

# Helping your child at home

## Year 3 suggested activities

### 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.

### Fractions

- Use 12 buttons or paper clips.
- 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.

### 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?

### 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.

### Bingo!

- One person has the 2x table and the other has the 5x table.
- Write six numbers in a table on your piece of paper.☐
- 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.  $7 \times 2$  or  $7 \times 5$ ).
- ☐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 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?

### Useful Websites

[www.primarygames.com/curriculum/math.htm](http://www.primarygames.com/curriculum/math.htm)

[www.primarygames.co.uk/](http://www.primarygames.co.uk/)

[www.bbc.co.uk/wales/snapdragon/yesflash/time-1.htm](http://www.bbc.co.uk/wales/snapdragon/yesflash/time-1.htm)

[www.bbc.co.uk/education/dynamo/den/snap/index.htm](http://www.bbc.co.uk/education/dynamo/den/snap/index.htm)

[www.woodlands-junior.kent.sch.uk/maths/](http://www.woodlands-junior.kent.sch.uk/maths/)

[www.mymaths.co.uk](http://www.mymaths.co.uk) – children all have their individual login

[www.crickweb.co.uk/ks2numeracy.html](http://www.crickweb.co.uk/ks2numeracy.html)