For information on the next level see
Understanding progress in mathematics: a guide for parents

Working at level 3 in maths

Children will be able to do many of the following:

- try different approaches when solving problems
- test if a general statement is 'always true', 'sometimes true' or 'never true'. For instance, they can use examples to test if 'all numbers that end in 4 can be divided by 4'
- understand what each digit in a number represents, for example, understanding that in the number 325, the digit 2 represents 20
- deal confidently with whole numbers up to 1000 and can add and subtract them
- begin to understand about numbers which contain a decimal point
- know multiplication tables for 2, 3, 4, 5 and 10 and use them to solve practical problems. For example, if 20 cakes are needed for a party and cakes are sold in packs of four, how many packs of cakes should I buy?
- talk about simple fractions in everyday life
- recognise mirror/reflection symmetry in everyday objects, for example, they can make paper aeroplanes and explain the symmetry of the folding
- find out the perimeter by working out the distance around simple shapes
- use metric measures for length (centimetres and metres), capacity (litres and millilitres) and mass (kilograms and grams)
- read commonly used times, for example, half past and quarter to the hour
- use and interpret diagrams that represent information, such as bar charts.

What you can do at home
to help your child make progress

- make a calculation:
  - from a pack of cards (without the tens, the Jacks, the Queens and the Kings) play a game where each player is dealt four cards and everyone has 1 minute to make up a calculation using cards they have in their hand so the answer is the value of the next card turned over
  - a scoring system can be used such as 1 point for using two cards, 2 points for using three cards and 3 points for using all four cards
- dice bingo:
  - throw 2 dice and multiply the numbers together
  - cross off the numbers on a 'Bingo' card, such as:

10	5	9
6	15	20
8	12	4

- talk about numbers that you see on packets or tins of food. This could include talking about how healthy different foods are
- identify symmetrical objects, for example, look for symmetrical wheel trims on cars
- find out how many millilitres different containers hold, such as a cup, perhaps estimating answers first then using a measuring jug to check the estimates
- use a real clock to talk about the times certain events happen at home, for example, getting up in the morning, meal times, when the post arrives. Also, you could talk about times when certain television or radio programmes begin and end, and how long they last for
- help when cooking by measuring ingredients and using the timer.