



How you can boost your child's key skills at home - Year 3

Research shows that when schools and parents/carers work in partnership together, children's educational achievements are enhanced. Here are some ideas to try at home. They are linked to the end of year objectives in Year 3.



Pasta Race - You will need two dice and a pile of dried pasta. Take turns to roll the two dice. Multiply the two numbers and call out the answer e.g. $6 \times 6 = 36$. If you are right, you win a piece of pasta. The first to get ten pieces wins.

Times table bingo - This game is best played with at least two children or find another willing adult. Make simple bingo cards from paper by drawing a 5 x 5 grid on each card. Choose 3 sets of times tables to play with (such as 2s, 4s and 5s). In numerical order, write 25 answers to these tables on the grid of the first card. Repeat for the next grid with a mixture of different answers. Now the caller calls out a times table ("8 times 4!") and the players cross through the answer. First to a full house wins. Make it fun and just like proper bingo by buying some proper bingo dabbers!

2	4	5	6	8
10	12	15	16	18
20	24	25	28	30
32	35	36	40	44
45	48	50	55	60

Mobile maths - Add up the digits in any telephone number to make a total; what is the largest total you can find? What do the digits in your telephone number add up to? Try out all your family's numbers. Look in newspapers and magazines, can you find one which adds up to a greater number?

If you are out and about, look at telephone numbers in shops or on vehicles. Most mobile numbers start with 07 – what digits would follow to make the highest number possible? Helpful hint: Add only 2 or 3 numbers at a time to make this manageable; break up and share the task if needed.

01684 291661
= 44 total

Baking - Any activity that results in cake, flapjacks or something similar is bound to be a popular choice! Let your child read the ingredients and measure out all the ingredients on the scales. Let them follow the method by themselves, supporting when using the hob or oven. You can also make a larger batch and ask them to work out how much of each ingredient they will need by doubling all the quantities.

If you bake something that needs cutting or slicing, ask your child to cut in half, quarters or eighths so that they can see fractions in action (please supervise carefully if using a sharp knife).



Secret sums - Ask your child to say a number i.e. 43, then secretly do something to it (e.g. add 30) and 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 must 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.

Board games - For these games you need to draw a 100 square like this (or use the template on page 5).

-Start on 1. Toss a coin. If it lands heads, move 1 place along. If it lands tails, add 10, saying the total correctly before moving. First person to reach the bottom row wins.

-Or start anywhere on the board. Roll a die. Even numbers move you forwards and odd numbers move you backwards. If you land on a multiple of five, you can move either 10 forwards or 10 backwards. The first person to reach either the top or bottom of the board wins.

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

968
625
419

Ordered ladders – Each player needs a blank ladder to write on (template on page 5). For Yr3 start with three-digit numbers. Take it in turns to roll the die i.e. three times and use the digits in the order they are rolled to make a three-digit number (for example, a roll of 4, 3 and 7 would make 437). Write the number in one of the spaces on a ladder. Once a number is placed it cannot be moved. The aim is to place as many numbers as possible in order. If a player cannot place their number they miss a go. The winner is the first player to place 5 numbers in order in the rungs of their ladder.

Extension: Children can choose which number to make with their digits.

Reading:

The more that you read,
the more things you will know.
The more that you learn,
the more places you'll go.
-Dr Seuss

Listening to your child read - It is still important to listen to your child read and to read to them. Encourage them to read their school reading books and share reading with friends and family members. Ask them to write their thoughts about the text in their reading diary. Did they enjoy it and would they recommend it to a friend?

Read aloud - Make time to read regularly to your child, it is a great way to show how to read with expression, helps extend vocabulary knowledge and comprehension (particularly if you talk about what you have read, what your child liked about it, etc).

Explore a variety of texts together (including fiction, non-fiction, magazines, comics, blogs, instructions, poems, suitable newspaper articles etc) - Time spent sharing and discussing these will benefit your child enormously. Reading a chapter book daily is a great way to read for pleasure and get 'hooked' into a good story. If you are unsure about selecting texts or books, contact your class teacher for their recommendations.

Bubble thinking - Draw and cut out some speech and thought bubbles (or draw them onto a post-it note). Go through one of your child's favourite stories with them. At various key moments in the story, ask them to suggest what the characters might be thinking, or what they might like to say. Encourage them to write their response in the thought or speech bubbles and stick them temporarily onto the page (using Blu-Tac or similar).

I hope I get to see a
Whipple-
Scrumptious
Fudgemallow
Delight bar being



Word list race - Start with a word and quickly list ideas you associate with it, e.g. 'snow' - powder-flake-skiing-blizzard. Other suggested words could be 'road' or 'laughed'. You could select a word whilst reading together and see who can come up with 5 words first or keep going until you run out of words!

Mime time - Play a game where children mime and others have to guess who they are and how they feel. You could use characters in their current chapter book.

Games - Bananagrams is a great game to have fun with words. Players race against each other to build crossword grids and use up their tiles. As it comes in a pouch, it can be a great game to travel with. As an alternative, you can play Scrabble or Boggle. There are also a huge range of word game apps that you can download to a device.



Character study - When reading a book, notice and discuss ideas for how authors develop characters through what they say, do and think.



"...When she came up close you could almost feel the dangerous heat radiating from her as from a red-hot rod of metal"
Extract about Miss Trunchball, Matilda by Roald Dahl

Writing:

Never dodge a great word! - This is a technique that we use in school, for both adults and children. When unsure how to spell a word (perhaps it is a unique adjective or a word not regularly used) we attempt to spell it and then dot underneath the word. Afterwards, check the correct spelling in the dictionary. This technique ensures a child does not limit their creative word choice due to confidence or ability.

extraordinary

Pen pal - Organise a pen pal for your child, such as a cousin or willing grandparent. Typing a letter is great spelling and keyboard practise or ask them to write a letter to help practise handwriting and laying out a letter with your address. Writing letters also helps with organising and structuring writing. And receiving a reply is a great reward!

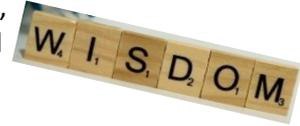


Get creative with words - Write a poem, song or rap with your child about something they enjoy. Perhaps you could change the words to a popular song or write an acrostic poem about your pet.

Word Search - Create your own word search using your spelling words or search online to create your own printable wordsearch.

Hangman - Play Hangman with your child, using the Year 3 statutory word list, weekly spellings or words from their current topic.

Scrabble spelling - Using scrabble tiles (or letters written onto squares of paper) ask your child to find all the letters required to spell the words to be learned. Put all these letters in the bag, mix them up and see how long it takes for your child to unscramble the letters and spell all the words. For extra maths practise, see which word is worth the most by adding up the value of the tiles.



Crossing the river - Can you think of magical ways to cross a river? Try and be as creative as possible i.e. I would wait until it is very cold in winter and go into the forest to find a frost giant. Then I would lead it to the edge of the river and ask him to freeze it and skate across it.

Word waiter - Use four words initially or ask children to suggest one each. Can you create a sentence/s using all these words? i.e.: Tornado, Asda, Porridge, Socks.

Example sentence: In order to escape from the tornado, which was ravaging the car park, I went into Asda to buy a bag of porridge and to buy another pair of parrot socks. You can also increase the amount of words to make it harder/easier.

Professor know-it-all – This is a fun game using sentence starters to share information creatively (and it doesn't have to be true!).

1. Choose a topic to share information on such as: dragons, unicorns, mermaids, pirates, trolls, Christmas or a favourite sport.
2. Next choose a sentence starter:
 - Did you know that...?
 - Amazingly,
 - In addition, ...
 - Generally, ... like to
 - The most extraordinary thing about...
 - The first thing to say about... is/are...
 - Usually, ...
 - It is a little-known fact that...
 - Normally, ... is/are found in...
 - You may not know but...



i.e. **Did you know that** trolls are excellent bakers? **In addition**, they always clean up after themselves and leave the kitchen sparkling. **The most extraordinary thing** about a troll is that they can also sing a great sea shanty, making great use of their clapping skills.

Websites available



Top Marks - <https://www.topmarks.co.uk/> - There are a variety of games available linked to different subjects, particularly Maths. Select Key Stage 2 alongside the subject.



Crickweb - <http://www.crickweb.co.uk/> - Another good source of games linked to different subjects. Search Key Stage 2.



ICT Games - <https://www.ictgames.com/mobilePage/index.html> - Games linked to English & Maths. Vary the difficulty using different number ranges or the sounds your child is focusing on for spellings.



Primary Homework Help - <http://www.primaryhomeworkhelp.co.uk/> - Full of topics linked to Science, Geography, History, Art and RE.



Vocabulary Ninja - <https://games.vocabularyninja.co.uk/kids/> - Each game has been designed to be simple to use whilst covering a range of vocabulary, grammar and sentence level priorities that align with the National Curriculum.



Oxford Owl, Free E-books - [Free eBook library – practise reading with phonics eBooks | Oxford Owl](#) – Browse by your child's colour book band or by age group. It can be used on a tablet.



Pobble 365 – <https://www.pobble365.com/> - This website posts a daily image with key questions to stimulate discussions and suggested short-burst activities. The images are weird, wonderful and/or thought provoking to inspire children.



Art and Design, Tate Kids - <https://www.tate.org.uk/kids> - Read about artists, find art activities, games and quizzes.



Geography, Science & History, National Geographic Kids - <https://www.natgeokids.com/uk/> - Explore your favourite topics or research for upcoming school project.

Apps available



Maths, Doodle Maths/Doodle Tables. Free via our school subscription – Regular short-bursts on the app will boost your child’s confidence with a personalised work program tailored to their strengths and weaknesses. If you need help accessing your child’s account please contact your child’s class teacher.



English & Maths, Squeebles. Different pricing options – There are a variety of apps to choose from to support both subjects for 5-11 year olds.



Geography, Barefoot World Atlas, £4.49 – This globetrotting app lets children explore the world virtually, taking in creative animations, different sounds and fully interactive quizzes.



Geography, Google Earth. Free – Explore the whole world from above with satellite imagery, 3D terrain of the entire globe and 3D buildings in hundreds of cities around the world.



Science, Seek by iNaturalist. Free – Using image recognition technology, iNaturalist lets you identify the plants and animals all around you. Collect distinct badges for identifying a wide range of birds, plants, mushrooms and more



Science, The Human Body by Tinybop, £3.49 – Learn anatomy and biology in an interactive model of the human body – the heart beats, guts gurgle, lungs breathe, the skin feels and eyes see. There is also a ‘lite’ version of the app for free.



Computing, Hopscotch: Coding for kids (iPhone, iPad) - Learn to code and make your own games with Hopscotch. Hopscotch takes a difficult subject and breaks it down into understandable pieces and provides the tools for children to work on set problems and break out their own creativity.



Music, Mussila Music School (Android iOS) - Mussila Music School is about music as a whole and what it teaches encompasses most musical instruments although it makes good use of a built-in piano keyboard for learning. Knowledge is built up about music theory and genres while skills such as reading musical notation and playing the piano are developed.



Modern Foreign Languages, Duolingo (Android, iPhone, iPad) - Duolingo is a useful and free language app that helps you learn over a dozen different languages. Duolingo has a friendly interface that’s encouraging and attractive. The app can teach students more than 30 languages, and it encourages them to come back each day for brief 5- or 10-minute lessons on the language of choice.



Meditation & Relaxation for children, Headspace. Free trials available/49.99 annually/£9.99 monthly - A variety of meditations for children aged under 5, 6-8 and 9-12 years old linked to sleep, relaxation or a positive mindset. Also includes an adult subscription with this package.

If you have any questions or would like further explanations please do ask us. We hope you enjoy trying some of these activities at home.



To Support Maths activity: Board games & Ordered ladders

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91	92	93	94	95	96	97	98	99	100

