



Ideas for Maths at Home – Year Three



Pupils at Eynesbury C of E Primary School participate in a Maths lesson every day where their knowledge and skills in many areas of Maths are practiced and added too. Pupils will be set Maths homework that matches learning in class from Year 1 onwards, but if you have time here are some additional activities you can do at home that will support your child's mathematical development this year.

Some of the key skills we will focus on with your child this year are:

- Count from 0 in multiples of 4, 8, 50 and 100
- To know bonds to 20/ 100
- Count in halves, thirds, quarters and tenths
- Say 10 or 100 more or less than a given number
- Add and subtract numbers mentally, including: a three-digit number adding ones; a three-digit number adding tens; a three-digit number adding hundreds
- **Recall and use multiplication and division facts for the 2, 3, 4, 5, 8 and 10 multiplication tables**
- Count forward and back in tens and hundreds, from any number (inc three digit numbers as a starting point).



Practical resources and ideas:

- Count out loud – either together or you could take turns. (Use patterns described above, inc fractions)
- Give your child a set of 50p coins and ask them to tell you how much money they have.
- Write out calculations for your child including some with missing numbers, for example: $6 \times ? = 12$ You could write the calculations with the total first, for example: $10 = 100 \div ?$
- While walking to school (or in the car) just ask: 'What is 4×10 ?' etc or give your child a number to start on and ask them to count forwards or back in 10's or 100;s.
- Spot the mistake – parent/older sibling to write out some multiplication or division questions with answers and your child then has to mark them, identifying and correcting any mistakes.

WEBSITES that could be useful:

- White Rose 1 minute maths app
- Whack a Mole – move the slider on the left to count in a chosen pattern:
<https://www.ictgames.com/mobilePage/whackAMole/index.html>
- Hit the button: <https://www.topmarks.co.uk/maths-games/hit-the-button>
- Duck shoot: <https://www.ictgames.com/mobilePage/duckShoot/index.html>
- <https://www.topmarks.co.uk/addition/robot-addition>
- <https://www.sheppardsoftware.com/math/addition/fruit-splat-game/>
- <https://www.topmarks.co.uk/learning-to-count/paint-the-squares> - use this 100 square/ 120 square to make a counting pattern, talk about what you notice about the numbers that are highlighted and where they are in relation to other highlighted numbers.
- <https://www.topmarks.co.uk/ordering-and-sequencing/caterpillar-ordering> - select sequencing for counting patterns.

