

Fill the water tank

You will need 1 dice, x1, x10, x100 spinner and game board.

- Roll the dice and flick the spinner.
- Multiply the two numbers. The results represent the number of millilitres you can put in your tank.
- Players take it in turns.
- The first player to fill their tank wins.

Don't forget if you record on your tank you can only play this once!

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?

Shoot the digits

You will need a calculator (one may be found on a mobile phone) pencil and paper and counters.

- Player A enters a three digit number in the calculator (no zeros). Records the number on paper and passes the calculator to player B.
- Player B must 'shoot' one of the digits by subtracting its value. He/she records the moves made and passes the calculator back to player A.
- Player A 'shoots' one of the remaining digits, records the move and passes the calculator back to player B who shoots the final digit leaving zero in the display.
- Player B enters another three digit number and round 2 begins.
- The game ends after four rounds.
- Scoring – For each successful shot the player collects a counter. If a player makes a mistake he/she loses one counter and the round is restarted with the same start number.
- Extension – Start with a four digit number.

St Luke's Primary School

Spring Targets for Pupils in

Year 3

Maths



Targets

A Booklet for Parents

Help your Child with Mathematics

Spring Targets – Year 3

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

Read, write and order numbers to at least 1000

Mentally add a one digit number to a two digit number.

Subtract a TU number from a TU number

Multiply a two two digit numbers using grid method (see parent handbook for written calculation policy)

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

Double and halve numbers to 50

Read, to the nearest division and half-division on scales

Resources – Fill your Water Tank – 1, 10, 100 spinner

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

Luk tsut K'i

You will need a Luk tsut K'i game board. Each player will need 3 counters of their own colour.

- ◆ Take turns to put one of your counters on a number.
- ◆ When all 6 counters are placed, take turns to slide one of your counters along a line to the next uncovered number.
- ◆ The game ends when one player had three counters in a horizontal or vertical straight line. This player scores 25 points.
- ◆ The other player scores the sum of the numbers on which their counters are placed.
- ◆ The winner is the one with the most points after 4 games.

Take It –Tip It

You will need two dice and paper for recording

The aim of the game is to try and increase the size of your number by forecasting what number would appear if you turned your dice completely over. For example if you throw a 1 and decide to tip it over you will have a 6. Remember the opposite sides of a dice add up to 7!

- Player 1 rolls the dice and multiplies the amounts together. E.g. If you roll a 3 and a 5 you will score 15.
- Decide whether or not to tip the dice to get a higher amount.
- Turn the dice to discover if your decision was correct.
- Player 2 then has their turn.
- The game continues.
- If the player's decisions were correct they score the highest number. If the player was wrong they score the lowest number.
- The player with the highest total score after 5 turns wins.