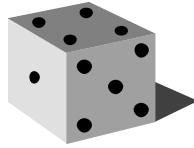


Number game 3

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.
76 to the nearest multiple of 10 is 80.
134 to the nearest multiple of 10 is 130.
(A number ending in a **5** always **rounds up**.)
- ◆ Roll again. This time round three-digit numbers to the nearest 100.

Tables

Practise the 3x, 4x and 5x tables. Say them forwards and backwards.

Ask your child questions like:

What are five threes?

What is 15 divided by 5?

Seven times three?

How many threes in 21?

$$8 \times 3 = 24 \quad 24 \div 3 = 8$$

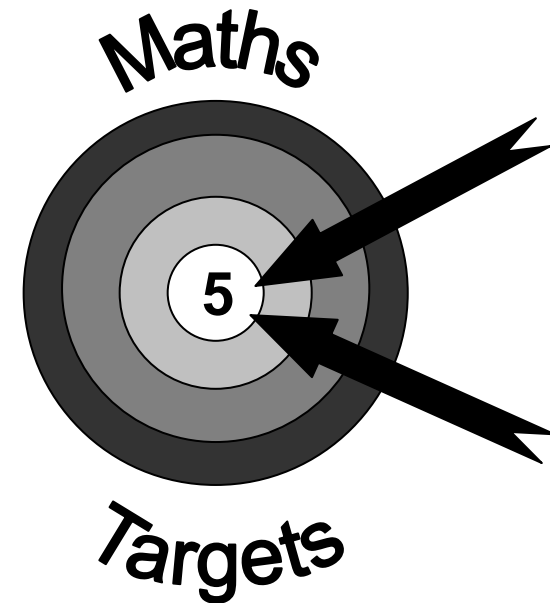
Measuring

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).
- ◆ Write all the measurements in order.

Lauder Primary School

Targets for pupils working towards First Stage



A booklet for parents

Help your child with mathematics

Targets – First Stage

- Know the 2, 3, 4, 5 and 10 times tables by heart, e.g. know facts like 7×5 and $36 \div 4$. Constant reinforcement required.
- Round 3 digit numbers (like 672) to the nearest 10.
- Find simple fractions of quantities e.g. $\frac{1}{3}$ of 21.
- Work out sums like $234 + 479$ or $791 - 223$ using pencil and paper and writing them in columns.
- Adding tens e.g. $130 + 20$
- Multiply 2 digit numbers (like 38) by 10.
- Use a simple timetable to work out time durations.
- Change pounds to pence and vice versa. e.g. work out that £3.45 is the same as 345p.
- Tell the time to the nearest minute.
- Identify 2D shapes within 3D shapes. E.g. find a square face on a cube (dice)
- Change centimetres to metres and vice versa. E.g. 3.5 metres is the same as 350 centimetres.

About the targets

These targets show some of the things children should be able to do in First Stage maths.

A target may be more complex than it seems, e.g. children may be able to subtract 497 from 506 by writing it in columns without realising it is quicker to count on from 497 up to 506 in their heads.

Fun activities to do at home

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 are right, you win a counter. Tell your partner how you worked out the sum.
- ◆ The first to get 10 counters wins.

Now try subtracting the smaller number from the larger one.

Number game 2

- ◆ Put some dominoes face down.
- ◆ Shuffle them.
- ◆ Each choose 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.

