

Year 3 Key Understanding

- To be able to read and write numbers up to and beyond 1000 and put them in order - APP games like Temple Run provide opportunities for reading large numbers, and beating highest scores supports children's understanding of the size of number.
- To be able to count on or back in tens or hundreds from any number under 1000, e.g. 462, 472, 482... or 462, 562, 662 - this helps them to work out in their heads calculations such as $156 + 30$ (159, 169, 179, 189) and $349 - 200$ (349, 249, 149).
- Become increasingly familiar with 2, 3, 4, 5, 8 and 10 times tables.
- Understand simple fractions, such as $\frac{1}{2}$, $\frac{1}{3}$, $\frac{1}{4}$, $\frac{1}{5}$, $\frac{1}{10}$, and recognise that when we share equally between 4 we have a quarter; between 3 we have a third etc.
- Become increasingly confident telling the time to the nearest minute.
- Use £.p. e.g. know that £2.04 is £2 and 4p.
- Use their knowledge of counting in 10s and 1s to calculate money - eg how much more do they need to save before they have enough for their toy?
- Begin to have experience of timetables and planning - eg they can work out what time a programme starts on TV.

Maths is frequently thought by children to be something they only do at home. Talking about where maths is used at home and work is really valuable. Reading the electricity meter, planning time for a car park ticket, paying bills and knowing how warm it will be on a given day are all rich opportunities for children to recognise the relevance of the maths they do at school.

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.



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.

Board games

For these games you need to sketch a board like this (perhaps using the card from an empty cereal packet).

Notice how the numbers are arranged.

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

How to help your Year 3 child

- 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 the 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 set of scales.
- Record each weight, then write all the weights in order.
- Repeat after two weeks. What, if any, is the difference in the weights?



A booklet for parents.