

MATHS PROGRAM IN YEAR 3

Level 3 curriculum at a glance

(Here is a very brief snapshot of the level 3 curriculum)

(Students in year 3 can work at many different levels. If this applies to your child and you would like more detail about their Maths learning please see their classroom teacher)

NUMBER and ALGEBRA

Counting: Identify even numbers using skip counting by twos or by grouping even collections of objects in twos and explain why all numbers that end in the digits 0, 2, 4, 6 and 8 are even and that numbers ending in 1, 3, 5, 7 and 9 are odd.
Count fluently by 2, 3, 5 and 10.

Place Value: Recognise, model, represent and order numbers to at least 10 000.

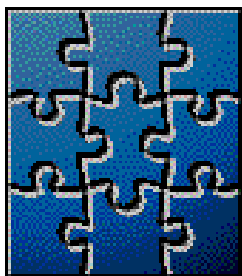
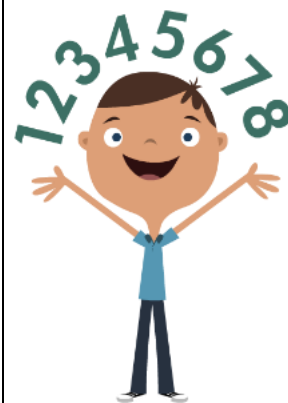
Patterns and Algebra: Describe, continue and create number patterns using addition and subtraction.

Addition and Subtraction: Recognise and explain the connection between addition and subtraction – create equivalent number sentences.
Continue to develop efficient mental strategies to solve addition and subtraction eg. Add 10, near doubles. Recall addition and related subtraction facts for single digit numbers.

Multiplication and Division: Recall multiplication facts for two, three, five and ten and related division facts. Solve problems involving multiplication.

Fractions: Model and represent $\frac{1}{2}$, $\frac{1}{4}$, $\frac{1}{3}$, $\frac{1}{5}$ as EQUAL parts of a whole.

Money: Represent money values in different ways and count the change required for simple transactions to the nearest five cents.



MEASUREMENT AND GEOMETRY

Measuring: Measure, order and compare objects using familiar metric units of length, area, mass and capacity.

Time: Tell time to the minute.

Shape: Make models of three-dimensional objects and describe their key features.

Angles: Identify angles as measures of turn and compare angle sizes in everyday situations.

Location and Transformation: Create and interpret simple grid maps.
Identify symmetry in the environment.

STATISTICS AND PROBABILITY

Data: Identify questions to collect data and plan methods of data collection and recording. Collect the data. Interpret and compare data displays.

Graphs: Create displays using lists, tables, picture graphs and simple column graphs.

Chance: Conduct chance experiments, identify and describe possible outcomes.

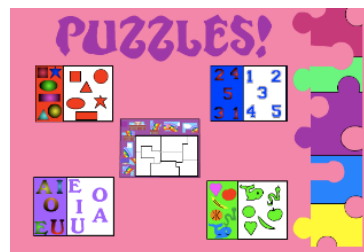
ASSISTING WITH MATHS AT HOME

Confidence is essential in any learning, especially mathematics. Children need to experience success frequently to give them confidence to extend their understandings and enjoy exploring maths. Your attitude to maths will have a great influence on this and on their attitude towards maths learning.

Much of the daily experience of children in the home and during leisure activities involves them in using and developing numeracy skills. Parents and other adults can assist children by sharing the maths they are using and encouraging children to talk about what they are doing, for example:

- Sitting with your child and supporting them whilst THEY do their Mathematics. Discuss strategies used and look up unknown concepts in the Dictionary or Concept Search.
- Practise counting at any opportunity eg. in the car.

- Reading and saying numbers up to 10,000.
- Ask your child to answer addition and subtraction problems involving single digit numbers.
- Quiz your child on the 2, 3, 5, or 10 multiplication facts (make sure you ask them which one they are working on).
- Assist your child to tell the time to the nearest minute.
- Estimate how long a journey/game/task will take.
- Read and record events on the calendar or in a diary.
- Set the alarm clock.
- Scoring and strategies in sports.
- Measuring ingredients for cooking.
- Planning family activities, shopping etc.
- Building using construction kits, models, household materials.
- Reading simple maps, plans.
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Games are a wonderful way of developing number and strategy skills, as well as providing the opportunity for family fun:

- Board games (Monopoly, snakes and ladders, draughts, ...).
- Card games (snap, concentration, Numero, UNO ...), Dominoes.
- Strategy games (noughts and crosses, Connect 4, Backgammon, Chess, Battleships, Mastermind, ...).
- Jigsaws (commercial or homemade including cut-up squares, triangles etc. ...) – fantastic for Geometry concepts.

RESOURCES TO ASSIST

Mathletics – Your child will have their own user name and password – it is designed to be used for 5-10 minutes at a time

<http://www.mathletics.com.au/>

Make sure you sit with your child whilst **THEY** complete their activities and talk to them about what they are doing. Look in the Dictionary or check out the Concept search to help if you need to. Encourage your child to read the problems carefully to ensure they understand what to do and to use written and mental strategies to help them. Also encourage them to check their results.

SchoolMate The SchoolMate app, produced by the Department, provides the information from this section in a simple and easy to use way. It allows you to tailor your view so you see what is relevant to your child and their interests. For more information and to download the app, see: [SchoolMate](#)

201 Literacy and Maths Tips to help your child. This is a fantastic booklet full of great advice and ideas to help with both Literacy and Numeracy. It is divided into two sections that you can download. The first section is before school to year 2 and the second is year 3 to year 6. This resource is also translated into 22 different languages

<http://www.education.vic.gov.au/school/parents/involve/Pages/literacynum.aspx>

Detail about the Year 3 Curriculum

Here is a link to the Department Website that describes what your child will learn in Year 3 in Mathematics, with links to activities etc.

<http://www.education.vic.gov.au/school/parents/learning/schoolmate/year3/Pages/maths.aspx>

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