

Board games

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

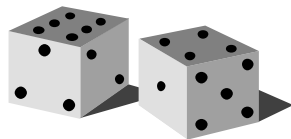
1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100

- ◆ 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?

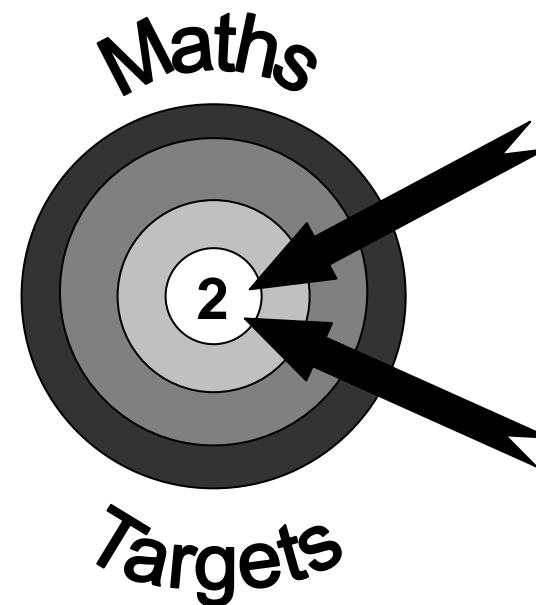


Bean race

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.

Targets for pupils in Year 3



A booklet for parents

Help your child with mathematics

Targets – Year 3 ₂

By the end of Year 3, most children should be able to...

Partition three-digit numbers into multiples of 100, 10 and 1 in different ways

*I can split a number into hundreds, tens and ones
I can explain how the digits in a number change when I count in 10s or 100s*

Derive and recall all addition and subtraction facts for each number to 20, sums and differences of multiples of 10 and number pairs that total 100

*I know the sum and difference of any pair of numbers to 20
I can add and subtract multiples of 10 or 100 in my head
Add or subtract mentally combinations of one-digit and two-digit numbers*

I can add and subtract one-digit and two-digit numbers in my head (e.g. $62+7$, $7+45$, $48-6$, $60-8$)

Draw and complete shapes with reflective symmetry; draw the reflection of a shape in a mirror line along one side

I can draw a symmetrical shape. I can reflect a shape when the mirror line is one of its sides

Read, to the nearest division and half-division, scales that are numbered or partially numbered; use the information to measure and draw to a suitable degree of accuracy

I can use a ruler or a tape measure to measure a length to the nearest $\frac{1}{2}$ cm

Use Venn diagrams or Carroll diagrams to sort data and objects using more than one criterion

I can place objects on a Venn diagram

_____ is working on the targets that are ticked.

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.

