

Board games

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

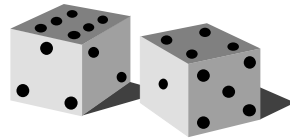
1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100

- ◆ 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?

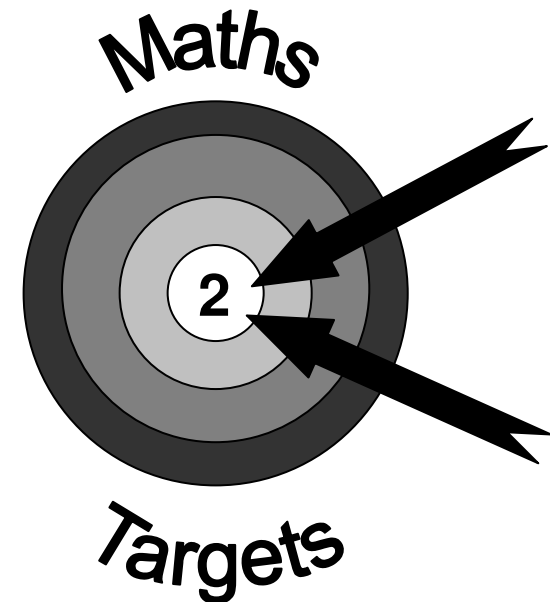


Bean race

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...

- Read and write numbers up to 1000 and put them in order. Know what each digit is worth.
- Count on or back in tens or hundreds from any number under 1000, e.g. 462, 472, 482... or 462, 562, 662...
- Know by heart addition and subtraction facts to 20, e.g. $4 + 16 = 20$, $12 - 8 = 4$.
- Work out in their heads sums such as $56 + 29$, and $97 - 51$.
- Know by heart the 2, 5 and 10 times tables.
- Do simple divisions, such as $27 \div 5$.
- Find simple fractions, such as $\frac{1}{2}$, $\frac{1}{3}$, $\frac{1}{4}$, $\frac{1}{5}$, $\frac{1}{10}$, of shapes and numbers.
- Tell the time to the nearest 5 minutes.
- Use **£.p.** e.g. know that £2.04 is £2 and 4p.
- Solve simple number problems and explain how to work them out.
- Recognise right angles and lines of symmetry in simple shapes.
- Explain a simple graph.

About the targets

These targets show some of the things your child should be able to do by the end of Year 3.

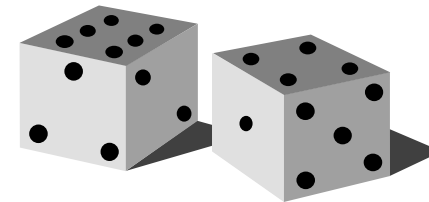
A target may be more complex than it seems, e.g. a child who can count to 1000 may not know what each digit represents. In 784, for example, the '8' is worth 80 not just 8.

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.



_____ is working on the targets that are ticked.