Year 3 – Maths Home Learning

Summer Term 5

This term, please practise with your child facts linked to measure:

- Tell the time to the nearest minute on an analogue clock.
- Know 60 secs in 1 minute.
- Know how many days in each month.
- Know how many days in a year and leap year.

Continue to practise:

length	mass	capacity
100cm = 1m	1000g = 1kg	1000ml = 1l
50cm = ½ m	500g = ½ kg	500ml = ½ l
25cm = 1/4 m	250g = ¼ kg	250ml = ¼ l
10 mm = 1cm		

Key Vocabulary

analogue clock	An analogue clock has a clock face with a dial of numbers from 1 to 12. It uses an hour hand and a minute hand that rotate in a clockwise direction around the numbers to show the time.
digital clock	A digital clock is a clock that displays the time using numbers instead of hands on a dia

	Further explanation / Ideas of how to practise
Know how many days in each month.	*30 days has September,* *April, June and November.* *All the rest have 31* *Except February alone,* *Which has 28 days clear* *And 29 in each leap year.*
Know how many days in a year and leap year.	365 days in a year, 366 days in a leap year

Top Tops!

The secret to success is practising little and often. Can you practise these facts on your walk or drive to school?

Fact of the day - you don't need to learn there all at once.

'Free facts' – If you know that 6 + 4 = 10 then you know that 60 + 40 = 100; 0.6 + 0.4 = 1; 20 – 4 = 16.

Times Tables

This term Year 3 will learn the 4x and 11x tables.

1 x 4 = 4	1 x 11 = 11
2 x 4 = 8	2 x 11 = 22
3 x 4 = 12	3 x 11 = 33
4 x 4 = 16	4 x 11 = 44
5 x 4 = 20	5 x 11 = 55
6 x 4 = 24	6 x 11 = 66
7 x 4 = 28	7 x 11 = 77
8 x 4 = 32	8 x 11 = 88
9 x 4 = 36	9 x 11 = 99
10 x 4 = 40	10 x 11 = 110
11 x 4 = 44	11 x 11 = 121
12 x 4 = 48	12 x 11 = 132

The school has subscribed to Times Tables Rock Stars (TTRS). TTRS is an online platforms to help your child practise times tables facts at home. TTRS be downloaded as app on your phone or tablet. Your child has a username and password. This is stuck in their reading record

Maths Games to play at home!

3s & 4s

- Players start at 1.
- Take it in turns to throw the dice and move their counter.
- If they land on a multiple of 3 or 4 they score a point. A multiple of both scores 2 points!
- The winner is the player with the most points when a player reaches 100.

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

25

- Draw a 5 x 5 grid
- Shuffle a pack of playing cards.
- Turn the cards over. Put the numbers in the grid.
- At the end, find the total of each row and column – you do this by adding numbers that are the same which are adjacent to each other (they must be touching.
- For example, in this grid, the first row is 14 (7 + 7) and the last column is 31 (9 + 9 + 9 + 2 + 2)
- Highest total wins!

7	7	8	1	9
2	7	3	1	9
1	6	8	8	9
5	5	8	3	2
5	5	1	2	2

For more game ideas go to the school website for the 'Bare Necessities' game packs https://stratford-sub-castle.wilts.sch.uk/maths-at-home/