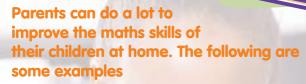
Family Learning

Numeracy

Tips for parents – How to improve your child's maths skills at home



- Teach your child about shapes, by making sandwiches and cutting them into shapes, e.g. square and triangles.
- Measure popcorn/maize in a cup: 1/4, 1/2, 3/4 cups.
- Play number plate games, e.g. adding or subtracting 2-3 digits in the number plates you see while you travel.
- Play games with money, e.g. I have 3 coins in my hand that are worth 50 cents. What coins do I have?
- Using a deck of playing cards, ask questions about the colour and shape of the cards, add cards, subtract cards, and sort or order cards, e.g. ace to king and king to ace.
- Tell the time.
- Use matchsticks to add, subtract and make shapes.
- Have your child help you sort the laundry that needs to be washed, e.g. sort colours, count while sorting, or put types of washing (e.g. towels or shirts) together.

Numeracy – What your child should know in Grade 3:

The national curriculum describes what
your child should know and be able to
do in every grade and for each subject,
including Maths. For example, children in
Grade 3 should be able to do the following:

1 Work with numbers

- Count backwards and forwards from 0 to 1 000
- Understand fractions (quarter, half, three-quarters)
- Work in 100s, 10s and 1s
- Understand how money works (e.g. 150c = R1.50)
- Add and subtract three-digit numbers (e.g. 342 + 241 and 492 – 231)
- Multiply and divide double-digit numbers by single-digit numbers (e.g. 24 x 3 and 32 ÷4)
- Add, subtract, divide and multiply numbers to 50

2 Work with number patterns

For example, identify the missing number:
 2; __; 6; 8

3 Work with space and shapes

 Recognise boxes, balls, cylinders, triangles, squares, rectangles, circles, cones and pyramids.

4 Measure things

 Understand how things are measured, for example: Time; Weight; Volume; Distance.

5 Sort and order things

 Learners must learn how to sort and organise things. The curriculum calls these "data handling" skills or organising skills.

