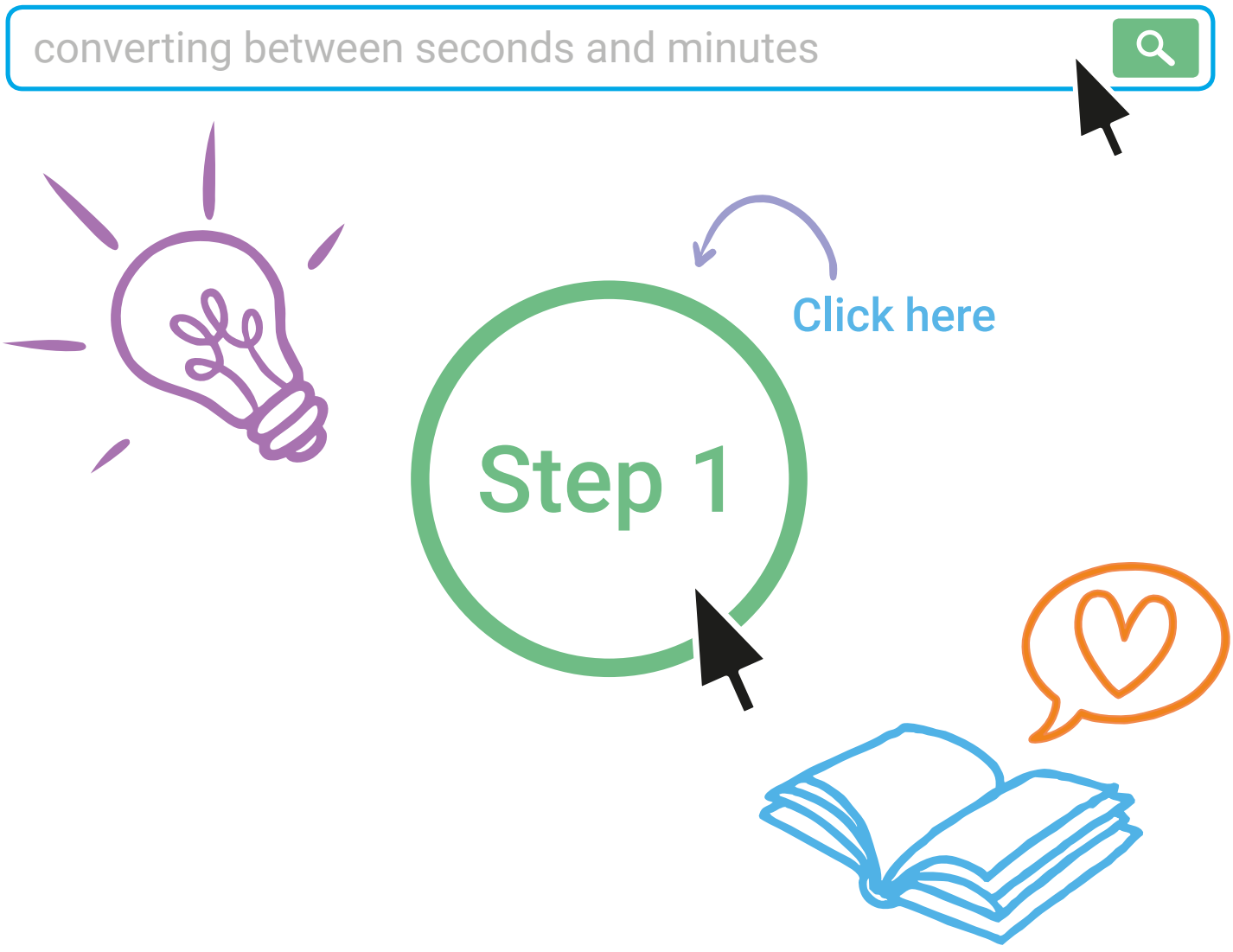
Year 3 Measurement, Dimensions, Mass and Capacity: A Step-by-Step Guide for Parents

This step-by-step explanation to measurement, dimensions, mass and capacity can help you support your child's learning at home. Each subject is broken down into manageable chunks, providing you with a simple guide to follow when exploring this area of maths together, either as part of homework or if you decide to give your child some extra support. Whether your child is adding and subtracting different amounts of money, calculating change that should be given when buying items, or they are telling the time accurately to the nearest minute, you will find a step that matches where your child is at, then have ideas for where to go next.

Within **this area of the website**, you will find a selection of resources intended to help your child learn about each step of this guide. Each step also contains a keyword or phrase that you can use to search the Twinkl site for more resources and activities designed to support your child in achieving that stage. Simply type the keyword or phrase into the search bar and press enter to explore together.



We hope you find the information on our website and resources useful. The contents of this resource are for general, informational purposes only. This guide is intended to offer parents general guidance on what subject areas tend to be covered in their child's year group and where they could support their children at home. However, please be aware that every child is different and information can quickly become out of date. There are some subject areas that we have intentionally not covered due to the nature of how they are taught or because a trained professional needs to teach these areas. We try to ensure that the information in our resources is correct but every school teaches the national curriculum in its own way. If you would like further guidance or are unsure in any way, we recommend that you speak to your child's teacher or another suitably qualified professional.

Addition and Subtraction

What Is Measurement, Dimensions, Mass and Capacity?

Measurement is all about height, length, width, weight, capacity, money, temperature and time.

During year 3, your child will learn to take more accurate measurements, including using a variety of different units. This will include using millimetres, centimetres and metres when measuring length/height, kilograms and grams when measuring weight and litres and millilitres when measuring capacity/volume. Your child may also learn about adding and subtracting these different measurements, using them to solve problems.

Your child may also begin to explore money in more detail. It is at this stage that your child might begin to add and subtract money in more depth, using both pounds (£) and pence (p) combined and calculate change that will be given when buying items.

When studying time, your child will begin to read the time with increasing levels of accuracy, telling the time to the nearest minute. They will begin to convert between times on 12- and 24-hour clocks, recognising how am and pm are represented on a 24-hour clock.

As well as using the resources found in this category, and the keyword searches suggested, to help your child explore measurement, below are a few ideas for games and activities to help your child learn how to find out about measurement, dimensions, mass and capacity.

Roman Numeral Five Stick Challenge

To practise using Roman numerals, set your child the five matchstick challenge. Give your child five matchsticks and see if they can make the different Roman numerals from 1 - 12. For example, lay two of the sticks, diagonally, across one another to form an X and identify that this is the numeral for five.

Converting Journey Times Game

If you are going on a journey with your child (walking to the park, driving to the shops etc...), make a note of how long it takes with your child. Can they work out how long the journey took in minutes? Seconds? Hours?

Practical Measuring

One of the best ways for your child to practise taking measures is to physically do it. There are a number of different ways you can create opportunities for your child to practically measure at home. For example, you could try making a recipe together (measuring the ingredients). You could try getting them to use building bricks to put together the largest tower they can, then measure its height.

24 Hour Clock Target Game

On pieces of card/paper, write the numbers 13 - 23. Place the numbers around the floor, at random. Give your child a ring/beanbag/soft object and give them an o'clock time. They then have to throw the ring/beanbag/soft object onto the correct number that matches the 12-hour time. For example, if you say 2 o'clock, your child has to throw the ring/bag/object onto the 14 card.

Step 1

Add and Subtract Measures

At this early stage of key stage 2, your child will learn to take more accurate measurements, beginning to use different units of measure (for example, using millimetres, centimetres and metres to measure length or grams and kilograms to measure weight).

Your child may also begin applying their knowledge of addition and subtraction to problems involving measurements. To help your child practise this skill, these addition and subtraction measurement worksheets provide your child with a variety of questions to explore and investigate. As they come in a range of difficulty levels, you will find something that matches where your child is at.

Step 2

Calculating Change

During this step, your child will explore money in more detail. They will add and subtract amounts of money (including values that have pounds (£), pence (p) and combinations of both) and work out the change that needs to be given when buying different items. At this stage, your child will hopefully be familiar with the different coins and notes used within the UK money system, using these in practical activities to help solve problems. These money challenge cards are great for giving your child the opportunity to practise these skills in a problem-solving way.

Step 3

Time Roman Numerals

Up to this point, your child will have learnt to tell time to the nearest 5 minutes on an analogue clock (a 12-hour clock with hands). It is at this stage that your child will probably begin to explore clocks that not only contain the hours 1-12, but also which contain Roman numerals. They will try to use their growing knowledge of Roman numerals to identify the hour which is being shown on a clock containing these numbers (for example, if the minute hand is pointing at XII (12) and the hour hand is pointing at IV (4), then the time is 4 o'clock). Games like this are fun ways for your child to practise reading these styles of clock.

Step 4

12- and 24-Hour Clocks

As well as reading clocks containing Roman numerals, your child will begin to learn to read the time with greater accuracy. This will include reading the time to the nearest minute and recording how long certain events last for in seconds, minutes and hours. Your child will probably begin to read and convert times between 12- and 24-hour clocks, recognising how am (morning) and pm (afternoon) times are represented differently on a 24-hour clock (for example, quarter past two is written as 14:15 on a 24-hour clock). Visual displays are a great way to remind your child of the different ways times are recorded on a 12- and 24-hour clock, allowing them the chance to practise and rehearse these skills.

Step 5

Converting Seconds and Minutes

Finally, your child will learn to convert between lengths of time in seconds, minutes, days, weeks, months and years. This will mean that they have to recognise how many seconds in a minute, minutes in an hour, hours in a day, and days in a week, month and year. It is during this stage that your child may begin to solve problems that require them to work out the length of certain events. They may be given two different times and have to work out the difference between them. Matching cards are great for your child to practise converting units of time, where they have to link the correct cards with the time that is shown in a different unit.

Explore and Discover More

Twinkl Go! is a digital platform, hosting interactive content such as videos, games, audiobooks and more. Twinkl Go! enables digital content to be streamed to your computer or mobile device.

Twinkl Book Club is our book subscription service. Enjoy our original works of fiction in beautiful printed form, delivered to you each half-term and yours to keep!

Twinkl Boost is a range of intervention resources, created to support and lift learning with children at every level. These include our easy-to-use SATs and Phonics Screening resources.

Imagine resources are designed to help your children to think creatively, question and imagine. Every week, a new topic consisting of five photos, each with related activities, is created.

Twinkl Originals are engaging stories written to inspire children from EYFS to KS2. Designed to encourage a love of reading and help curriculum-wide learning through accompanying resources.

Twinkl Kids' TV is our wonderful YouTube channel dedicated to fun and informative video-style resources full of new and creative activities you can try at home!