

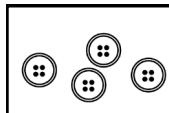
Cupboard Maths:

- ♦ Ask your child to look at the weights printed on jars, tins and packets in the food cupboard, eg 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?
- ♦ Challenge your child with heavier items



Fractions:

- ♦ Use 12 buttons, or paper clips or dried beans
- ♦ 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 larger numbers.



Telling the time: Using an analogue clock learn to tell the time to the nearest 5 mins.

Useful websites

- Espresso
- Education City
- www.topmarks.co.uk
- www.mathszone.co.uk
- www.bbcnumeracy.co.uk

PERTON FIRST SCHOOL

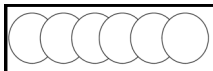


Year 3

Maths Activities at Home



Order Order:



- ♦ Each of you should draw 6 circles in a row.
- ♦ Roll two dice and make a two-digit number.
- ♦ 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.
- ♦ To make it harder use 3 dice.

Number Game:

- ♦ 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.
- ♦ To challenge your child use 3 dice to make larger numbers.



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.

Left Overs:

4 8 12 16 20 24 28 32 36 40

- ♦ Take turns to choose a two-digit number less than 50.
- ♦ Write it down. Now count up to it in fours. What number is left over? The number left is the number of points you score, eg.
- ♦ Choose 27, Count: 4, 8, 12, 16, 20, 24, 3 left over to get to 27, so you score 3 points
- ♦ The first person to get 12 or more points wins.
- ♦ Now try the same game counting in threes, or in fives.