

## Board games

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

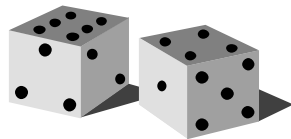
1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100

- ◆ 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.

# Helping your child with Maths



## Year 3b

## 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.
- 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  $27 \div 5$ .
- 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.

### 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

#### 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.

