

Activities to Support Year 3

Number Games

Roll two dice. Make a two digit number eg: you roll a 6 and a 4 you can make 64 or 46.

- 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 takeaway 1)
- Subtract 9 from each number. (A quick way is to subtract 10 then add 1)
- Double each number.

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.

Other questions:

- What time will it be in one hour?
- What time was it one hour ago?

Time your child doing different tasks,

- Getting ready for school
- Tidying bedroom
- Saying the times tables x2, x5, x10, x3, x4.
- Ask your child to guess in advance how long they think it will take to complete an activity.
- Can they beat their time?

Fractions

Use 12 buttons or paper or dried beans

- Ask your child to find $\frac{1}{2}$.
- Now find $\frac{1}{4}$ of the same 12 objects.
- Find $\frac{1}{3}$ of the same 12 objects.
- Repeat with other numbers.
- Can they move some quarters together to make $\frac{2}{4}$ or $\frac{3}{4}$? Repeat with $\frac{2}{3}$.
- Change the group size to 20 and repeat with $\frac{1}{2}$, $\frac{1}{4}$, $\frac{1}{5}$.

Guess my Number

- Choose a car number you can see, e.g. 592.
- Add 10 to the number in your head. Say the answer aloud.
- Can your child guess which car you were looking at? If so she or he can have a turn next.

Order, Order!

- Each of you should draw 6 circles in a row.
- Take turns to roll two dice and make a 2 digit number. eg: you roll a 6 and a 4 you can make 64 or 46.
- Write the number in one of your circles. Once the number is written in a circle you cannot change it or move it.
- The first to get all six of their circles in number order wins.

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.

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 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.

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 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?