

Targets for pupils in Year 3

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...

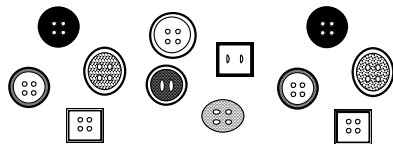
Ask your child to guess in advance how long they think an activity will take. Can they beat their time when they repeat it?

Fractions

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

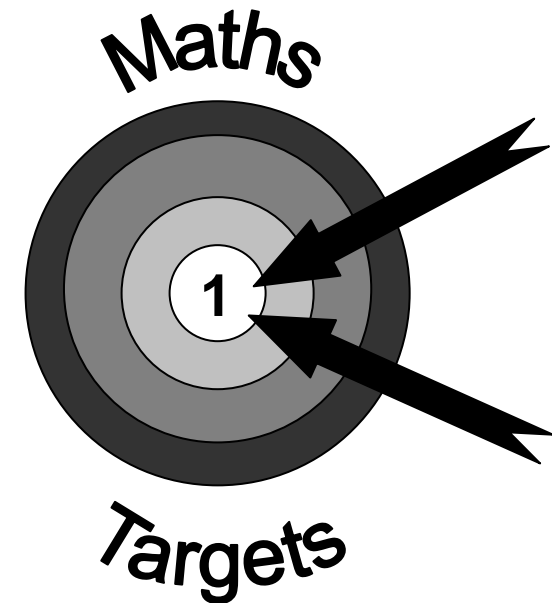
- ◆ Ask your child to find **half** of the 12 things.
- ◆ Now find one **quarter** of the same group.
- ◆ Find one **third** of the whole group.

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.



A booklet for parents

Help your child with mathematics

Targets – Year 3

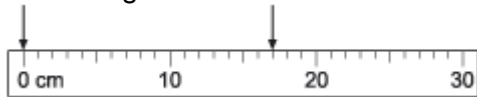
As a whole school we are focusing on reading scales.

The targets for children in Year 3 are:

1. I can read numbers on a simple scale and use a scale to measure.
2. I can read a scale and interpret the divisions on a scale eg. in intervals of 2s, 5s, 10s, 25s, 100s.
3. I can find numbers on an unlabelled scale and read a scale to the nearest half division.

To help your child you may wish to involve your child in practical measuring tasks that involve interpreting scales. For example:

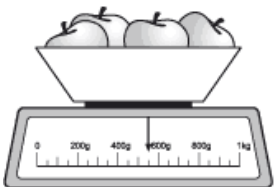
What length is shown below?



What measurement is shown on the scale?



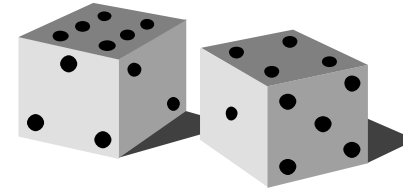
Here are some apples. What is the total weight of the apples?



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.

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.