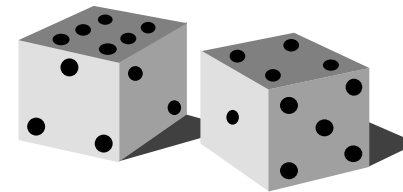_____ is working on the targets that are ticked.

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 can count to 1000 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.

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.

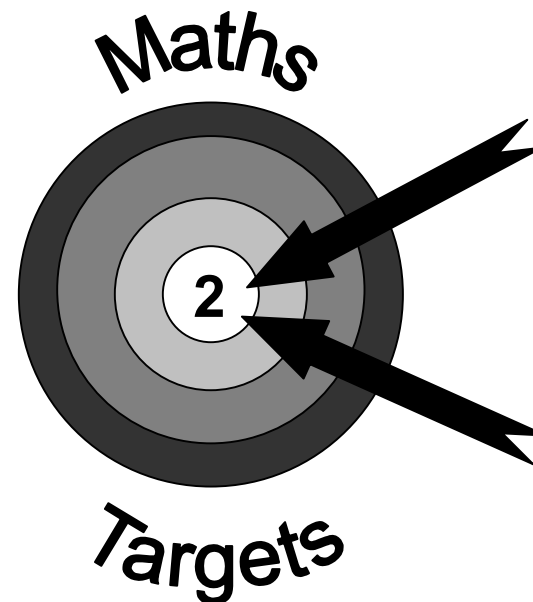Repeat after two weeks. What, if any, is the difference in the weights?
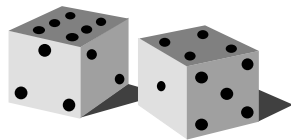
Bean race
You need two dice and a pile of dried beans.
- Take turns to roll the two dice.
- Multiply the two numbers and call out the answer.
- If you are right, you win a bean.
- The first to get 10 beans wins.

Targets for pupils in Year 3

Maths

2

Targets

A booklet for parents

Help your child with mathematics

Targets – Year 3 2

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.

- ☐ 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 $\frac{1}{2}$, $\frac{1}{3}$, $\frac{1}{4}$, $\frac{1}{5}$, $\frac{1}{10}$, 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.

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Fun activities to do at home

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.
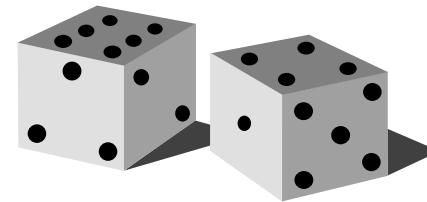
Guess my number

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.
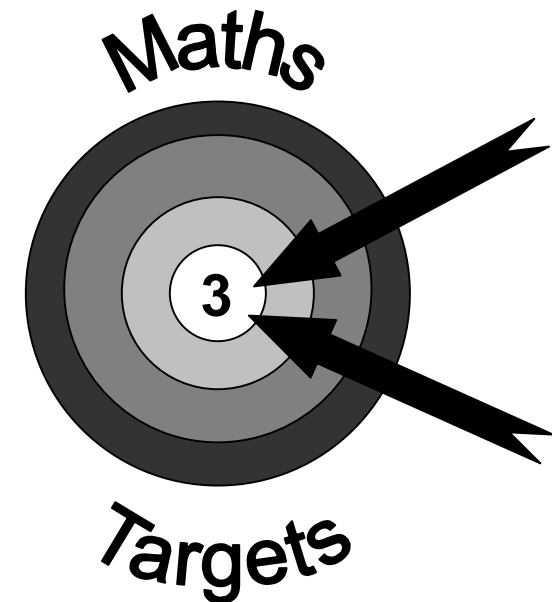
      tinned tuna 185g

      tinned tomatoes 400g

      jam 454g

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

Targets for pupils in Year 3

Maths

3

Targets

A booklet for parents

Help your child with mathematics

Targets – Year 3 ₃

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Fun activities to do at home

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.