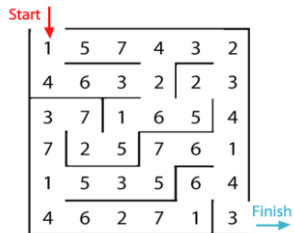


### Can you.....?

- Add your number bonds 10, 20 and 100 e.g:  $5+5=10$ ,  $20+80=100$
- Add 2 digit and 2-digit numbers for example:  $45+62=$
- Add 3 digit and 2-digit numbers for example:  $26+120=$
- Add 3 digit and 3-digit numbers for example:  $145+126=$   
Remember to use column addition for all addition calculations  
You can watch Mrs Sutcliff's demonstration on how to use column addition. This will be saved on the Y3 home learning page.

In this maze there are numbers in each of the cells. You go through by adding all the numbers that you pass. You cannot go through the cell more than once.



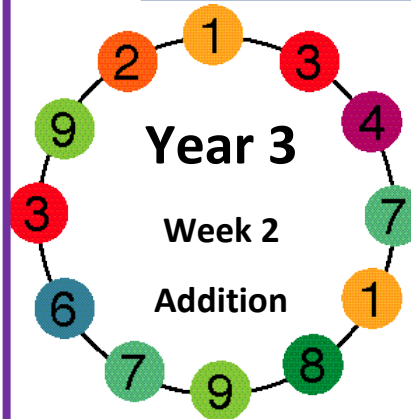
What is the lowest number you can make going through the maze? What is the highest number you can make going through the maze? You can print this maze or write it out on a piece of paper.

I have the following digit cards:



Copy out these numbers. Can you make a pair of 3-digit numbers with the smallest and largest possible total? You can only use each card once.

For example:  $544+361=905$



### Challenge linked to Home Learning Project



Design your own "under the sea" addition boardgame using 3-digit numbers.

Crack the codes on the activity sheet provided to work out the sea creatures.



### Addition Word Problems



- 1) Mrs Lewis has 33 pencils, Mrs West has 24 and Mr Farthing has 12. How many do they have in total? Try again with different amounts.
- 2) Mrs Sutcliff has 135 Pokémon cards but Mr Button has 124 more than her. How many cards does Mr Button have? How many do they have altogether?
- 3) There are 163 books in one classroom and 232 books in the other. How many books are there altogether in both classrooms? Can you make up some addition questions of your own?

When playing the games please click on the option: Addition- Year3

[https://mathsframe.co.uk/en/resources/resource/289/KS2\\_Maths\\_Invaders](https://mathsframe.co.uk/en/resources/resource/289/KS2_Maths_Invaders)

<https://mathsframe.co.uk/en/resources/resource/549/Addition-Mini-Maths-Golf>