# Dilton Marsh Church of England Primary School



# Some Year 3 Key Skills To Help Your Child With Maths

## **Introduction**

At Dilton Marsh Church of England Primary School we follow the new mathematics curriculum. In addition to knowing and applying basic mathematics skills, students are required to reason, think independently, solve problems using different strategies, and effectively communicate their methods. Parents help at home is essential in helping children develop and strengthen these skills.

Here are some suggestions for parents helping at home:

- · Let your children know you believe they can be successful in math.
- Encourage and support risk taking and celebrate perseverance.
- Encourage your children to solve problems with you.
- Help them identify different methods or strategies to use in finding solutions and resist the temptation to provide the answer or method. There is usually more than one way to solve a problem, and simpler strategies are often effective.
- Provide opportunities for your children to explain and justify their thinking.
- Connect mathematics to real life experiences. Emphasising the mathematics around us helps to make mathematics education relevant.
- Ask good questions of your children about their homework and be good listeners when your children respond.
- Encourage children to estimate answers before working out the answer.

Good questions, and equally important, good listening can help children make sense of mathematics, build their confidence, and encourage mathematical thinking and communication. A good question opens up a problem and supports different ways of thinking about it. Some questions to try while helping a child might include:

- · What do you already know about this?
- · What do you need to find out?
- How might you begin?
- How can you organise your information?
- Can you draw a picture to explain your thinking?
- Are there other possibilities?
- What would happen if ...?
- What do you need to do next?

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- Counting from 0 in multiples of 100
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- Finding 50 more or less than any given multiple
- · Writing simple fractions of amounts
- Recognising tenths through division
- Tell and write the time from an analogue clock
- Identifying and describing the properties of 2-D shapes
- Interpreting data using charts, pictograms and tables.

#### Step 2

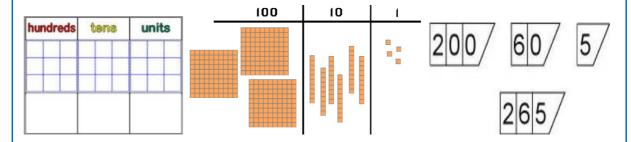
- Read and write numerals and in words
- Add and subtract numbers with up to 3 digits
- · Counting up and down in tenths
- Dividing numbers or quantities by 10
- Tell and write the time from 12-hour and 24-hour clocks
- Using Roman numerals from I to XII
- Recognising 3-D shapes

#### Step 3

- Four-digit addition and subtraction
- Using the inverse
- Identifying Angles
- Converting between units of measure

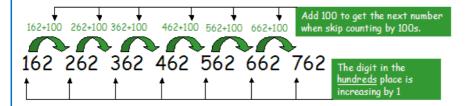
# Step 1

Recognise the place value of each digit in a three-digit number (hundreds, tens, ones):

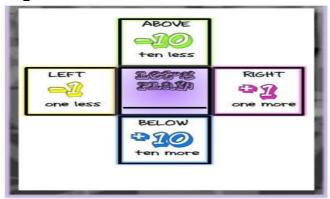


Help your child understand the idea that each time you move 1 column to the left, the number becomes 10 times bigger (you don't just add a zero! It is important that this misconception doesn't occur, as it is not the case with decimals later on!) Support your child in separating out the hundreds, tens and units (top right) and then recombine them.

Count from 0 in multiples of 100 and find 10 more or less than a given number:



Look at the pattern that is created when you add on 100. Discuss the fact that the tens and units stay the same, as we are only adding to the hundreds column.



#### Count from 0 in multiples of 8 and 25:



Create a counting hoop with a hula hoop.

As you go round the hoop, count up in jumps of 8/25

Write them down and get the children

#### Write simple fractions for example, 1/2 of 6 = 3:



Have even numbers of objects.

Discuss the idea you share them between 2 when halving.

The children can repeat activity with any even number

Key words: Half, quarter, share, fractions

#### Recognise the equivalence of 2/4 and 1/2:



Use cakes/pizza's. Cut them into halves, then into quarters. Look at how 2/4 is equal to ½ in size.

You could look at sharing counters into 2, and then into 4.

How many of the piles (when split into

Key words: equivalence, equal, share,

Recognise that tenths arise from dividing an object into 10

equal parts:

Talk about the fact that:

100 can be split into 10 lots of 10.

10 can be split into 10 lots of 1.

Then explain that 1 can also be split into 10 pieces = 1/10's.

Have a stack of 10 blocks that represent

Break it into 10 pieces and show how these = 0.1 each.

Key words: Place value, divide, tenths

#### Tell and write the time from an analogue clock:

Use vocabulary such as o' clock, am/pm, morning, afternoon, noon and midday



Activity	Monday	Tuesday	Wednesday	Thursday	Friday
Wake	7.35 am				
up					
Brush					
teeth					
Leave					
for school					

This is a really easy one to practise at home.

Whenever you are doing something, asks your child to tell you what time it is.

You might have a chart where they can then record the time they: had breakfast, brushed their teeth, got home from school etc

You will need to focus on the 5 minute intervals and how we can count around in 5's to tell the time. Also make sure you encourage the use of AM and PM.

Key words: AM, PM, analogue, quarter to, quarter past, minute, hour, second, midday, midnight, morning, afternoon

#### Identify and describe the properties of 2-D shapes:

Create a 'shape hunt' game for your child. See where they can find them around the house/garden.

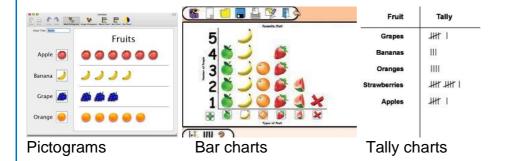
Challenge your children to find as many as they can. Once they have found them, they need to tell you about their properties





Key Words: Sides, corners, angles

# Interpret and present data using charts, pictograms and tables:

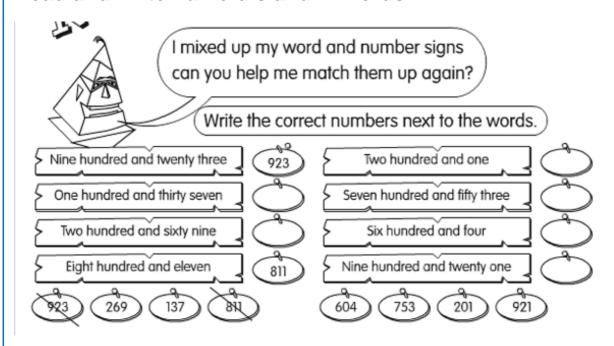


Carry out simple surveys with your child – either with people you know around the house – and get them to create and talk about a range of ways of presenting the information

Key words: categories, groups, tally, record, axis,

# Step 2

#### Read and write numerals and in words:

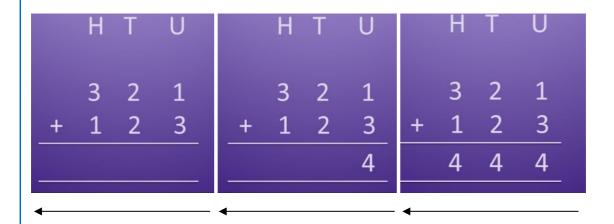


Create mix and match activities. Once they are confident, get your child to practise writing both numerals and word versions of the number.

#### Add and subtract numbers with up to 3 digits:

By year 3, your child will need to be using formal written method to add and subtract numbers.

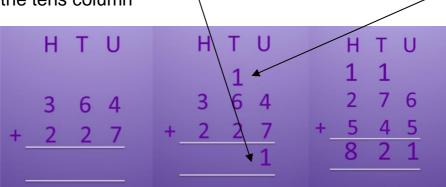
#### **Addition**



You must always start from the right and work towards the left.

When your columns add up to more than 9, we need to start carrying 10's to the next column. The units of the column total go in the answer bar, and the 10 is carried to the next colum to be added

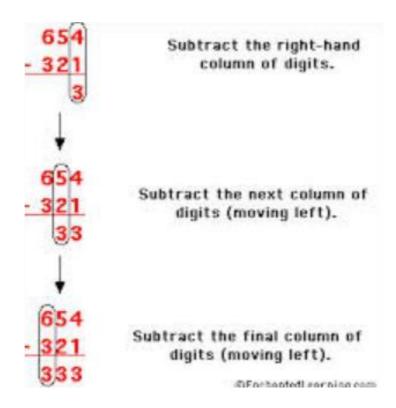
E.g – 7 + 4 = 11. Place the 1 in units column and carry the ten over to the tens column



This is then repeated should the next column add to more than 9.

#### Subtraction

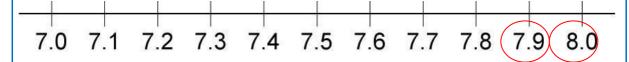
Children need to be able to subtract numbers from each other by placing the larger number on top of the smaller number in the correct columns.



Key words: Column, hundreds, tens, units, carry, total,

#### Count up and down in tenths:

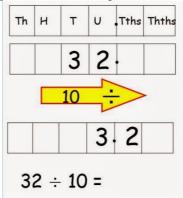
7.9 + 0.1 = 8.0, NOT 7.10



When counting up in tenths, it's important for your child to understand that 10 tenths is the same as 1, so after reaching 9 tenths, the next tenth added will create another whole, therefore the unit number will increase by 1.

Key words: tenths, decimal, part of a whole

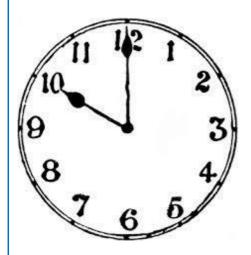
Divide numbers or quantities by 10:



When dividing by 10, your digits move 1 place to the right on a place value chart, as the number gets 10 times smaller. You don't just take off a zero!

Key words: Place value, decimal place, digits

#### Tell and write the time from 12-hour and 24-hour clocks:





When supporting your child read 12 and 24 hour clock, it is important they understand that 10pm is 22 hour after 0: 00 / midnight.

When converting from 12 to 24 hour time, we add an extra 12 hours to the time, to take into account the 12 hour that have past before midday. We only add 12 hours to the time when it is a PM time.

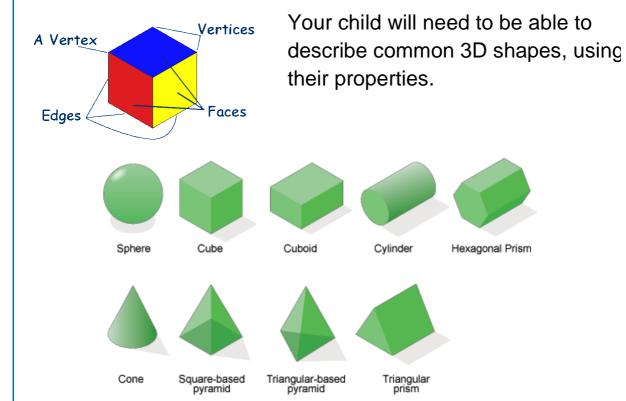
Key words: AM, PM, analogue, quarter to, quarter past, minute, hour, second, midday, midnight, morning, afternoon

#### **Using Roman numerals from I to XII:**

70	I	
- 2		
54.5 <b> 1</b>	1~	
5 <b>6</b>	~~1	
	S-211	
	~~111	
	1><	
71 (C)	2-6	
	3 <b>≈</b> €1	
12.	(> <hi)< td=""><td></td></hi)<>	
-1 .3:	><111	

Your child is now required to know how to read and use Roman numerals from 1 – 12.

### Recognise 3-D shapes:



# Step 3

#### Four digit addition and subtraction:

Add and subtract numbers with up to 4 digits using formal written methods of column addition and subtraction.

#### Use inverse operations to check answers:

You need to encourage your children to check their answers by using the inverse operation. For example:

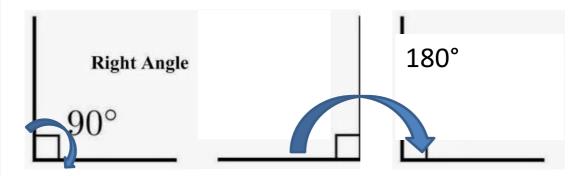
$$48 - 14 = 34$$
 the inverse is  $34 + 14 = 48$ 

$$56 + 9 = 65$$
 the inverse is  $65 - 9 = 56$ 

$$48 \div 8 = 6$$
 the inverse is  $8 \times 6 = 48$ 

$$9 \times 7 = 63$$
 the inverse is  $63 \div 7 = 9$   
 $63 \div 9 = 7$ 

#### Identify right angles:



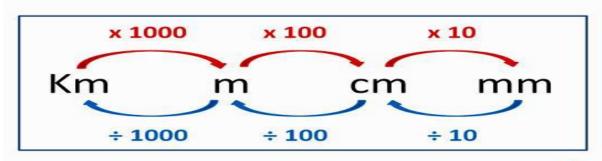
Your child needs to be able to identify right angles (90 degrees) and should know that 2 right angle turns make 180 degrees.

Key words: Turn, angle, right angle, straight line, degrees

#### Convert between different units of measure:

#### **Converting LENGTH Units**

It is easiest to use a conversion look-up diagram like the one below.

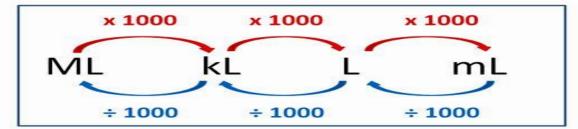


5km = ? m Need to x 1000 5 x 1000 = 5000m 120cm = ? m Need to ÷ 100 120 ÷ 100 = 1.2m ✓

### Converting CAPACITY Units

The Volume of Liquids and Solids is usually measured as a "Capacity".

In the Metric System, Capacity is based on the Litre or "L" unit.



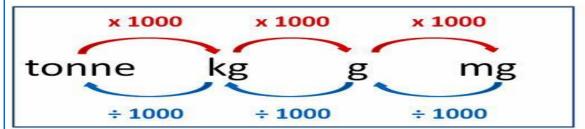
CAPACITY conversions use 1000's, and usually create fairly large results.

32ML = ? L Need to x 1000 twice 32 x 1000 x 1000 = 32 000 000 LV

#### **Converting MASS Units**

The Mass for weighing objects in Metric Units is similar to Capacity for Volumes.

In the Metric System, Mass is based on the Gram or "g" unit.



Mass conversions use 1000's, and usually create fairly large results.

1.6 tonne = ? kg Need to x 1000 1.6 x 1000 = 1600 kg √