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?
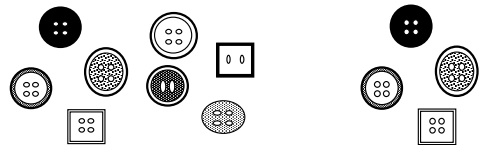
Fractions

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.

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.
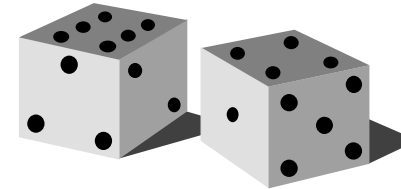
♦ Count on or back from each number in tens.

♦ 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.

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.
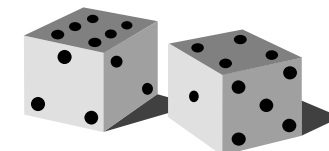
Bean race

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.

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

Notice how the numbers are arranged.

♦ 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.

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?

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.

Expectations for the end of Year 3

Count in multiples of 4, 8, 50 and 100
Compare and order numbers up to 1000
Add and subtract numbers mentally, including round numbers to HTU
Add and subtract using standard column method
Estimate answers to calculations and use the inverse to check answers
Know 3×, 4× and 8× tables
Count up and down in tenths
Understand that tenths are objectives or quantities divided into ten equal parts
Compare and order simple fractions
Recognise and show equivalent fractions
Find and write fractions of a set of objects.
Add and subtract fractions with common denominators (less than one)
Measure, compare and calculate measures using standard units
Measure the perimeter of simple 2-D shapes
Add and subtract money, including giving change
Tell and write the time from an analogue clock, including using Roman numerals
Estimate and read time to the nearest minute
Identify horizontal, vertical, parallel and perpendicular lines
Identify whether angles are greater or less than a right angle
Interpret and present data using bar charts, pictograms and tables

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.

Illogan School
Maths at Home

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Create Dazzle!