

Maths Targets for pupils in Year 3



A booklet for parents

Help your child with mathematics

**For additional information on the agreed calculation methods,
please see the school website.**

ABOUT THE TARGETS

These targets illustrate what **most** children will have been taught by the **end of** Year 3. However, some children may need consolidation of earlier objectives, therefore greater focus will be given to these. Some children will have exceeded these targets, and will be working to more challenging objectives.

THE TARGETS

Using and Applying

- To solve addition, subtraction, multiplication and division word problems and missing number problems.
- To solve word problems by explaining methods and providing reasons.
- To be able to use different ways to solve a problem if the original method is not successful.
- To solve a problem by organising and interpreting numerical data in simple lists, tables and graphs.

Number

- To read, write, compare and order numbers to 1000 in words and numbers.
- To be able to partition three digit numbers into hundreds, tens and units.
- To count in multiples of 2, 3, 4, 5, 8, 10, 50 and 100 from 0.
- To give 10 or 100 more or less than a given number.
- To add and subtract two-digit and three-digit numbers (including using the column method)
- To add and subtract three-digit numbers mentally.
- To be able to recall and use multiplication and division facts for the 2, 3, 4, 5, 8, and 10 times tables.
- To multiply and divide two-digit numbers by 1-digit numbers using mental and written methods.
- To identify $\frac{1}{2}$, $\frac{1}{3}$, $\frac{1}{4}$, $\frac{1}{5}$, $\frac{1}{6}$, $\frac{1}{7}$, $\frac{1}{8}$, $\frac{1}{9}$, $\frac{1}{10}$, $\frac{1}{11}$ and $\frac{1}{12}$ of a shape or number.
- To compare and order fractions with the same denominators.
- To recognise fractions which are equivalent to 1 and pairs of fractions that add up to 1.
- To add and subtract fractions with the same denominator.
- To add and subtract amounts of money and give change using £ and p

Shape, Space and Measure

- To recognise, describe and make 2D and 3D shapes.
- To identify right angles and to identify when an angle is greater or less than a right angle.
- To recognise that two right-angles make a half-turn and four make a complete turn.
- To measure, compare, lengths, mass, volume/capacity and time

- To measure the perimeter of simple 2D shapes.
- To tell and write the time for an analogue clock (roman numerals/12-hr/24-hr), estimating time to the nearest minute and calculating time intervals
- To use vocabulary relating to time.

Statistics

- To read, interpret and present data using pictograms and bar charts with scales.
- To solve problems using information presented in pictograms, bar charts and tables.

Parents play a vital role in children’s mathematical development. Many key mathematical skills can be supported at home through everyday activities such as:

- Telling the time
- Weighing for cooking
- Measuring for craft and DIY
- Using money and playing board games.

Many of these skills are the “real-life” maths that we use every day, and are more effectively learned in the setting in which we use them

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



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

- 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.

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 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?



Pasta race

You need two dice and a pile of dried pasta.

- Take turns to roll the two dice.
- Multiply the two numbers and call out the answer.

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. 7×2 or 7×5).
- If the answer is on your paper, cross it out.

The first to cross out all six of their numbers 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

- If you are right, you win a piece of pasta.
- The first to get 10 pieces of pasta wins.
- 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.

Digit Divide

Make digit cards 0-9 cut out and place face down on a surface. Choose 3 and make a 3 digit number . Ask your child to read aloud the number and then partition it.

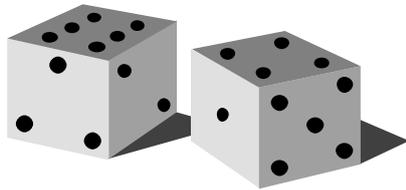


Eg

- four hundred and fifty six → four hundreds, five tens and six units

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.

Cupboard maths

Ask your child to help you sort a food cupboard out, putting **heavier** items on the lower shelf and **lighter** items on an upper shelf.

We have a community license for interactive resources: www.interactive-resources.co.uk with some excellent games to support maths for children of all levels.

Username: saltford

Password: pupils