Year 3 Key Targets

Number and place value

To count from 0 in multiples of four, eight, 50 and 100 and can work out if a given number is greater or less than 10 or 100.

To recognise the place value of each digit in a three-digit number (hundreds, tens, and ones).

Calculation

To add and subtract numbers mentally including a three-digit number and ones, tens and hundreds.

To recall and use multiplication and division facts for the multiplication tables for the threes, fours and eights. To use mental and written methods to multiply and divide two and one digit numbers.

Fractions (including decimals)

To count up and down in tenths; recognises that tenths arise from dividing an object into 10 equal parts and in dividing one-digit numbers or quantities by 10.

To find and write a fraction of objects and amounts.

To solve a range of number and place value problems.

Measurement

To measure, compare, adds and subtract lengths (m/cm/mm); mass (kg/g); volume/capacity (l/ml).

To add and subtract amounts of money to give change, using both £ and p in practical contexts.

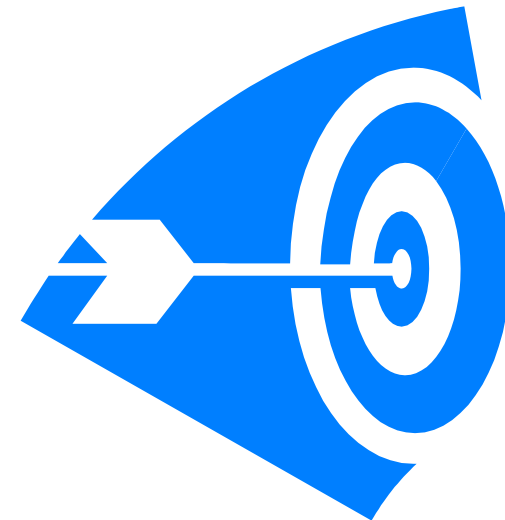To tell and writes the time from an analogue clock and 12-hour and 24-hour clocks

Statistics

To interpret and present data using bar charts, pictograms and tables.

Geometry

To identify right angles, recognises that two right angles make a half-turn, three make three quarters of a turn.

How to help your child at home

Targets and activities for pupils in Year 3

Fun activities to do at home

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.

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.)

Up and down the scales
- Guess with your child the weights of items at home in the kitchen and weigh them. 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?

Cupboard maths
Ask your child to look at the weights printed on jars, tins and packets in the food cupboard, e.g. 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?

Make 20
For this game you need to write out numbers 0 to 20 on a piece of paper. Make them big enough to put counters or coins on.
- Take turns. Roll a dice. Put a coin on the number that goes with the dice number to make 20, e.g. throw a '4' and put a coin on 16.
- If someone else's counter is there already, replace it with yours.
- The first person to have counters on 6 different numbers wins.
- Now roll two dice, add the numbers together and look for a number to make 20. The first with coins on 10 different numbers wins.

Guess my number
Choose a car number you can see, e.g. 592.
- Add 10 to the number in your head. Say the answer aloud.
- Can your child guess which car you were looking at? If so she or he can have a turn next.

Secret sums
- Ask your child to say a number, e.g. 43.
- Secretly do something to it (e.g. add 30). Say the answer, e.g. 73.
- The child then says another number to you, e.g. 61.
- Do the same to that number and say the answer.
- The child has to guess what you are doing to the number each time!
- Then they can have a turn at secretly adding or subtracting something to each number that you say to them.