

Mathseeds

Between Years 2 and 3

BACK ON TRACK

MATHS • WEEK 3

Get Ready
for fun in
Year 3!



www.mathseeds.co.uk

Let's start Week 3

Fluency in operations – addition, subtraction, multiplication and division – is an essential mathematical building block.

Maths fact fluency is the ability to automatically recall basic maths facts, including number bonds to 10 or 20, their subtractive opposites, the times tables and related division facts. There are four elements of fluency: flexibility, appropriate strategy use, efficiency and accuracy. These elements differentiate maths fact fluency from traditional rote learning.

Improvements in this area flow through to all other maths lessons. Students who know their number facts are more confident and engaged mathematicians. This week we begin to suggest levels for your child to complete in our maths fact fluency section: **Mental Minute**.

The **Mathseeds** lessons teach concepts and strategies for operations and give children plenty of opportunities to practise their skills. However, the **Mental Minute** section is purely focused on developing fluency with maths facts. It provides regular practise for short periods of time – a key to developing maths fact fluency.

The **Mathseeds Mental Minute Sprints** are a powerful tool to improve maths fact fluency. In one minute, students focus on one set of maths facts and are motivated to improve their score to earn badges. They can only do this by improving both their *speed and accuracy*. The **Mental Minute** online format is fun, full of rewards and, most importantly, easy to play.

- 145 carefully sequenced sprints.
- All students start from the beginning to ensure complete fact mastery.
- As students make progress, the question sets become more challenging.
- Each **Mental Minute** set takes one minute to complete.
- Each new set includes new questions while also revising previous facts.
- Students will be motivated to earn the colourful badges as they build number fact fluency.
- With one-, two- and three-star levels to earn, students are focused and challenged to improve their instant recall of essential maths facts.

Encourage your child to earn a badge or two every time they log in to **Mathseeds**.

This booklet is the third of ten weekly booklets. The **Mathseeds** Back On Track programme provides a great way to make sure that your child knows the essentials they need. We know your child will enjoy learning on **Mathseeds** because **Mathseeds** makes learning fun!

Back On Track for Year 3

Week 3

Day 1 focus: Addition Algorithms

Online lesson: Lesson 120 – Addition 1

Worksheets: 2-digit + 1-digit Algorithms, Addition Algorithms

Day 2 focus: 3-D Shape Views

Online lesson: Lesson 121 – 3-D Shapes: Different Views

Worksheets: Different Views, Attributes

Day 3 focus: Comparing Numbers

Online lesson: Lesson 122 – Greater Than or Less Than

Worksheets: Equal or Not Equal, Greater Than or Less Than

Day 4 focus: 5 Minute Time

Online lesson: Lesson 123 – Time: 5 Minute Intervals

Worksheets: 5 Minute Times, Time Word Problems

Day 5 focus: Subtraction Algorithms

Online lesson: Lesson 124 – Subtraction 3

Worksheets: 2-digit – 1-digit Algorithms, 2-digit Subtraction

Week 3 Bonus

Poster: Five Minute Times

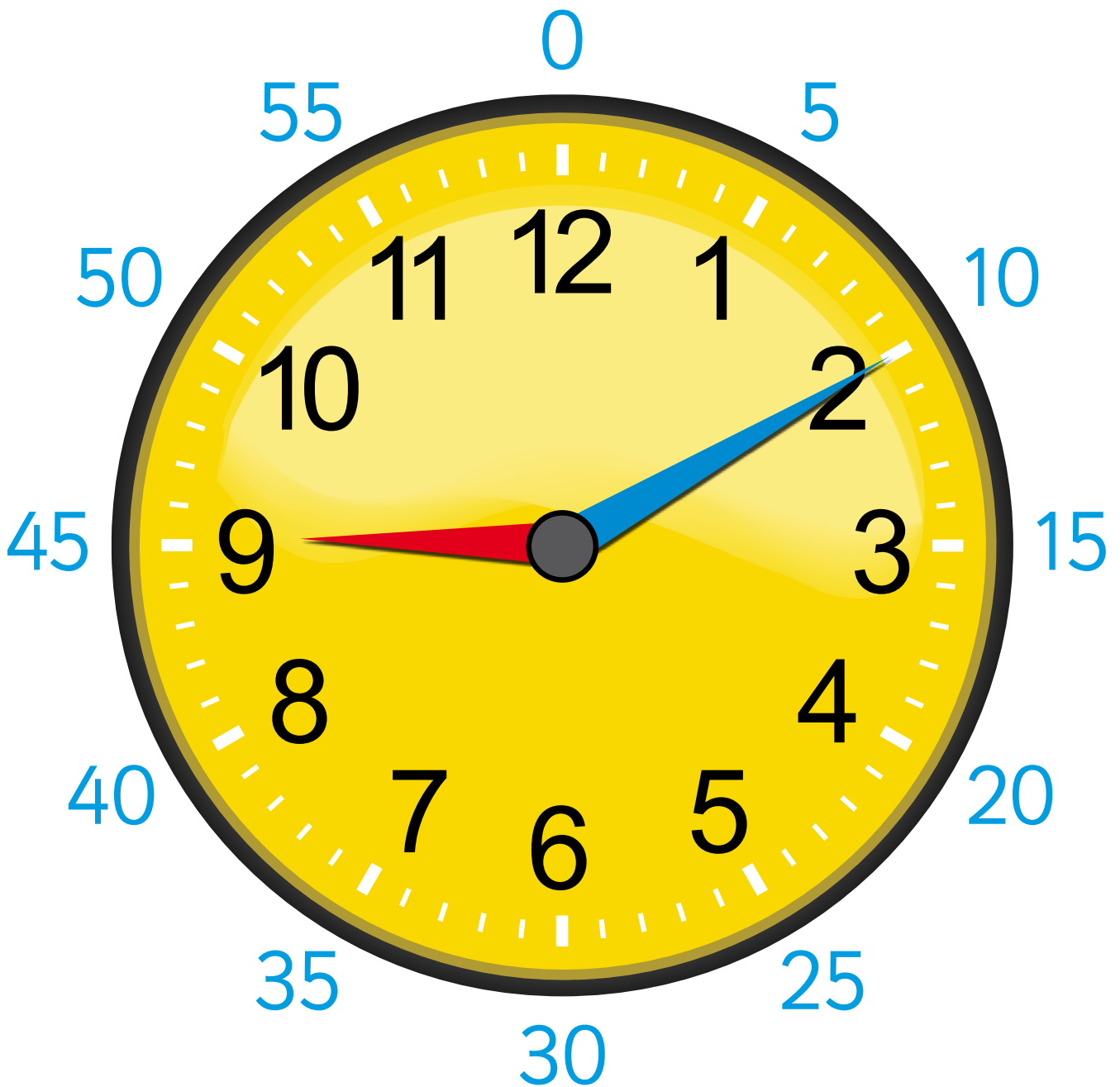
Online: Mental Minute + – Badge 89, Driving Tests Grade 2 Measurement 9 & 10, Geometry 1–5 and Number 1–15

Sheets: Mystery Object, Mystery Numbers, Waldo's Dessert

Hands-on: 4 Dice Difference



Five Minute Times








There are 5 minutes
between each number.



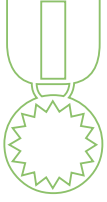


Week 3

Incentive chart for:

Colour each one when you have completed each day's work.




Week 3	Monday	Tuesday	Wednesday	Thursday	Friday
Online Lesson	120	121	122	123	124

Worksheets					
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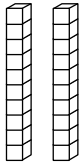


Day Done!					
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Notes/thoughts/ideas

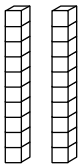


1 Add.

Tens	Ones
	
+	

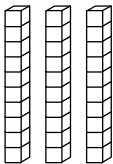


Tens	Ones
1	6
+	2

Tens	Ones
	
+	

Tens	Ones
2	5
+	3

Tens	Ones
	
+	

Tens	Ones
2	3
+	5

Tens	Ones
	
+	

Tens	Ones
3	5
+	2

2 Complete the algorithms.

$$\begin{array}{r} 17 \\ + 2 \\ \hline \\ \hline \end{array}$$





$$\begin{array}{r} 26 \\ + 1 \\ \hline \\ \hline \end{array}$$

$$\begin{array}{r} 31 \\ + 6 \\ \hline \\ \hline \end{array}$$

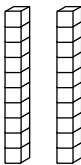



$$\begin{array}{r} 47 \\ + 1 \\ \hline \\ \hline \end{array}$$

$$\begin{array}{r} 52 \\ + 6 \\ \hline \\ \hline \end{array}$$

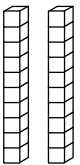

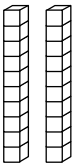

1 Fill in the algorithms.

Tens	Ones
	
	

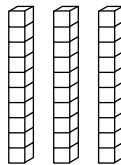

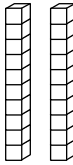

+

Tens	Ones
	
	

+

Tens	Ones
	
	

+

Tens	Ones
	
	

+

2 Find the answers.

$$\begin{array}{r} 46 \\ + 32 \\ \hline \\ \hline \end{array}$$

$$\begin{array}{r} 81 \\ + 18 \\ \hline \\ \hline \end{array}$$

$$\begin{array}{r} 60 \\ + 27 \\ \hline \\ \hline \end{array}$$

$$\begin{array}{r} 73 \\ + 20 \\ \hline \\ \hline \end{array}$$

$$\begin{array}{r} 53 \\ + 26 \\ \hline \\ \hline \end{array}$$

$$\begin{array}{r} 45 \\ + 14 \\ \hline \\ \hline \end{array}$$

$$\begin{array}{r} 33 \\ + 22 \\ \hline \\ \hline \end{array}$$

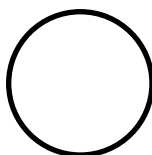
$$\begin{array}{r} 25 \\ + 23 \\ \hline \\ \hline \end{array}$$

1 Match.

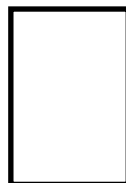
top view



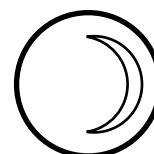
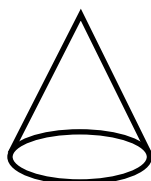
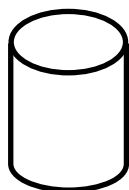
front view



side view



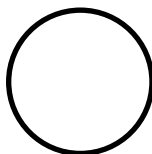
front view



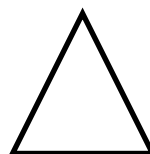
front view



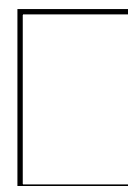
side view



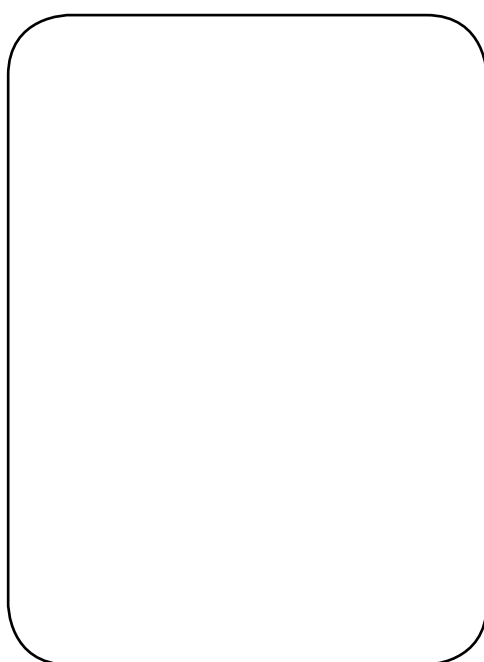
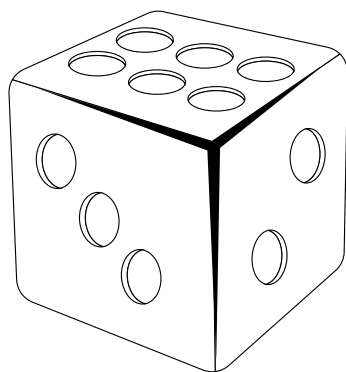
side view



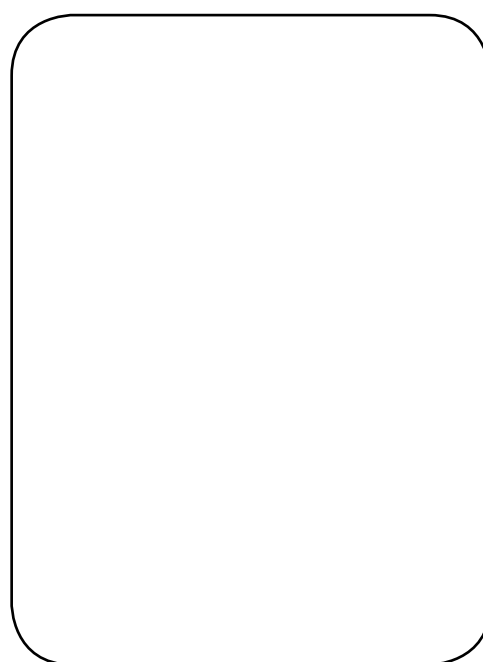
front view



1 Draw.

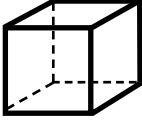
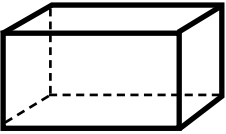
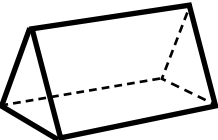
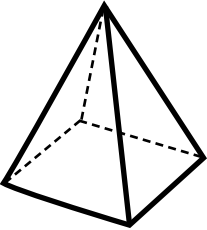
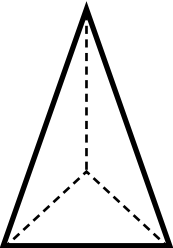


the front view.



the top view.

Complete the table.

3-D shape	Name of shape	Number of faces	Number of edges	Number of vertices
				
				
				
				
				

1 Match the equal numbers.

eleven

52

$40 + 8$

forty-eight

70

$10 + 1$

seventy

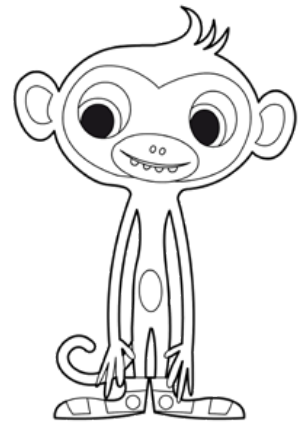
11

$50 + 2$

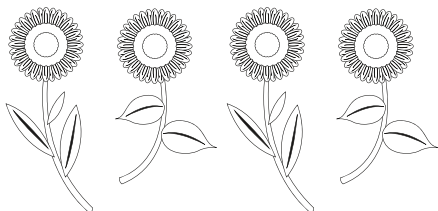
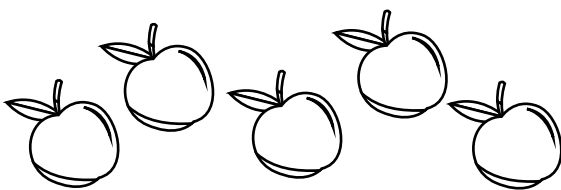
fifty-two

48

$70 + 0$



2 Write the correct symbol in the box: equal = or not equal \neq .



69 96

71 71

23 twenty-three

eighty 8

66 $60 + 6$

$80 + 5$ 88

fourteen 40

thirty-three $30 + 3$

1 Write the correct symbol in the box:
 > greater than or < less than.

$17 \square 71$

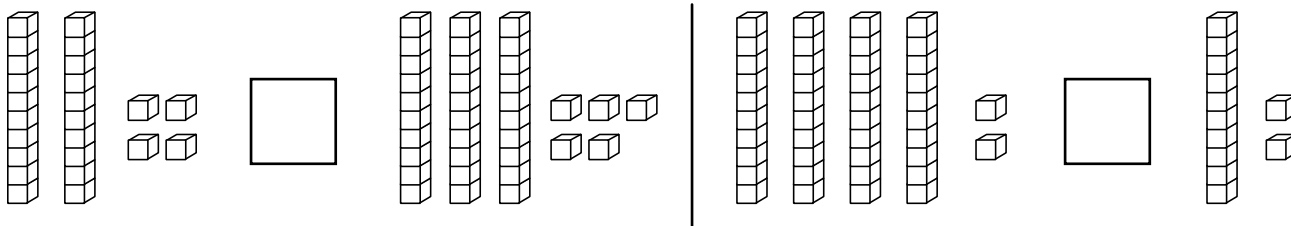
$23 \square 27$

$34 \square 27$

$56 \square 47$

$82 \square 28$

$72 \square 97$



2 Write a number in each box to make a true number sentence.

$74 > \square$

$23 < \square$

$17 > \square$

$98 < \square$

$34 < \square$

$65 > \square$



3 Tick the number sentences which are true.

$1 + 3 > 2$

$5 - 2 < 9$

$6 + 3 < 3$

$4 < 4 - 1$

$9 > 3 + 4$

$5 > 5 - 3$

$10 + 3 > 13$

$15 < 10 + 8$

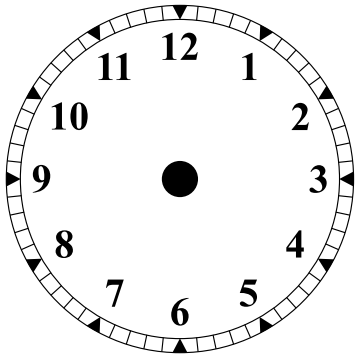
$10 + 6 > 14$

$75 < 70 + 9$

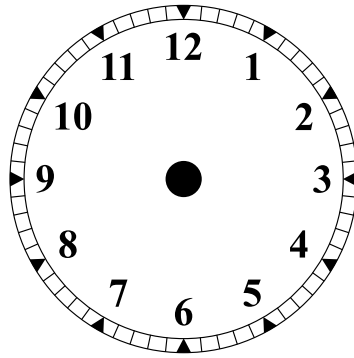
$30 + 6 > 29$

$27 < 20 + 8$

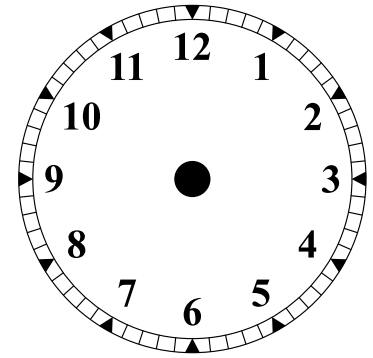
1 Draw the hands to show the time.



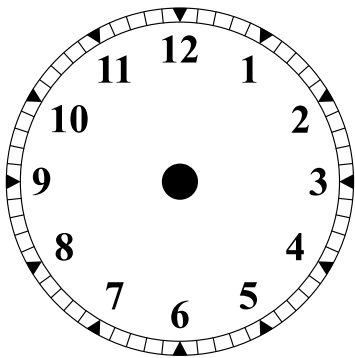
55 minutes past 5



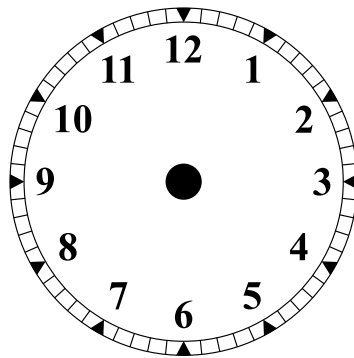
10 minutes past 8



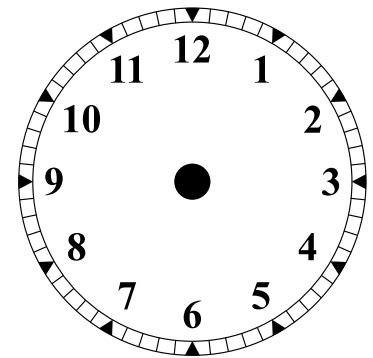
35 minutes past 3



45 minutes past 4

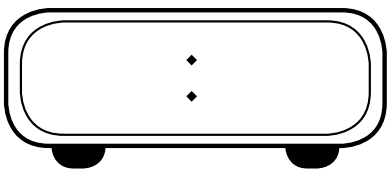


25 minutes past 10

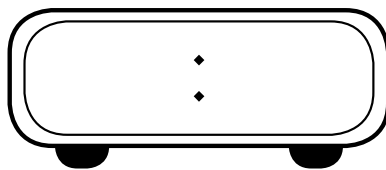


40 minutes past 6

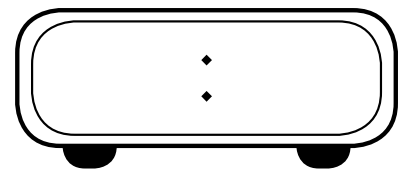
2 Write in the times on the digital clocks.



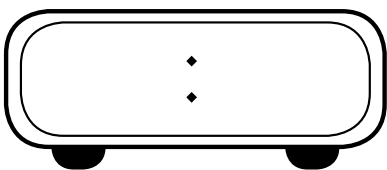
20 minutes past 11



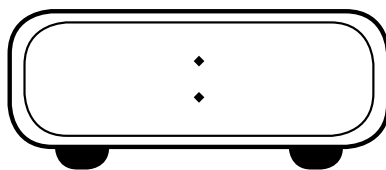
50 minutes past 2



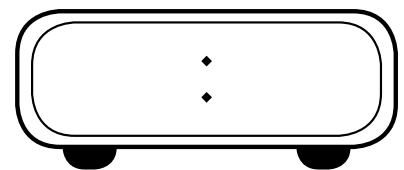
5 minutes past 7



35 minutes past 12



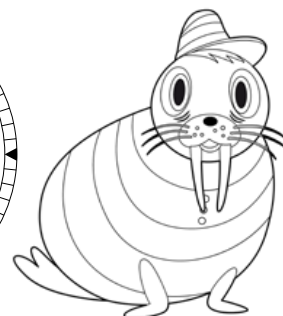
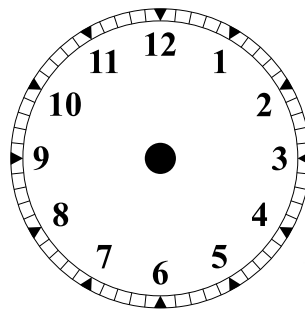
55 minutes past 5



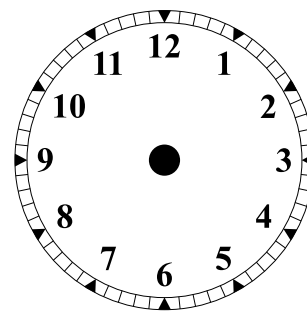
15 minutes past 1

Show the time on the clock.

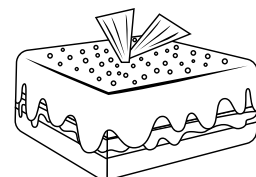
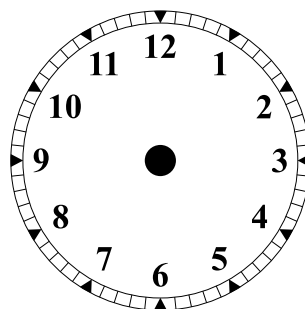
- 1 Waldo had a nap at three o'clock. He slept for five minutes. What time did he wake up?



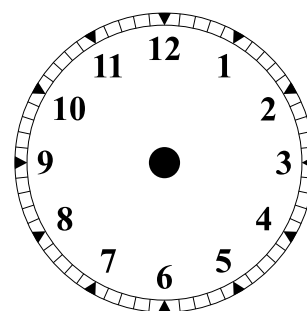
- 2 Ruby left home at half seven. It took her five minutes to walk to the shops. What time did she get to the shops?



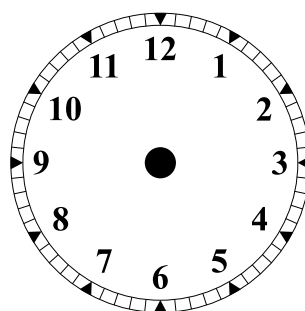
- 3 Mango put her cake in the oven at 5:10. She took it out ten minutes later. What time did the cake come out of the oven?



- 4 Dizzy started looking for his ball at 1:45. Ten minutes later he found it. What time was it when Dizzy found his ball?



- 5 Doc began to read a new book at noon. He read for twenty-five minutes. What time did he stop reading?



1 Cross out to take away.

9
- 4

10
- 6

2 Subtract.

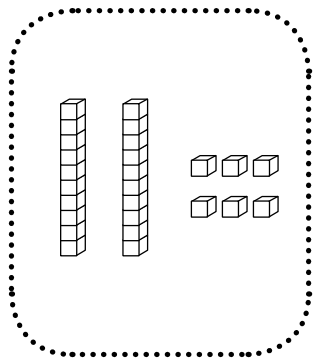
Tens	Ones
1	5
-	4

Tens	Ones
2	9
-	6

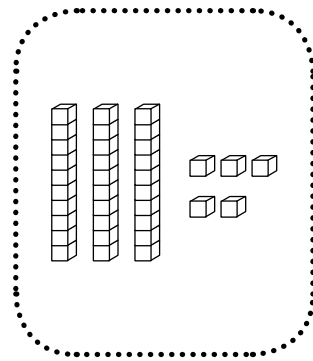
Tens	Ones
2	4
-	2

Tens	Ones
3	7
-	7

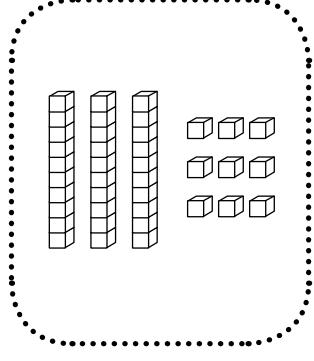
1 Subtract ones, then tens.



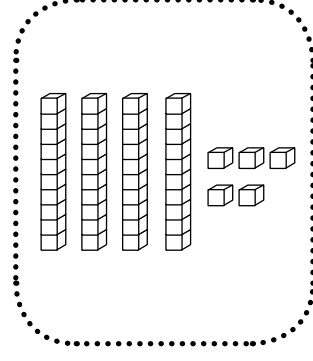
Tens	Ones
2	6
- 1	3



Tens	Ones
3	5
- 2	4



Tens	Ones
3	9
- 3	2



Tens	Ones
4	5
- 1	5

2 Complete the algorithms.

$$\begin{array}{r} 19 \\ - 6 \\ \hline \\ \hline \end{array}$$

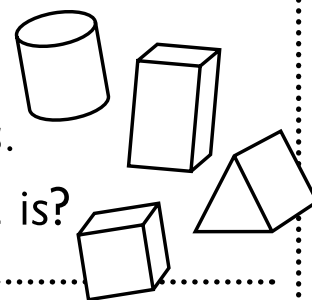
$$\begin{array}{r} 28 \\ - 12 \\ \hline \\ \hline \end{array}$$

$$\begin{array}{r} 34 \\ - 20 \\ \hline \\ \hline \end{array}$$

$$\begin{array}{r} 48 \\ - 28 \\ \hline \\ \hline \end{array}$$

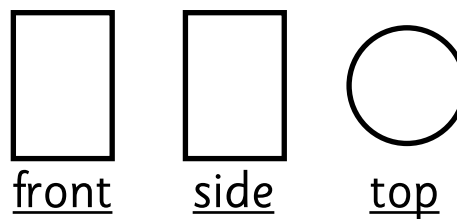
$$\begin{array}{r} 57 \\ - 31 \\ \hline \\ \hline \end{array}$$

1 Dizzy gave Ruby a drawing of a 3-D shape. There were front views, side views and top views. Can you help Ruby work out which 3-D shape it is?

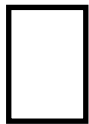
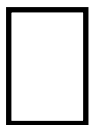
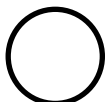


- a** Underline the question. **b** Circle the facts.

The drawing looked like this:



- c** Make a list of the 3-D shapes that have each view.

front view		
side view		
top view		

- 2** Circle the 3-D shape that appears in all 3 lists.

Ruby's shape is a _____



- 3**
- a** Choose a different 3-D shape.
 - b** Draw three views of your shape — front, side and top.
 - c** See if anyone in your family can work out your mystery shape.

- 1** Doc wrote some clues for a mystery number.
The three digits are all less than 3.
The middle is odd. The others are even.
The digits go down by 1 from left to right.
 What is the number?



- a** Underline the question. **b** Circle the facts.

Solve the problem one step at a time.

- c** The three digits are all less than 3. _____
- d** The middle digit is odd. _____
- e** The others are even. _____
- f** The digits go down by 1 from left to right. _____
- g** Doc's mystery number is _____ .

- 2** Here's one from Mango.

- a** One of the digits is less than one. _____
- b** Another is double 3. _____
- c** The third digit is the next odd number after 7. _____
- d** The order is: odd, even, nothing.
 Which digit is odd? _____ even? _____ nothing _____?
- e** Mango's mystery number is _____ .

- 3** Write your own number clues. See if anyone in your family can work out your number.

1 After dinner, everyone goes for a walk, starting at seven o'clock. Waldo walks for five minutes. Dizzy walks for twenty minutes. Mango walks for fifteen minutes. Ruby walks for ten minutes. What time does each person finish their walk?



- a** Underline the question. **b** Circle the facts.
- c** What time does everyone start walking? _____ : _____
- d** What time does each person finish walking?

Waldo	Dizzy	Mango	Ruby
_____ : _____	_____ : _____	_____ : _____	_____ : _____

- f** Circle the person who comes back last.

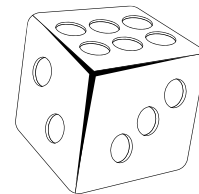
2 Waldo cooks a dessert that takes 35 minutes. It goes in the oven at five past seven. What time did it come out?

- a** What time does it go in the oven? _____ : _____
- b** What time does it come out? _____ : _____

3 The dessert needs to cool for 15 minutes before eating. What time can they all sit down to eat dessert?

You will need: 4 dice, a partner, a pencil and paper each.

- 1 Roll the 4 dice.
- 2 Each of you writes a subtraction algorithm using those 4 digits to make two 2-digit numbers.
- 3 Write the answers to your algorithms. The person with the smallest answer wins a point.
- 4 Keep rolling and subtracting until someone gets 10 points. They win!



You could also play to find the largest answer.

Or make addition algorithms for another twist on the game.

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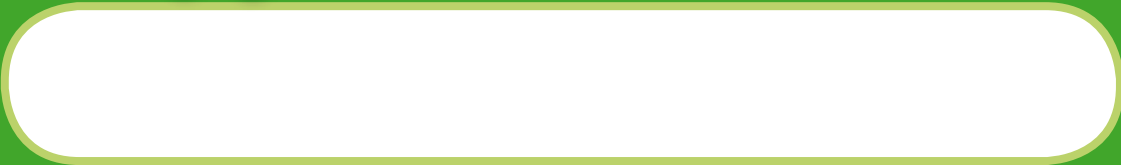
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YAHOO!



**You have successfully
finished Week 3!**

