

Grade 3–4 Maths – Term 1

In Term 1, students focus on strengthening their understanding of number and place value. This includes reading, writing, ordering, and representing numbers to at least 1 000 (Grade 3) and beyond (Grade 4), as well as exploring the value of digits in different positions. Students will work with partitioning numbers, rounding, estimating, and comparing quantities, and will begin to apply these skills when solving problems in real-life contexts. Learning will be supported through hands-on materials, visual representations, games, and problem-solving tasks.



Families can support learning at home by:

- Encouraging your child to read, write, and talk about larger numbers they see in everyday life, such as prices, distances, scores, or page numbers.
- Discussing place value by breaking numbers into parts, for example, identifying hundreds, tens, and ones (e.g. 3 482 is 3 thousands, 4 hundreds, 8 tens, and 2 ones).
- Asking your child to estimate quantities before counting, such as guessing how many items are in a container, then checking. If your child goes to count by 1s you could ask “how could we count this group quicker?”
- Practising ordering numbers from smallest to largest, or comparing two numbers and explaining which is larger and why.
- Using real-life situations, such as shopping or cooking, to talk about totals, change, and number size.
- Playing board games or card games that involve counting, scoring, or adding totals. Activities such as **Scoring backyard sports** (cricket, basketball, soccer) – adding, subtracting, keeping tallies. Playing **Card games like 21 or War** – comparing numbers, addition, mental maths. Using **Timers and stopwatches** during play – reading numbers-especially decimal numbers, understanding time.
- Encouraging mental maths by asking quick questions like “What is 10 more or 10 less than this number?”









Regular, short opportunities to talk about numbers and how they work help build confidence, reasoning skills, and enjoyment in Maths.

<h3>Maths Masters</h3> <p>Practice your child's maths masters skills with them.</p> <div> </div> <p>Skill Sheets available at: https://eps.vic.edu.au/Learning/students/</p>	<h3>Card/Board Games</h3> <p>Play any card/ board games you have at home that require your child to count, add, compare numbers. You can also pick these up cheap from the op-shops in town or make your own.</p> <p>*Encourage children to read numbers aloud, add scores themselves, estimate before calculating, and explain their thinking using phrases like “<i>I know this because...</i>” or “<i>I worked it out by...</i>”</p>	<h3>Race to 100</h3> <p>You will need two dice and working out paper/pen. Take turns rolling both dice and use place value to make the largest number possible (for example, rolling a 5 and 9 makes 95). Add this number to your running total. Continue until one of the player's totals reaches 100. They are the winner!</p> <p>This game can be adapted by changing the target number or adding more dice to create larger numbers for your child to work with.</p>
<h3>Round Up</h3> <p>Players take turns picking two cards each from the deck. They lay their two cards down, side by side, with the first card in the tens place and the second card in the ones place. So if you picked a 3 and a 9, your number is 39. Now you round to the nearest 10, which gives you a score of 40. Your partner pulls a 7 and then a 2. Their number is 72. They round down to 70, but they still have a higher score than you so they win the round. Keep score until the deck is completed, and then compare.</p> <p>*Remove picture cards and 10s from deck. *Extend this game by picking three or four cards at a time.</p>	<h3>Battle</h3> <p>Battle is a classic game sometimes called ‘War’. Split a deck of cards between players. They stack their cards face down, then each player turns over one card at a time. The player with the largest number gets both cards.</p> <p>Variation #1-Turn over two/three/four cards and place them side by side to create a number. The player who created the largest number gets the cards.</p> <p>Variation #2-Turn over two/three cards at a time and add the numbers. Compare the sum (total) to decide who gets the cards.</p>	<h3>Guess the Number</h3> <p>*Premake number cards to suit the numbers your child is working on. Play this game like Celebrity Heads. The first player chooses a number card and holds it up to his or her forehead without looking at it. Player 1 asks yes-no questions about the number, trying to figure out what it is. For example: Is it an even number? Is it more than 10? To make the game competitive, you can limit the number of questions or see how many numbers the player can identify in one minute.</p> <p><i>Practice PV, odd/even and greater than/less than with this game, based on the clues given or questions asked.</i></p>

Online Links

*All these games can be adapted to larger numbers.

NRICH: <https://nrich.maths.org/maths-home-age-7-11>

<p>Just Gridding</p> <p> Just Gridding</p> <p>https://youtu.be/0pp8tA-VF-Y</p>	<p>Just Gridding</p> <p>Concepts covered: Place Value and addition</p> <p>Equipment: Dice (10 sided), paper and pens</p> <p>Good questions to ask while playing: "What are you hoping to roll?"; "How did you work that out?"; "What would you do differently the next time you played?"</p> <p><i>Thanks to Rob Vingerhoets for teaching me to play this game.</i></p>
<p>Squeeze</p> <p> Squeeze</p> <p>https://youtu.be/f53M4wyNbuc</p>	<p>Squeeze</p> <p>Concepts covered: Place value, ordering numbers and probability</p> <p>Equipment: six-sided dice (3 dice for 3 digit numbers, 4 dice for 4 digit numbers etc.), paper and pens</p> <p>Good questions to ask while playing: "What numbers can you make?"; "Why did you choose to make ___?"; "What are you hoping to roll? Why?" (This is especially good to use if you get students to roll the dice one at a time); "What would you do differently next time you play?"</p> <p><i>Shout-out to Paul Swan for teaching me this game.</i></p>
<p>Place Value Knock Out</p> <p> Place Value Knockout 2 0</p> <p>https://youtu.be/hXoh4pgdJo4</p>	<p>Place Value Knockout 2.0</p> <p>Concepts covered: Place value, ordering numbers, chance/probability</p> <p>Equipment: six-sided dice (3 dice for 3 digit numbers, 4 dice for 4 digit numbers etc.), counters/tokens, paper and pens</p> <p>Good questions to ask while playing: "What numbers can you make?"; "Why did you choose to make ___?"; "What are you hoping to roll? Why?" (This is especially good to use if you get students to roll the dice one at a time); "What would you do differently next time you play?"</p> <p><i>Shout-out to Paul Swan for teaching me this game.</i></p>
<p> Double Double Cross</p> <p>https://youtu.be/xOrFNKBi7ls</p>	<p>Double Double Cross</p> <p>Concepts covered: Place Value</p> <p>Equipment: Dice (6 sided), paper and pens</p> <p>Good questions to ask while playing: "What are you hoping to roll?"; "Why did you cross this 5 out instead of that 5?"; "What would you do differently next time you play this game?"</p> <p><i>Thanks to Paul Swan for creating this game.</i></p>
<p> Greater Than</p> <p>https://youtu.be/Zt0GEswfkfc</p>	<p>Greater Than</p> <p>Concepts covered: Place value, comparing/ordering numbers</p> <p>Equipment: 0-9 dice (3 dice for 3 digit numbers, 4 dice for 4 digit numbers etc.), paper and pens</p> <p>Good questions to ask while playing: "What numbers can you make?"; "Why did you choose to make ___?"; "Why did you choose to place ___ in that particular row?"; "What are you hoping to roll? Why?"; "What would you do differently next time you play?"</p> <p><i>Shout-out to Paul Swan for teaching me this game.</i></p>
<p>1000 </p> <p> How To Play 10,000 ...</p> <p>https://youtu.be/XKVdlIMYXGis</p>	<p>For those wanting a challenge: This game is similar to the dice game Greed. Each number is allocated a value as described in the video.</p>
<p> Squeeze</p> <p>https://www.youtube.com/watch?v=f53M4wyNbuc</p>	<p>Squeeze</p> <p>Concepts covered: Place value, ordering numbers and probability</p> <p>Equipment: six-sided dice (3 dice for 3 digit numbers, 4 dice for 4 digit numbers etc.), paper and pens</p> <p>Good questions to ask while playing: "What numbers can you make?"; "Why did you choose to make ___?"; "What are you hoping to roll? Why?" (This is especially good to use if you get students to roll the dice one at a time); "What would you do differently next time you play?"</p> <p><i>Shout-out to Paul Swan for teaching me this game.</i></p>

