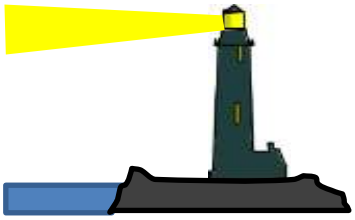
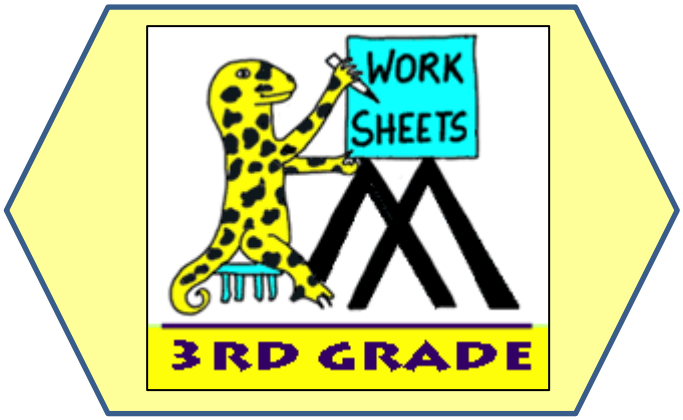
MATH SALAMANDERS
3RD GRADE GRAB PACK 6

This pack is a selection of 10 Math sheets designed especially for third graders. We have taken all the sheets from our 3rd grade area on our site.





In the pack is a range of number sheets, coloring pages, and puzzles.

There is also an answer pack which you can download separately.

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Please give us feedback on our pack – both what you liked and what sheets you would like to see more of by leaving a comment on the link below.

https://www.math-salamanders.com/math-grab-packs.html

CONVERT TO STANDARD FORM 4 DIGITS SHEET 2

Remember to start counting from the largest value digit first.

1) 1000 + 300 + 20 + 6 = _____

2) 2000 + 100 + 60 + 4 = _____

3) 4000 + 500 + 20 + 3 = _____

4) 7000 + 100 + 30 + 9 = _____

5) 5000 + 600 + 80 + 3 = _____

6) 9000 + 100 + 50 + 2 = _____

7) 3000 + 200 + 60 + 7 = _____

8) 8000 + 400 + 30 + 1 = _____

9) 7000 + 200 + 60 = _____

10) 4000 + 100 + 90 = _____

11) 8000 + 500 + 20 = _____

12) 6000 + 700 + 4 = _____

13) 5000 + 300 + 2 = _____

14) 9000 + 400 + 8 = _____

15) 2000 + 80 + 4 = _____

16) 1000 + 60 + 9 = _____

17) 4000 + 50 + 3 = _____

18) 3000 + 200 + 6 = _____

19) 7000 + 500 + 30 = _____

20) 1000 + 70 + 3 = _____

21) 6000 + 200 + 4 = _____

22) 8000 + 300 + 20 + 5 = _____

23) 9000 + 20 + 8 = _____

24) 4000 + 30 + 9 = _____

25) 6000 + 200 + 45 = _____

26) 8000 + 400 + 56 = _____

27) 1000 + 600 + 23 = _____

28) 5000 + 200 + 76 = _____

29) 6000 + 321 = _____

30) 2000 + 178 = _____

31) 7000 + 684 = _____

32) 9000 + 109 = _____

33) 6000 + 140 + 2 = _____

34) 8000 + 420 + 6 = _____

35) 3000 + 690 + 1 = _____

36) 7500 + 56 = _____

37) 5100 + 35 = _____

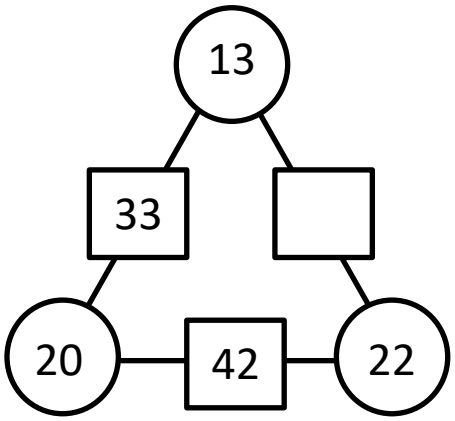
38) 6700 + 23 = _____

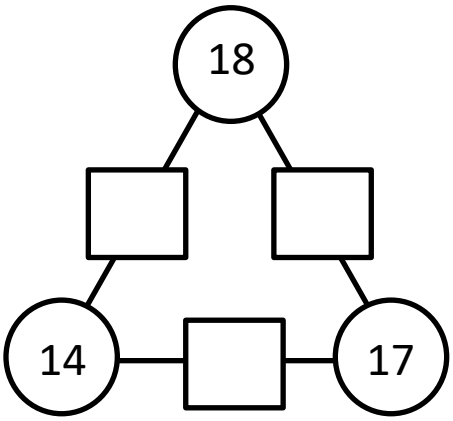
39) 9600 + 84 = _____

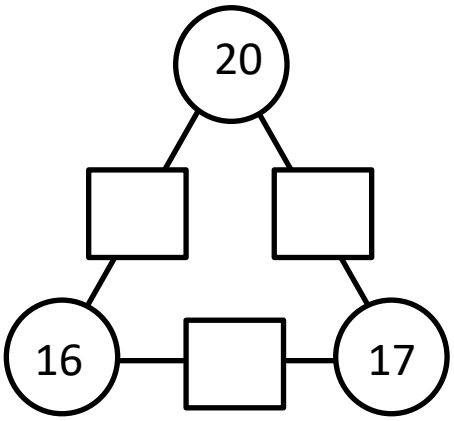
40) 2700 + 3 = _____

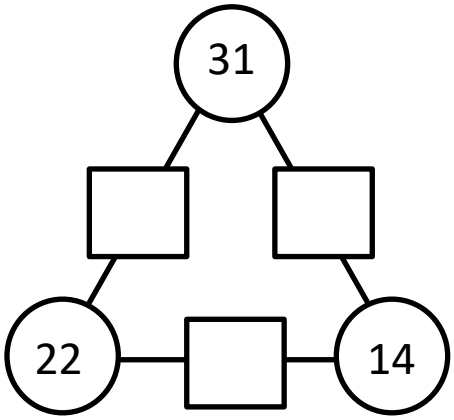
ARITHMOGON TRIANGLE PUZZLE 3A

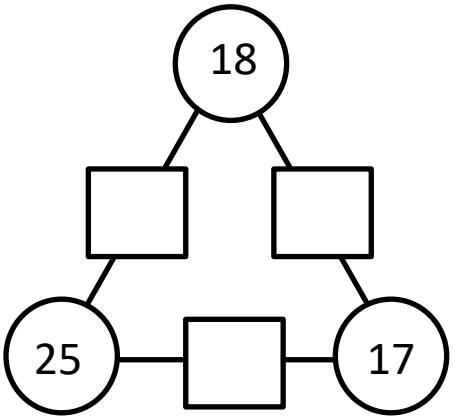
The numbers in the circles added together makes the number in the linking rectangle. Find the missing numbers in this puzzle.

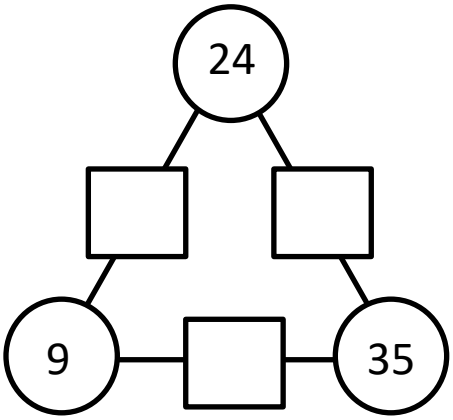


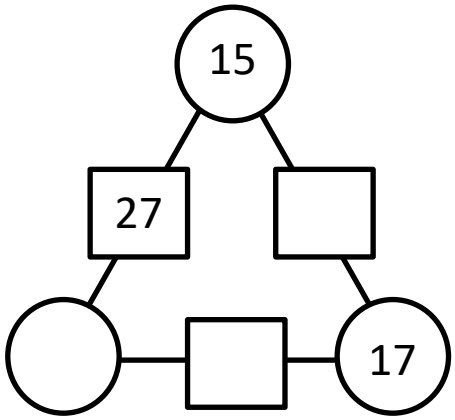


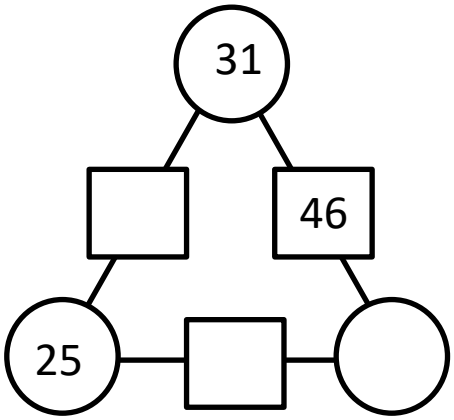


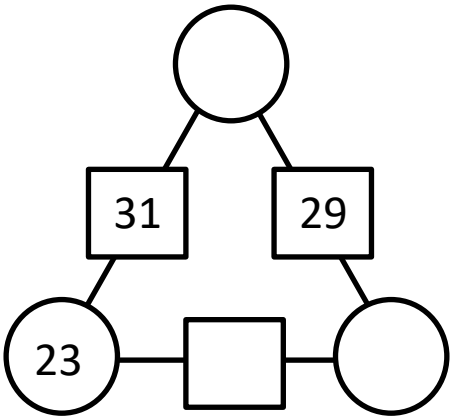




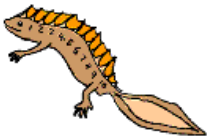








Remember to check your answers carefully.



MULTIPLICATION: 2-DIGITS BY 1-DIGIT SHEET 2

Multiply a 2-digit number by 2, 3, 4 or 5.

1) 52 x 3

2) 78 x 4

3) 35 x 5

4) 64 x 2

5) 91 x 3

6) 57 x 4

7) 29 x 5

8) 62 x 3

9) 78 x 2

10) 37 x 4

11) 86 x 3

12) 59 x 5

13) 77 x 4

14) 53 x 4

15) 68 x 3

PROBLEM SOLVING - TALLEST LIGHTHOUSES (METRIC)

Here is a selection of some of the tallest lighthouses in the world today.

Lighthouse	Height (m)	Order of height
Ile Vierge	83	
Jeddah Light		1
Lighthouse of Genoa		
Perry Memorial Monument	107	
Phare de Gatteville	75	
Yokohama Marine Tower		

1) Use these facts to complete the table above:

- The Lighthouse of Genoa is 6m lower than the Ile Vierge.
- The Jeddah Light is 26m higher than the Perry Memorial Monument.
- The Yokohama Marine Tower is 18m higher than the Ile Vierge.

2) Fill in the order of height from 1 to 6, with 1 being the tallest.

3) How much taller is the Perry Memorial Monument than the Phare de Gatteville? ____ m

4) How much shorter is the Ile Vierge than the Jeddah Light? ____ m

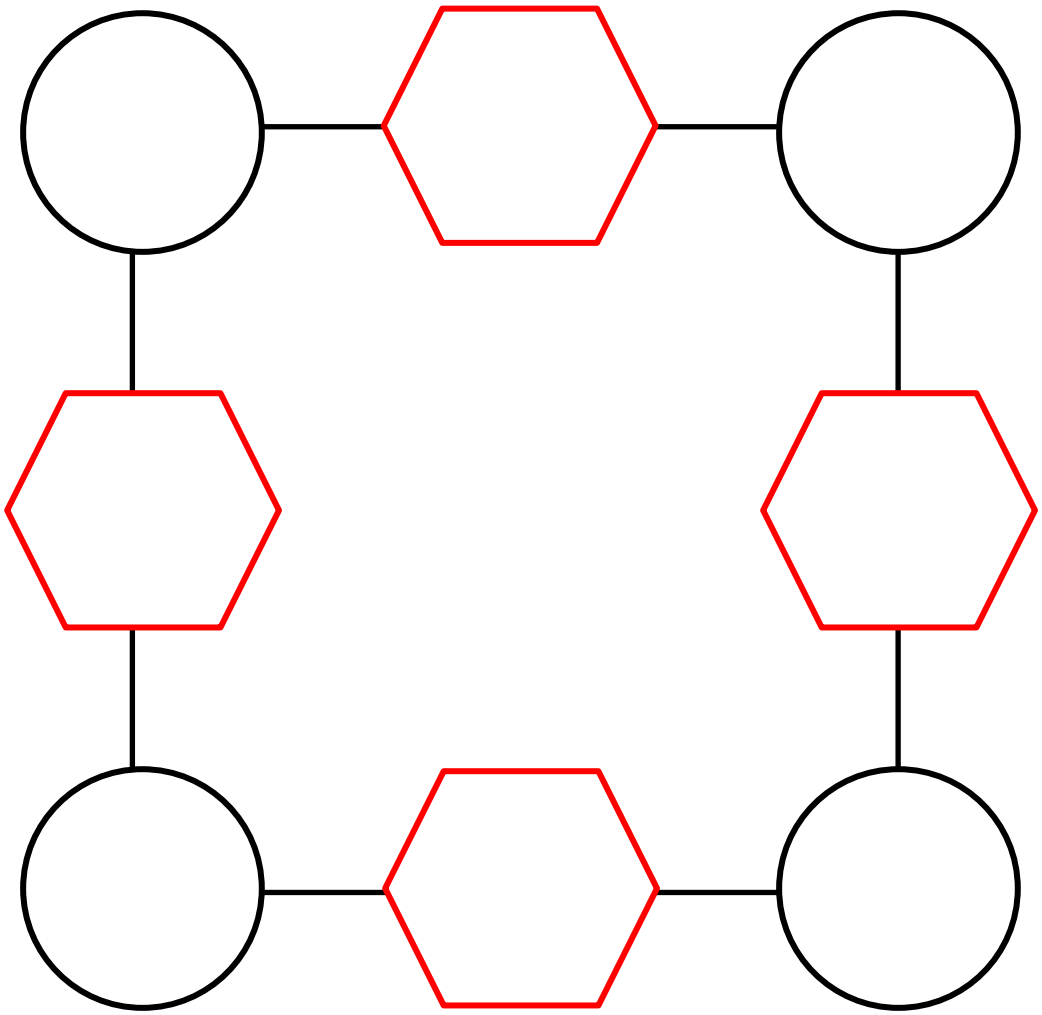
5) Tyger says “The Jeddah Light is more than double the height of the shortest tower.” Is he correct? _____

6) Which tower is closest to 90m in height? _____

7) Tyger says “If you put three Yokohama towers on top of each other, it would make about 300m.” Is he correct? Why?

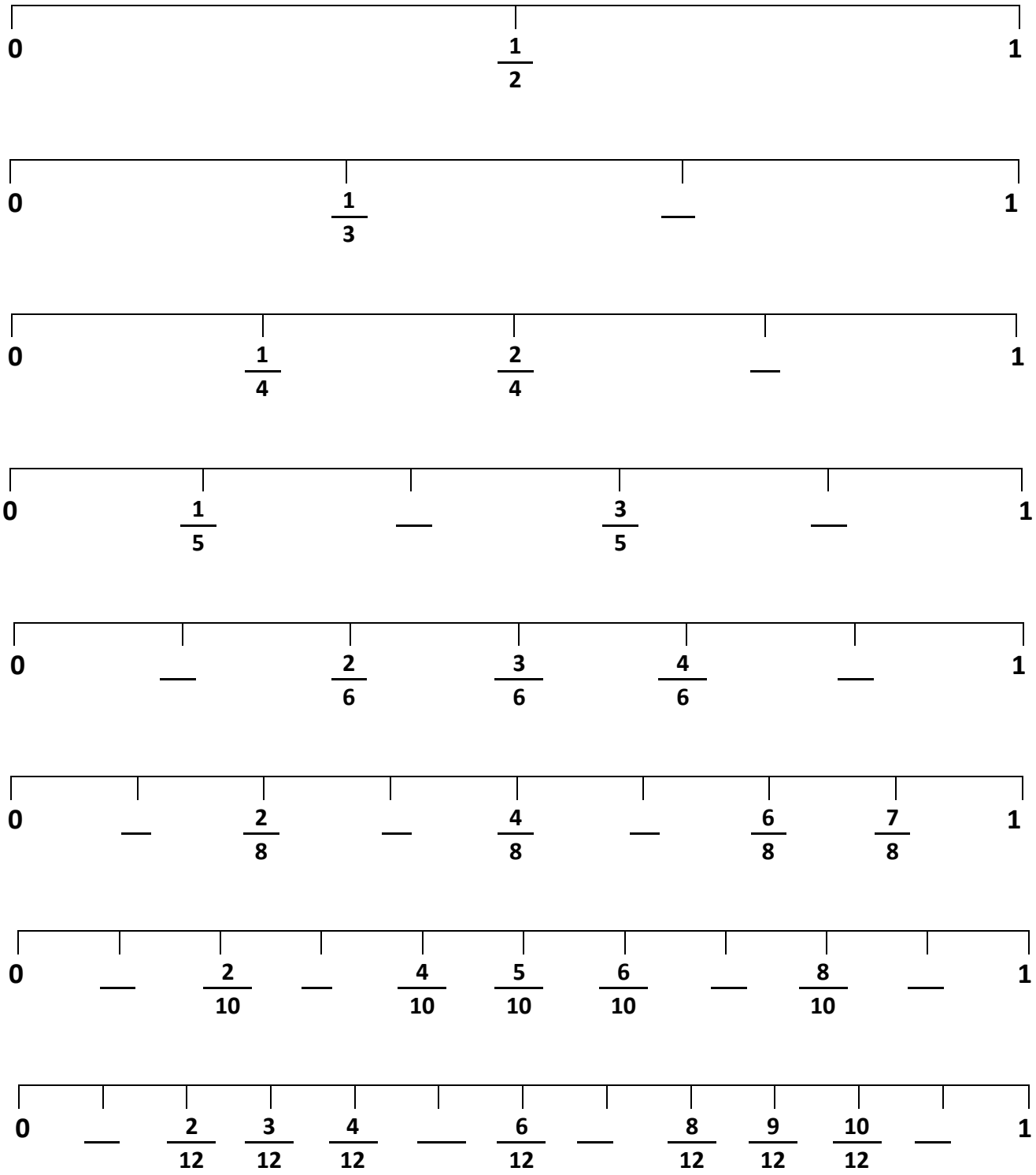
QUADRA'S ADDITION SQUARE 3A

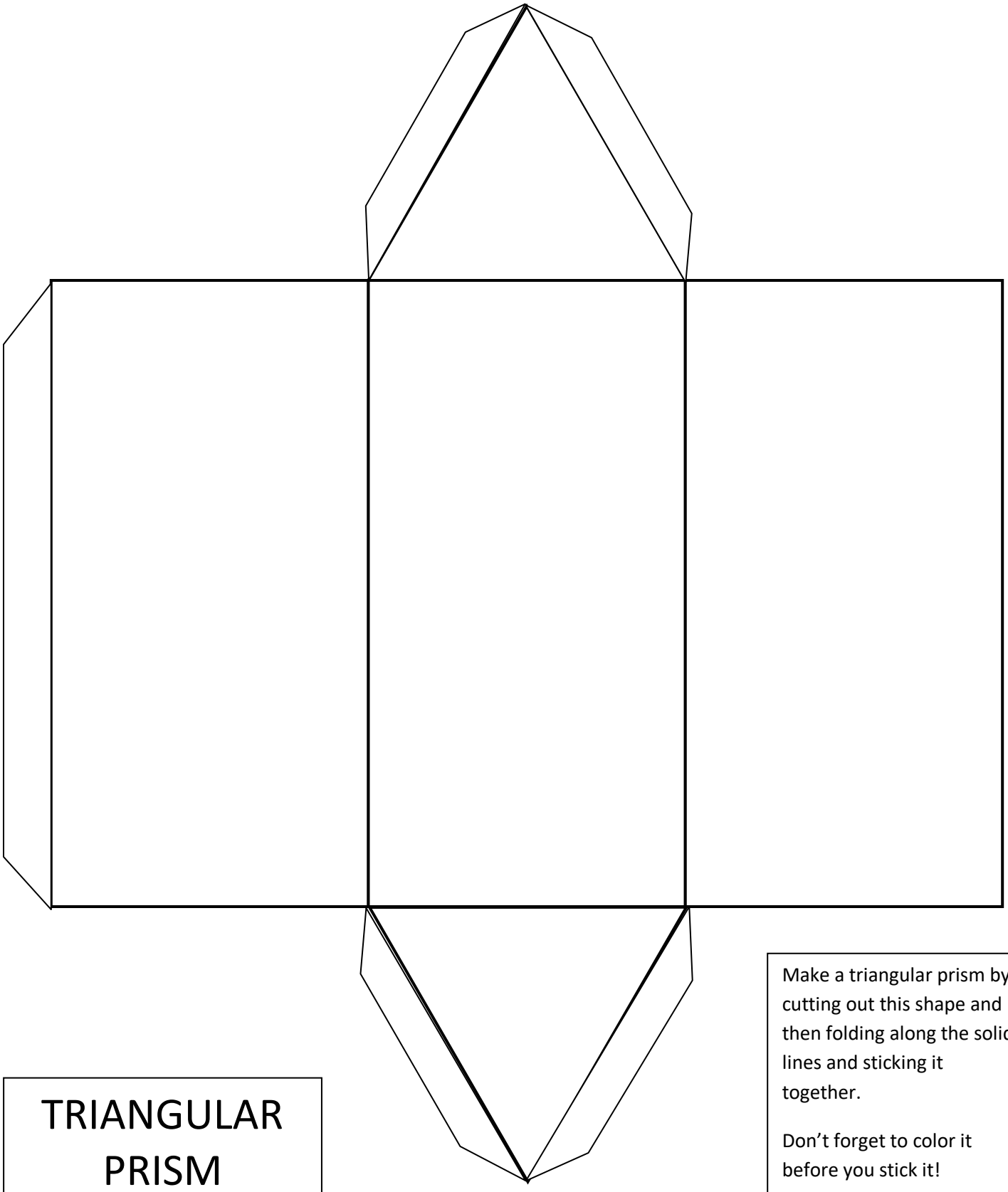
Write the digits 2, 4, 6, 8, 10, 12, 14 and 16 so that the numbers in the hexagon are equal to the two numbers in the circles added together either side.



FRACTION NUMBER LINES 1

Put in the missing fractions on these lines





TRIANGULAR PRISM

Make a triangular prism by cutting out this shape and then folding along the solid lines and sticking it together.

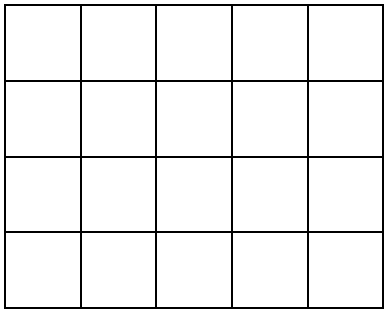
Don't forget to color it before you stick it!

Count the faces, edges and vertices!

FIND THE AREA SHEET 2

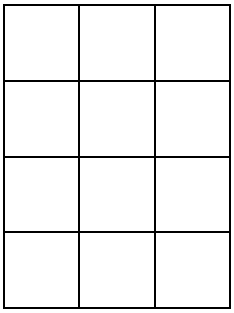
Work out the area of the following rectangles:

1)



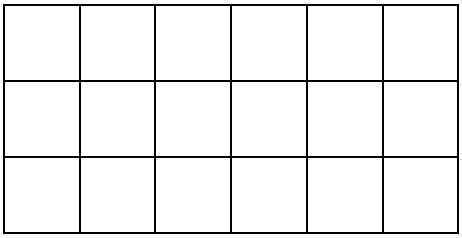
Area = _____ square cm

2)



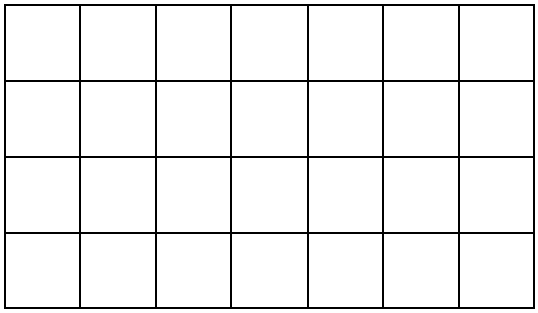
Area = _____ square cm

3)



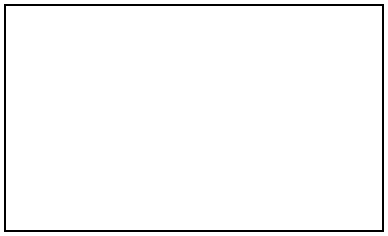
Area = _____ square cm

4)



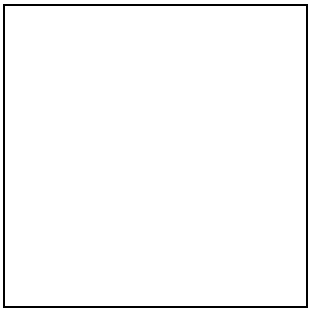
Area = _____ square cm

5)



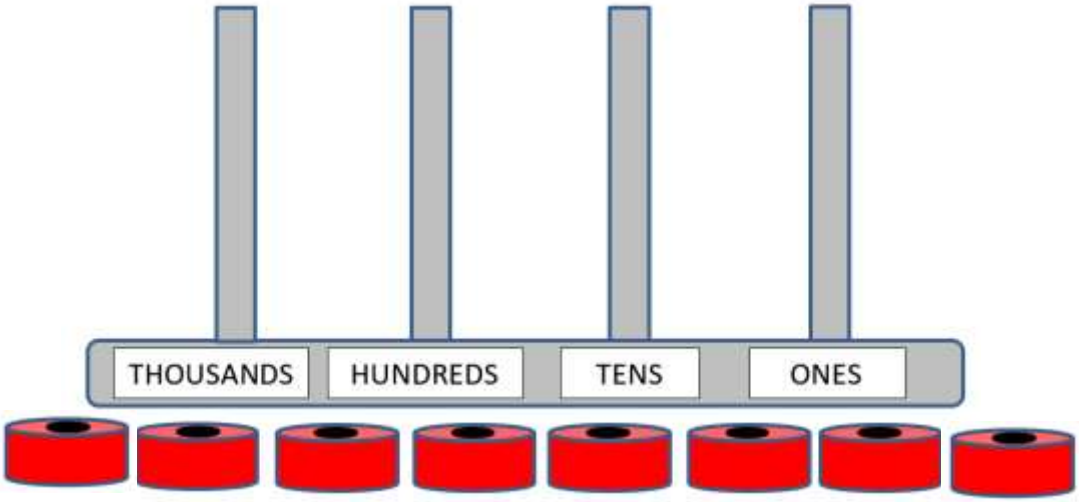
Area = _____ square cm

6)



Area = _____ square cm

PLACE IT RIGHT CHALLENGE 3



- Use your place value skills to put the beads in the correct place.
- **Use all 8 beads each time.**

1) What is the largest number you can make? _____

2) What is the smallest 4 digit number you can make? _____

3) Make a number between 1300 and 1350. _____

4) Write down all the numbers you can make between 3100 and 3500.

_____

5) Make a number as close to 1200 as you can. _____

6) Make a number as close to 4800 as you can. _____

7) What is the smallest odd number you can make? _____

8) What is the largest odd number you can make? _____

MENTAL MATH QUIZ 3:6

1)	20 - 13	
2)	How many sides does an octagon have?	
3)	6 x 4	
4)	Write down a multiple of 7 between 20 and 30.	
5)	800 + 6	
6)	Make 7 ten times bigger.	
7)	What is the perimeter of this shape? 4 in. 5 in.	
8)	What is ½ as a decimal?	
9)	What is the difference between 22 and 18?	
10)	How much money? 	
11)	How many minutes in ¼ of an hour?	
12)	I am a 3d shape. I have 6 faces and all my faces are square. Who am I?	
13)	18 ÷ 6	
14)	Round 864 to the nearest 10.	
15)	In a school, a fourth of a class are boys. What fraction are girls?	
16)	5 + 7 = ___ x 3	

RACE TO THE MOON

MULTIPLICATION TO 10x10

Race to the Moon is a fun series of games which involve trying to make a path of unbroken counters from the Earth to the Moon. As well as developing quick recall of number facts, this game also involves strategy in blocking your partner whilst making your path.

Age range: 3rd Grade+

Number of players: 2 or 3

Learning: Multiply with numbers to 10x10, strategy

You will need

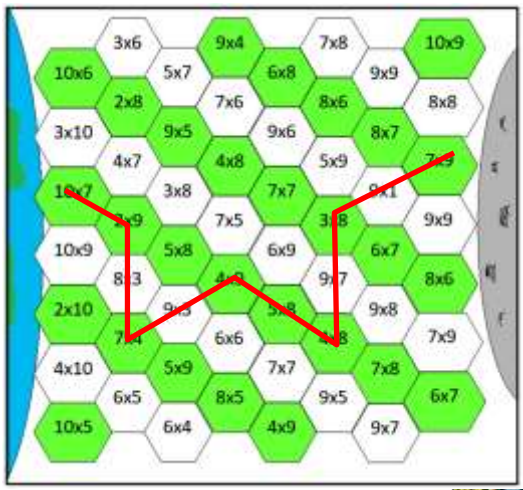
- Each player will need 15-20 counters of their own color.

Instructions

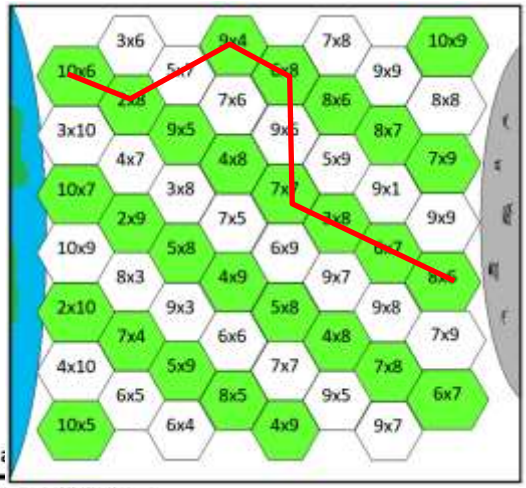
- Choose a multiplication you want to work out on one of the uncovered hexagons on the game board.
- Work out the answer in your head. Use a multiplication square (see appendix 3) to help you.
- Say the calculation and the answer.
- Your partner will check in their head (or using the multiplication strips).
- If you are right, you place a counter on the hexagon. Then it is your partner's turn. If you are wrong, you don't get to place a counter.
- The winner is the first person to complete an unbroken path of counters from the Earth to the Moon (path can go across, down, diagonally). See below.

Variations

- If you get an answer wrong, your partner can remove one of your counters from the board.

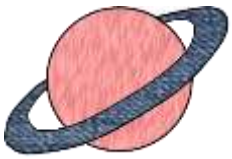


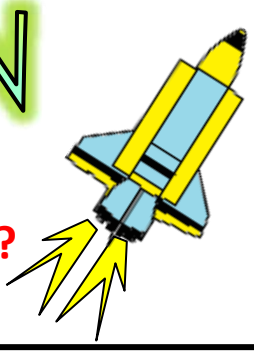
Examples of winning paths.



RACE TO THE MOON

MULTIPLICATION TO 10x10





Who will be first to get from Earth to the Moon?

	3x6		9x4		7x8		10x9		
10x6		5x7		6x8		9x9			
	2x8		7x6		8x6		8x8		
3x10		9x5		9x6		8x7			
	4x7		4x8		5x9		7x9		
10x7		3x8		7x7		9x1			
	2x9		7x5		3x8		9x9		
10x9		5x8		6x9		6x7			
	8x3		4x9		9x7		8x6		
2x10		9x3		5x8		9x8			
	7x4		6x6		4x8		7x9		
4x10		5x9		7x7		7x8			
	6x4		8x5		9x5		6x7		
10x5		10x6		4x9		9x7