Maths at Home – Year 3 and 4

Number game 1 You need about 20 counters or coins. Take turns. Roll two dice to make a two-digit number, e.g. if you roll a 4 and 1, this could be 41 or 14. Add these two numbers in your head. If you find the correct total, you win a counter. Tell your partner how you found the total. The first to get 10 counters wins. Now try subtracting the smaller number from the larger one to find the difference.

Number game 2 Put some dominoes face down. Shuffle them. Each chooses a domino.   Multiply the two numbers on your domino.   Whoever has the biggest answer keeps the two dominoes. The winner is the person with the most dominoes when they have all been used.

Number game 3 Use three dice. If you have only one dice, roll it 3 times.   Make three-digit numbers, e.g. if you roll 2, 4, and 6, you could make 246, 264, 426, 462, 624 and 642. Ask your child to round the three-digit number to the nearest multiple of 10. Check whether it is correct, e.g. 250 . Roll again, this time round three-digit numbers to the nearest 100.

 Top Trumps or Match Attack cards Use the numbers on the cards to practise reading, ordering and comparing numbers, e.g. which number is larger?

Dicey division You each need a piece of paper. Each of you should choose five numbers from the list below and write them on your paper.   5 6 8 9 12 15 20 30 40 50

 Take turns to roll a dice. If the number you roll divides exactly into one of your numbers, then cross it out, e.g. you roll a 4, it goes into 8, cross out 8.   If you roll a 1, miss that go. If you roll a 6 have an extra go.   The first to cross out all five of their numbers wins.

Play: **'times table bingo'**   Child writes multiples of a given table in a 2 by 3 grid. You ask the question, e.g. What is 4 multiplied by 7?   If they have the answer it is crossed out.

Find the product snap Play normal snap but the first person to multiply the two cards correctly takes the cards. E.g. player one lays a 5, player two lays an 8. The first to call out 40 wins the cards. Ace can be 11. You can play the same game but adding the numbers.

Left overs Take turns to choose a two-digit number less than 50.   Write it down. Now count up to it in fours. What number is left over?   The number left is the number of points you score, e.g. The first person to get 12 or more points wins. Choose 27. Count: 4, 8, 12, 16, 20, 24. 3 left over to get to 27. So you score 3 points.

Now try the same game counting in threes, or in fives. Can you spot which numbers will score you points? 4

Measuring Use a tape measure that shows centimetres. Take turns measuring lengths of different objects, e.g. the length of a sofa, the width of a table, the length of the bath, the height of a door.   Record the measurement in centimetres, or metres and centimetres if it is more than a metre, e.g. if the bath is 165 cm long, you could say it is 1m 65cm (or 1.65m).

Mugs You need a 1 litre measuring jug and a selection of different mugs, cups or beakers. Ask your child to fill a mug with water. Pour the water carefully into the jug. Read the measurement to the nearest 10 millilitres. Write the measurement on a piece of paper. Do this for each mug or cup. Now ask your child to write all the measurements in order