

Year 3

Maths Targets



This booklet provides information for parents and carers on the end of year expectations for children in our school.

All the objectives will be worked on throughout the year and will be the focus of direct teaching. Any extra support you can provide in helping your children to achieve these is greatly valued.

If you have any queries regarding the content of this booklet or want support in knowing how best to help your child please talk to your child's teacher.

My Child Can:

- Compare & order numbers up to 1000.
- Read & write all numbers to 1000 in digits and words.
- Find 10 or 100 more/less than a given number.
- Count from 0 in multiples of 4, 8, 50 and 100. Recall & use multiplication & division facts for 3, 4, 8 tables.
- Recognise place value of any 3-digit number.
- Add and subtract:
 - 3-digit nos and ones
 - 3-digit nos and tens
 - 3-digit nos and hundreds
- Add and subtract:
 - Numbers with up to 3-digits using written columnar method.
- Estimate and use inverse to check.
- Multiply:
 - 2-digit by 1-digit
- Count up/down in tenths.
- Compare and order fractions with same denominator.
- Add and subtract fractions with same denominator with whole.
- Recognise, find and write fractions for a set of objects.
- Tell time using 12 and 24 hour clocks; and using Roman numerals.
- Tell time to nearest minute.
- Know number of days in each month and number of seconds in a minute.
- Add and subtract amounts of money to give change.
- Measure, compare, add and subtract lengths (mm, cm, m).
- Recognise right angles and say if an angle is greater than or less than a right angle.
- Interpret and present data using pictograms and bar charts.

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Home Activities



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.

A 10x10 grid of numbers from 1 to 100, arranged in rows of 10. The numbers are: 1-10, 11-20, 21-30, 31-40, 41-50, 51-60, 61-70, 71-80, 81-90, 91-100.

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

Board Games

For these games you need to sketch a board like this. 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.



Up & Down 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?