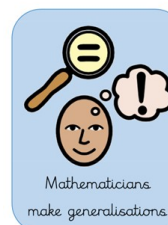
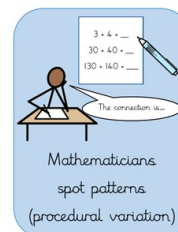
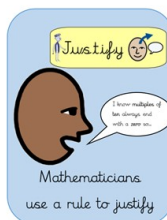
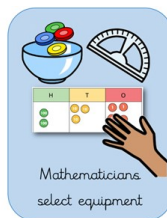
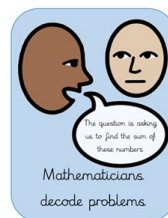
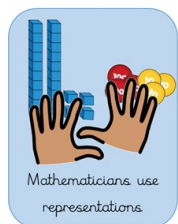
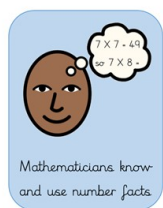


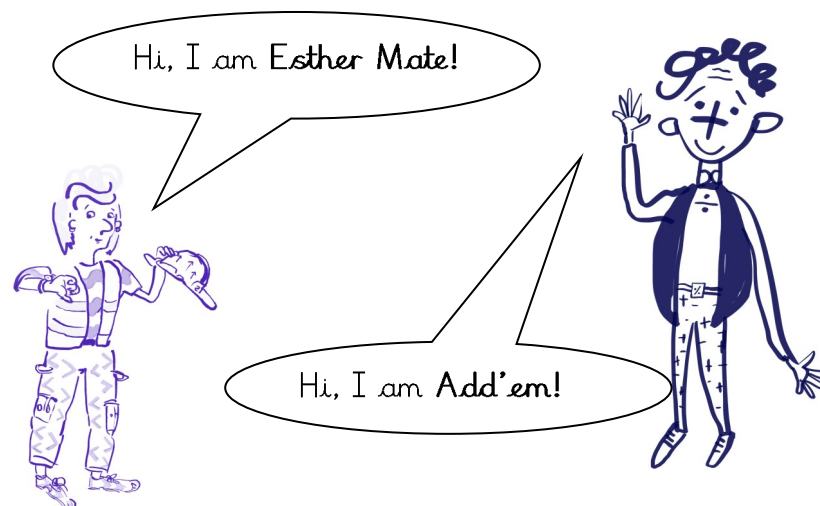
## Year 3 Parents Evening Support Pack



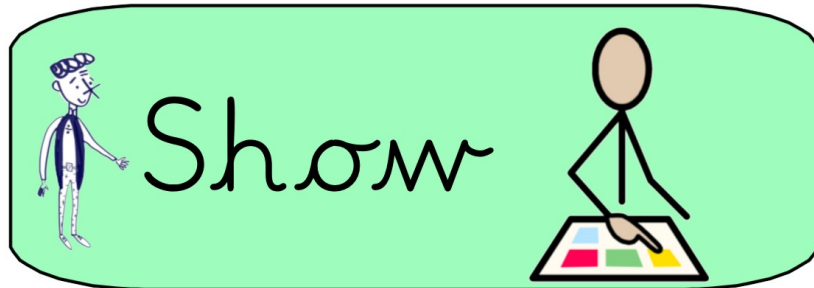
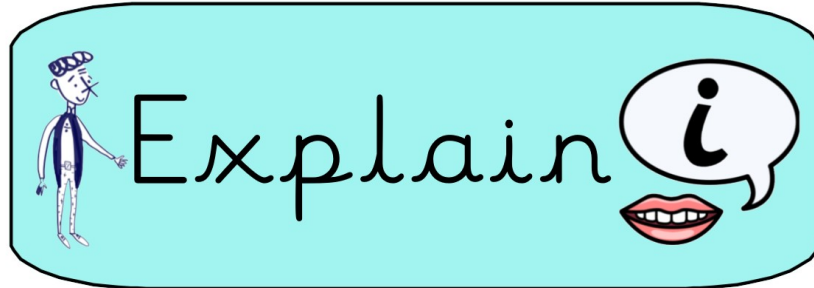
This support pack focuses on skills you can practise at home with your child:

In this pack, you will find:

- Key Skills and facts—What will your child learn this year? What facts should they be confident in?
- Reasoning prompts—What questions can you ask whilst your child does their Maths Homework?
- Fluency Games—Fun maths for everyday!



## The Add'em Scale:



At school we use the Add'em Scale to extend the reasoning and problem solving skills.

This is introduced to children in EYFS and used throughout the school.

Children begin with *describe* and *show* at the bottom of the scale and build to *explaining* and *justifying*.



### Examples of questioning:

**Justify:** What is the mathematical rule that tells you that 92 cannot be a multiple of 3.

**Explain:** How do you know that  $156 + 25$  cannot equal 180?

**Show:** Can you show me your working?

**Describe:** How did you get that answer? Could you explain it to a friend who didn't understand?

## Maths skills to focus on:

- Know the components of 100 ( $100 \times 1 = 100$ ,  $2 \times 50 = 100$ ,  $4 \times 25 = 100$ ,  $5 \times 20 = 100$ )
- Recognise the place value of each digit in three-digit numbers and partition them.
- Know addition and subtraction facts that bridge 10.
- Recall and use multiplication facts for the 10, 5, 2, 4 and 8 multiplication tables.
- Scale number facts by 10 (If  $3 \times 4 = 12$ , then  $30 \times 4 = 120$ )
- Write proper fractions which represent parts of a whole.
- Recognise right angles in a shape.



## Reasoning Prompts and sentence stems:

- We use sentence stems in many of our maths lessons to help with our reasoning.
- Why did you choose this method?  
“I chose this method because...”  
(It is easier for me/the question needs me to use this method/there are lots of steps/the numbers are larger)
- Prove your answer is correct.  
“I know that .... therefore I know that...”
- How did you get this answer?
- How did you know which operation to use to solve the problem?  
“The word \_\_\_\_\_ appears in the question. This tells me that I need to...”
- Convince me that...
  - “I will use this rule to convince you...”
- Spot the pattern, explain the pattern.
- If the answer is ..... what was the question?

## Number fluency facts:

- These are number fluency facts that the children should know (be able to say the answer verbally in under 3 seconds).

+	0	1	2	3	4	5	6	7	8	9	10
0	0+0	0+1	0+2	0+3	0+4	0+5	0+6	0+7	0+8	0+9	0+10
1	1+0	1+1	1+2	1+3	1+4	1+5	1+6	1+7	1+8	1+9	1+10
2	2+0	2+1	2+2	2+3	2+4	2+5	2+6	2+7	2+8	2+9	2+10
3	3+0	3+1	3+2	3+3	3+4	3+5	3+6	3+7	3+8	3+9	3+10
4	4+0	4+1	4+2	4+3	4+4	4+5	4+6	4+7	4+8	4+9	4+10
5	5+0	5+1	5+2	5+3	5+4	5+5	5+6	5+7	5+8	5+9	5+10
6	6+0	6+1	6+2	6+3	6+4	6+5	6+6	6+7	6+8	6+9	6+10
7	7+0	7+1	7+2	7+3	7+4	7+5	7+6	7+7	7+8	7+9	7+10
8	8+0	8+1	8+2	8+3	8+4	8+5	8+6	8+7	8+8	8+9	8+10
9	9+0	9+1	9+2	9+3	9+4	9+5	9+6	9+7	9+8	9+9	9+10
10	10+0	10+1	10+2	10+3	10+4	10+5	10+6	10+7	10+8	10+9	10+10

- The facts outside the staircase should be focused on in year 1 and the other facts including inside the staircase are to be focused on in year 2 and 3.

This is the sequence for learning their number facts:

- Adding 1 (blue)
- Doubles (orange)
- Adding 2 (pale yellow)
- Story of 10 (bright yellow)
- Adding zero (green)
- Near doubles (grey)
- Adding 10 (purple)
- Additional facts (pink)



+	0	1	2	3	4	5	6	7	8	9	10
0	0 + 0	0 + 1	0 + 2	0 + 3	0 + 4	0 + 5	0 + 6	0 + 7	0 + 8	0 + 9	0 + 10
1	1 + 0	1 + 1	1 + 2	1 + 3	1 + 4	1 + 5	1 + 6	1 + 7	1 + 8	1 + 9	1 + 10
2	2 + 0	2 + 1	2 + 2	2 + 3	2 + 4	2 + 5	2 + 6	2 + 7	2 + 8	2 + 9	2 + 10
3	3 + 0	3 + 1	3 + 2	3 + 3	3 + 4	3 + 5	3 + 6	3 + 7	3 + 8	3 + 9	3 + 10
4	4 + 0	4 + 1	4 + 2	4 + 3	4 + 4	4 + 5	4 + 6	4 + 7	4 + 8	4 + 9	4 + 10
5	5 + 0	5 + 1	5 + 2	5 + 3	5 + 4	5 + 5	5 + 6	5 + 7	5 + 8	5 + 9	5 + 10
6	6 + 0	6 + 1	6 + 2	6 + 3	6 + 4	6 + 5	6 + 6	6 + 7	6 + 8	6 + 9	6 + 10
7	7 + 0	7 + 1	7 + 2	7 + 3	7 + 4	7 + 5	7 + 6	7 + 7	7 + 8	7 + 9	7 + 10
8	8 + 0	8 + 1	8 + 2	8 + 3	8 + 4	8 + 5	8 + 6	8 + 7	8 + 8	8 + 9	8 + 10
9	9 + 0	9 + 1	9 + 2	9 + 3	9 + 4	9 + 5	9 + 6	9 + 7	9 + 8	9 + 9	9 + 10
10	10 + 0	10 + 1	10 + 2	10 + 3	10 + 4	10 + 5	10 + 6	10 + 7	10 + 8	10 + 9	10 + 10

## Multiplication facts:

In Year 3, Children should be confident reciting and using the 2, 5 and 10 times table.

Throughout the year, they will learn the 4, 8, 3, 6 and 9 times tables.

X	1	2	3	4	5	6	7	8	9	10
1	1	2	3	4	5	6	7	8	9	10
2	2	4	6	8	10	12	14	16	18	20
3	3	6	9	12	15	18	21	24	27	30
4	4	8	12	16	20	24	28	32	36	40
5	5	10	15	20	25	30	35	40	45	50
6	6	12	18	24	30	36	42	48	54	60
7	7	14	21	28	35	42	49	56	63	70
8	8	16	24	32	40	48	56	64	72	80
9	9	18	27	36	45	54	63	72	81	90
10	10	20	30	40	50	60	70	80	90	100

They should be confident in their 4 and 8 times tables by the end of the year.

We use rules to teach times tables to each year group. The rules that Year 3 learn are:

- The 4x table is double the 2x table.
- The 8x table is double the 4x table.
- The 4x and 8x tables end with even numbers.
- The 6x table is double the 3x table.
- The 9x table is triple the 3x table.

They should already be familiar with these rules:

- The 10x table is double the 5x table.
- The 5x table ends with a 5 or a 0.
- The 10 x table ends with a 0.
- The 2x table ends with an even number.



<b>X</b>	1	2	3	4	5	6	7	8	9	10
1	1	2	3	4	5	6	7	8	9	10
2	2	4	6	8	10	12	14	16	18	20
3	3	6	9	12	15	18	21	24	27	30
4	4	8	12	16	20	24	28	32	36	40
5	5	10	15	20	25	30	35	40	45	50
6	6	12	18	24	30	36	42	48	54	60
7	7	14	21	28	35	42	49	56	63	70
8	8	16	24	32	40	48	56	64	72	80
9	9	18	27	36	45	54	63	72	81	90
10	10	20	30	40	50	60	70	80	90	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






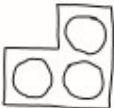




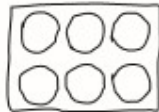
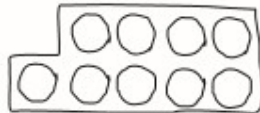
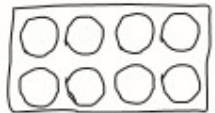
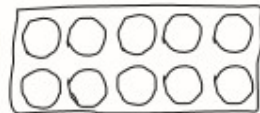
## I love maths

- Game for 2 players
- One person is odd, one person is even
- Like rock paper scissors shake your hand with fist closed saying I-Love-Maths.
- Open your hand on 'Maths' and reveal 0-5 fingers
- Add up the total of fingers
- A point to the odd person or even person depending on the total!
- First person to 10 wins

You can teach the marching rhyme to learn odd and even numbers:

'Odd numbers it's time to shine (children repeat),  
we end in 1, 3, 5, 7, 9.

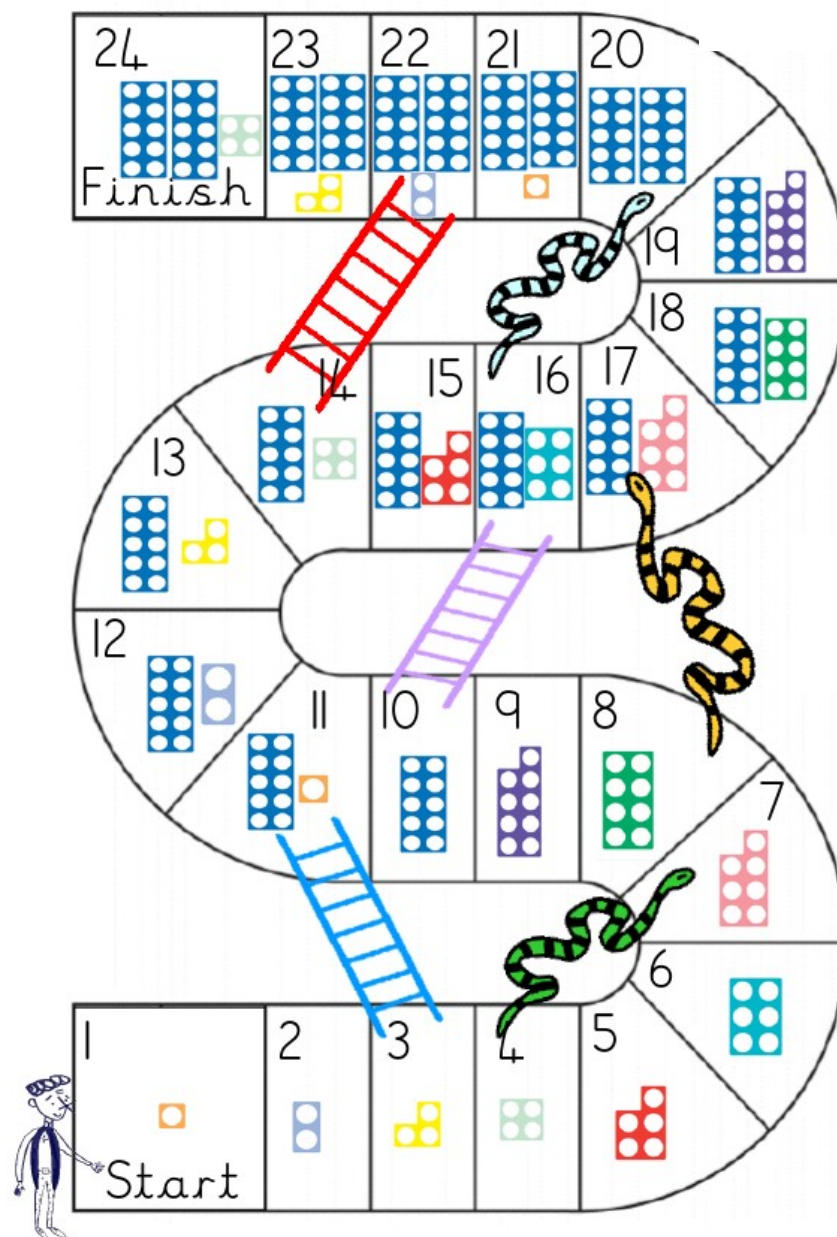
Even numbers don't be late (children repeat) we  
end in 0, 2, 4, 6, 8'

ODD		EVEN	
	1		0
	3		2
	5		4
	7		6
	9		8
			10

## Board games

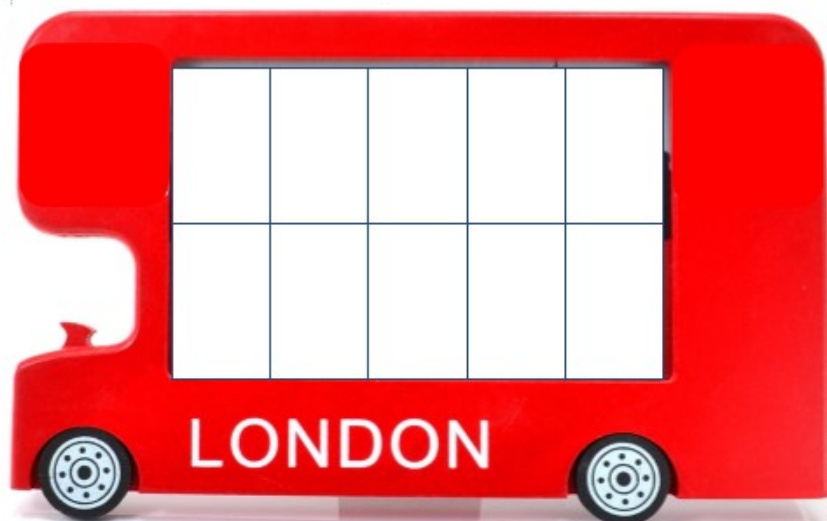
Playing any board games involving dice and counting is fantastic fluency practise. See if your child look at a dice and know what the number is (subitise) without needing to count the dots?

- Use a normal snakes and ladders board or make one on paper.
- Roll a dice twice. Add the two numbers.
- Move along that number of spaces.
- Before you move, you must work out what number you will land on.
- If you are wrong, you don't move!
- The first to the end of the board wins.
- For a change, you could roll the dice and move backwards. Or you could roll the dice once, then move the number that goes with your dice



## Children on the bus:

(print or draw a bus with 10 squares)



There are 5 kids on the bus so there are \_\_\_\_\_ empty chairs.

There are 4 kids on the bus so there are \_\_\_\_\_ empty chairs.

There are 3 kids on the bus so there are \_\_\_\_\_ empty chairs.

There are 2 kids on the bus so there are \_\_\_\_\_ empty chairs.

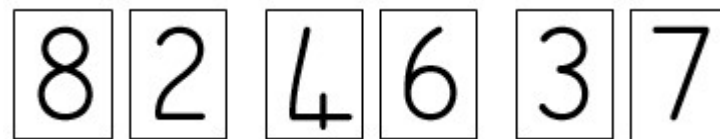
There is 1 kid on the bus so there are \_\_\_\_\_ empty chairs.

## Speedy number bond pairs to 10

Make a set of 12 cards showing the numbers 0 to 10, but with two 5s.

If you wish, you could use playing cards.

- Shuffle the cards and give them to your child.
- Time how long it takes to find all the pairs to 10.
- Repeat later in the week. See if your child can beat his / her time.



## Fractions at Home:

Fractions of objects: Find objects that have been divided in to equal parts in your home (e.g. window frames, pair of sunglasses, sliced apples)

Ask the questions: What is the whole?

How many equal parts are there?



Fractions of Amounts: 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.

"There are 6 buttons. One third of the buttons is 2."



## Measurement 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.

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...

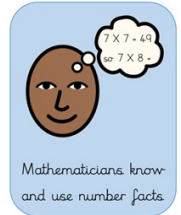
Cupboard maths: Ask your child to look at the weights printed on jars, tins and packets in the food cupboard, e.g. tinned tuna 185g, tinned tomatoes 400g

Choose six items. Ask your child to put them in order. Is the largest item the heaviest?


Length/Height/Width:		Volume/Capacity:		Mass:	
1m	100cm	1L	1000ml	1kg	1000g
1cm	10mm			1g	10mg
Time:		It is always useful to have conversions on display at home,			
1hour	60 minutes				
1 minute	60 seconds				

## Your child has a Times Table Rockstar Login—[click here to login](#)

When it comes to times tables, speed AND accuracy are important – the more facts your child remembers, the easier it is for them to do harder calculations. Times Table Rock Stars is a fun and challenging programme designed to help students master the times tables! To be a Times Table Rock Star you need to answer any multiplication fact up to  $12 \times 12$  in less than 3 seconds!



### Logging in to Times Tables Rock Stars

- 1 Type **play.ttrockstars.com** into your browser's address bar.
- 2 Click Login! > School > Student
- 3 Enter the School Name.  

- 4 Enter your child's username and password.  
