

## Lines of Symmetry

You will need symmetry game board, two dice, paper and pencil

- Players take turns to roll the dice, for example 3 and 5, and find the corresponding shape on the game board, in this case shape (3,5) or shape (5,3). (To find the shape on the grid you need to look at the bottom number first and then the side number.)
- You score the number of lines of symmetry there are (if any), keeping a running total of your scores.
- The winner is the first player to get 15 points.

## Take two

You will need to make two game boards as shown below, pencil, paper, a calculator for checking

9	11	20
21	10	19

27	34	26
36	25	37

- In turn players chose one number from board A and one number from board B and add them together.
- The aim is to have a total as near as possible to 50, but smaller than 50.
- The totals can be checked by the other player using the calculator.
- The player who has the total nearer to 50 scores one point.
- Play continues in this way to an agreed end point e.g. after 5 goes each.
- Neither player may use the same combination of two numbers they have used before.
- Extension – You can also play a 'difference' version of the game, the aim being for one player to have a larger/smaller difference between the two numbers than the other in order to win a point.

# St Luke's Primary School

## Summer Targets for Pupils in Year 3

# Maths



# Targets

### A Booklet for Parents

Help your Child with Mathematics

# Summer Targets – Year 3

By the end of this term, most children should be able to...

Double and Halve amounts up to 50

Find fractions of amounts –  $\frac{1}{2}$ ,  $\frac{1}{3}$ ,  $\frac{1}{4}$ ,  $\frac{1}{5}$ ,  $\frac{1}{10}$

Develop and use written methods to record addition and subtraction of two-digit and three-digit numbers (see parent handbook for written calculation policy)

Know by heart the 2, 5, 6, 10, 4 and 3 times tables and division facts.

Solve problems using money.

Add or subtract a near multiple of 10 to a two-digit number, by adding or subtracting the nearest multiple of 10, and adjusting

Identify lines of symmetry in simple shapes and recognise shapes with no lines of symmetry.

Resources – Lines of Symmetry board

## About the targets

These targets show some of the things your child should be able to do by the end of this term. Some children will be working on these targets, some children will be working towards these targets and some children will be working beyond these targets

## Fun activities to do at home

### Coins to £2

You will need 1p, 2p, 5p, 20p, 50p coins, paper and pencil.

- ◆ One person collects heads, the other collects tails.
- ◆ Take turns to spin all the coins. The person who collects heads adds all the coins together showing heads. The person who collects tails adds all the coins together showing tails.
- ◆ The totals are the scores for that round. Each player keeps a running total.
- ◆ The winner is the first person to make £2 or more.
- ◆ Extension – The winner is the first person to make £5 or more.



### Doubling and Halving

When out and about encourage your child to choose a two digit number that they can see e.g. bus number and double and halve the number in their head. Doubling and halving are very useful skills, and people who are fast at mental maths make great use of them.

### Corresponding facts

When you are out and about with your child give them a multiplication fact and ask them to tell you the corresponding division fact e.g.  $5 \times 4 = 20$  therefore  $20 \div 4 = 5$ .