Targets for pupils in Year 3

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;

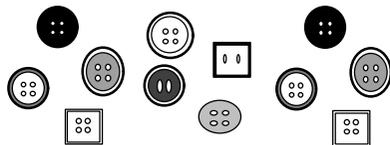♦ saying the 5 times, 10 times or 2 times table…

Ask your child to guess in advance how long they think an activity will take. Can they beat their time when they repeat it?

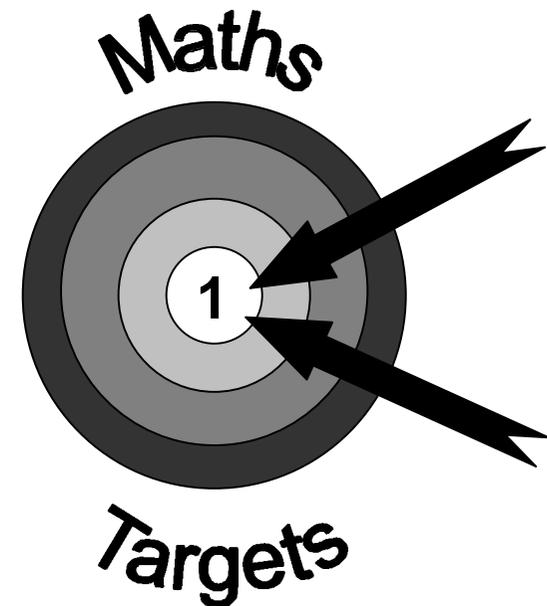**Fractions**

Use 12 buttons, or paper clips or dried beans or…

♦ 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.

Order, order!

♦ Each of you should draw 6 circles in a row.

♦ Take turns.

♦ Roll two dice and make a two-digit number (see Number games).

♦ 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 circle numbers in order wins.

Maths

Targets

A booklet for parents

Help your child with mathematics

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

④ Read and write numbers up to 1000 and put them in order. Know what each digit is worth.

④ Count on or back in tens or hundreds from any number under 1000, e.g. 462, 472, 482… or 462, 562, 662…

④ Know by heart addition and subtraction facts to 20, e.g. 4 + 16 = 20, 12 − 8 = 4.

④ Work out in their heads sums such as 56 + 29, and 97 − 51.

④ Know by heart the 2, 5 and 10 times tables.

④ Do simple divisions, such as 27 ÷ 5.

④ Find simple fractions, such as $^1/_2$, $^1/_3$, $^1/_4$, $^1/_5$, $^1/_{10}$, of shapes and numbers.

④ Tell the time to the nearest 5 minutes.

④ Use **£.p**. e.g. know that £2.04 is £2 and 4p.

④ Solve simple number problems and explain how to work them out.

④ Recognise right angles and lines of symmetry in simple shapes.

④ Explain a simple graph.

_____ is working on the targets that are ticked.
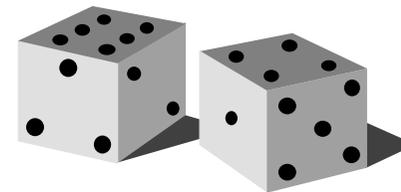
About the targets

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

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.