



Baljaffray Primary School
Numeracy and Mathematics Home Learning Links for Term 1

First Level Numeracy and Mathematics
Learning Steps Progression

PHASE 4: PRIMARY 3

GAMES WEBSITES for Multiple Concepts at Different Levels

<https://www.topmarks.co.uk/maths-games/hit-the-button>

<https://www.topmarks.co.uk/maths-games/daily10>

<https://sct.mathgames.com/skills/>

<https://www.ictgames.com/mobilePage/index.html>

<http://www.snappymaths.com/>

http://www.mrcrammond.com/curriculum_for_excellence_maths.html



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FIRST LEVEL		PHASE 4: PRIMARY 3	
Curriculum Organisers	Estimation and rounding	Experiences and Outcomes	<i>I can share ideas with others to develop ways of estimating the answer to a calculation or problem, work out the actual answer, and then check my solution by comparing it with the estimate. MNU 1-01a</i>
<ul style="list-style-type: none">• I can explain the rule for rounding up and down• I can round to the nearest ten• I can estimate answers to 2-digit sums using rounding and compare with the solution			
Estimation Game: https://www.mathsisfun.com/numbers/estimation-game.php			
Rocket Rounding: https://www.topmarks.co.uk/maths-games/rocket-rounding			
Placing Numbers on a Number Line: https://mathsframe.co.uk/en/resources/resource/37/placing_numbers_on_a_number_line			
Maths Invaders: https://mathsframe.co.uk/en/resources/resource/289/KS2_Maths_Invaders			
Parachute Number Land: https://mathsframe.co.uk/en/resources/resource/569/Parachute-Number-Line			



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FIRST LEVEL		PHASE 4: PRIMARY 3	
Curriculum Organisers	Number and number processes including addition, subtraction, multiplication, division and negative numbers	Experiences and Outcomes	<i>I have investigated how whole numbers are constructed, can understand the importance of zero within the system and can use my knowledge to explain the link between a digit, its place and its value. MNU 1-02a</i>
Number Word Sequences <ul style="list-style-type: none"> •I can say the forward number word sequences in multiples of 2s, 10s, 5s within 100 •I can say the backward number word sequences in multiples of 2s, 10s, 5s within 100 •I can say the next number word before and after in a multiple number sequence in 2s, 10s and 5s •I can count on and back in 10s/1s on and off the decade •I am beginning to say the forward/backward number word sequences in multiples of 3s and 4s 			
Saucer Sorter: https://www.ictgames.com/mobilePage/saucerSorter/ Chinese Dragon Sequencing Game: https://www.topmarks.co.uk/ordering-and-sequencing/chinese-dragon-ordering Depth Charger Game: https://www.ictgames.com/mobilePage/depthCharger/index.html Duck Shoot: https://www.ictgames.com/mobilePage/duckShoot/index.html Sequences-Whole Numbers: https://mathsframe.co.uk/en/resources/resource/42/sequences Whack-a-Mole: https://www.ictgames.com/mobilePage/whackAMole/index.html			
Numerals (to at least 1000) <ul style="list-style-type: none"> •I can identify and recognise multiples of 100 •I can sequence and order multiples of 100 •I can identify and recognise decade numerals •I can sequence and order decade numerals •I can identify and recognise 3-digit numerals •I can work out missing numerals on a numeral track 			



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Sequences-Whole Numbers: <https://mathsframe.co.uk/en/resources/resource/42/sequences>
Counting Caterpillar: <http://www.ictgames.com/mobilePage/countingCaterpillar/index.html>
Play Your Cards Right: <https://www.ictgames.com/mobilePage/playYourCardsRight/index.html>
Hundred Square: <https://www.ictgames.com/mobilePage/hundredSq/index.html>
Range Arranger: <https://www.ictgames.com/rangeArranger/index.html>
Post a Letter: <https://www.ictgames.com/postALetter/index.html>
Saucer Sorter: <https://www.ictgames.com/mobilePage/saucerSorter/>
Snowball Smash (reading numbers): <https://mathsframe.co.uk/en/resources/resource/563/Snowball-Smash>

Number Structure

- I can build and describe the value of numbers to 100 using 10s and 1s
- I am showing an increasing understanding of zero as a placeholder

The Greatest Game Ever: http://www.learnalberta.ca/content/me3us/flash/lessonLauncher.html?lesson=lessons/05/m3_05_00_x.swf
Place Value Basketball: <https://www.topmarks.co.uk/learning-to-count/place-value-basketball>
Place Value Charts: <https://www.topmarks.co.uk/place-value/place-value-charts>
Shark Numbers: <https://www.ictgames.com/sharkNumbers/mobile/index.html>
Abacus: <https://www.ictgames.com/mobilePage/abacus/index.html>
Arrow Cards: <https://www.ictgames.com/mobilePage/arrowCards/index.html>
Place Value Pieces: <https://www.ictgames.com/mobilePage/placeValuePieces/index.html>
Lifeguards: <https://www.ictgames.com/mobilePage/lifeguards/index.html>
Flip Counter: <https://www.ictgames.com/mobilePage/flipCounter/index.html>



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FIRST LEVEL		PHASE 4: PRIMARY 3	
Curriculum Organisers	Time	Experiences and Outcomes	<p><i>I can tell the time using 12 hour clocks, realising there is a link with 24-hour notation, explain how it impacts on my daily routine and ensure that I am organised and ready for events throughout my day. MNU 1-10a</i></p> <p><i>I can use a calendar to plan and be organised for key events for myself and my class throughout the year. MNU 1-10b</i></p> <p><i>I have begun to develop a sense of how long tasks take by measuring the time taken to complete a range of activities using a variety of timers. MNU 1-10c</i></p>
<ul style="list-style-type: none"> •I can tell the time using half past and quarter past using analogue and digital clocks •I can use a variety of timers to understand the length of a minute •I am beginning to sequence the months of the year 			
<p>The Date Chart: https://www.ictgames.com/mobilePage/dateChart/index.html</p> <p>Clock Demonstrator: https://www.ictgames.com/mobilePage/clock/index.html</p> <p>Hickory Dickory Clock: https://www.ictgames.com/mobilePage/hickoryDickory/index.html</p> <p>Tweety Timer: https://www.ictgames.com/mobilePage/tweety/index.html</p> <p>Months of the Year, Song: https://www.youtube.com/watch?v=Fe9bnYRzFvk</p> <p>Months of the Year, Ordering: https://www.roythezebra.com/reading-games/high-frequency-words-months.html</p> <p>Ordering Months of the Year: http://www.snappymaths.com/other/measuring/time/interactive/orderingmonths.htm/orderingmonths.htm</p> <p>Months Match Up: http://www.snappymaths.com/other/measuring/time/interactive/numofmonthmatch.htm</p> <p>Clock Splat, Level 2: https://www.sheppardsoftware.com/math/time/clock-splat-game/</p> <p>Telling the Time, Level 2: https://mathsframe.co.uk/en/resources/resource/116/telling-the-time</p> <p>On Time! Level 2: https://www.sheppardsoftware.com/mathgames/earlymath/on_time_game2.htm</p> <p>Matching Time Pairs: https://www.topmarks.co.uk/Flash.aspx?f=matchingpairstimev3</p> <p>O'Clock and Half Past Digital Alien Attack: http://www.snappymaths.com/other/measuring/time/interactive/oclockhalfdigattack.htm</p>			



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FIRST LEVEL		PHASE 4: PRIMARY 3	
Curriculum Organisers	Measurement	Experiences and Outcomes	<p><i>I can estimate how long or heavy an object is, or what amount it holds, using everyday things as a guide, then measure or weigh it using appropriate instruments and units. MNU 1-11a</i></p> <p><i>I can estimate the area of a shape by counting squares or other methods. MNU 1-11b</i></p>
<p>Length</p> <ul style="list-style-type: none"> • I can measure and estimate using cm • I know there are 100cm in 1m • I can convert whole m to cm, e.g. 5m = 500cm • I can measure in $\frac{1}{4}$ metres 			
<p>Measuring in cm (Level 1): https://www.topmarks.co.uk/maths-games/measuring-in-cm</p>			
<p>Area</p> <ul style="list-style-type: none"> • I can use square grids to estimate then measure the areas of a variety of simple 2D shapes to at least the nearest half square • I can create shapes with a given area to at least the nearest half square 			
<p>Interactive Square Grid: https://craftdesignonline.com/pattern-grid/</p>			