



APRENDER SEMPRE

3° ANO ENSINO FUNDAMENTAL

MATEMÁTICA

Dear student and caregiver,

To prevent the dissemination of the new coronavirus, and to preserve everyone's health, school activities were paralyzed to reduce the circulation of people. In order not to interrupt your school studies even during the period of suspension of classes, the State Secretary of Education has prepared some materials to support you at this moment.

This material is divided in two parts: one on Portuguese Language and the other one in Mathematics. Here you will find activities to enhance your knowledge. Also, two inserts are included: one with information about COVID-19 and the other one with guidelines and suggestions for you to organize a study routine and continue learning, even without going to school!

When you return to school, you must hand over the activities to your teacher. That way you can have feedback on what you managed to advance and be supported to learn even more!

Good luck with your studies!

Nome da Escola:	
Nome do Aluno:	
Data://2020	Ano/Turma 2ª Ano EF

SEQUENCE 1 – THE CLASS' TOYS AND GAMES

ACTIVITY 1

NINA HAS MANY FRIENDS IN THE BLOCK SHE LIVES AT. SHE DID A RESEARCH WITH THEM TO FIND OUT THEIR FAVORITE GAME.

1. CHECK THE RESULTS:

TYPES OF GAMES	QUANTITY OF VOTES
PULAR CORDA	4
JOGAR BOLA	8
QUEIMADA	10
AMARELINHA	2
OUTROS	1

2. SHE USED THE DATA ON THE TABLE TO REPRESENT IT IN A COLUMN GRAPHIC:



3. ANSWER ORALLY: WHAT WAS THE MOST VOTED GAME? AND THE LEAST VOTED? HOW MANY VOTES DID JOGAR BOLA (PLAYING BALL) GET? AND HOW MANY DID AMARELINHA (HOPSCOTCH) WIN?

ACTIVITY 2

 NINA WAS PLAYING HANGMAN WITH NUMBERS. WITH WITH HER COLLEAGUES. CAN YOU GUESS HOW MANY POSSIBLE NUMBERS SHE COULD THINK OF?



2. FILL IN THE TABLE WITH THE NUMBERS THAT ARE MISSING AND PAINT THE POSSIBLE NUMBERS NINA MAY HAVE THOUGHT OF:

300	301						308	309
			314	315	316			
320	321							329
330	331				336			339
340		343	344					349
350					356	357	358	359
360				365	366	367		
		373	374	375	376			
		383	384	385				

ACTIVITY 3

1. NINA AND GUSTAVO LIKE TO CREATE TOYS. OBSERVE THE TOYS EACH ONE OF THEM MADE:



A. THE BOLA DE MEIA IS SIMILAR TO WHICH GEOMETRIC FIGURE:

B. THE DADO IS SIMILAR TO WHICH GEOMETRIC FIGURE:

SEQUENCE 2 – SCAVENGER HUNT

ACTIVITY 1

AT THE SACK RACE TO MARK EACH TEAM'S POINTS NINA CREATED A NUMBERED LINE.

1. SHALL WE DISCOVER IN WHICH NUMBER THE PARTICIPANT IS AT?



A. HOW DID NINA REGISTER THE NUMBERS IN THE NUMBERED LINE?







ACTIVITY 2

NINA PARTICIPATED IN A COMPETITION, SHE WON THE SACK RACE AND RECEIVED CARDS WITH STICKERS.

1. NINA GLUED A SEQUENCE OF REPEATED STICKERS BUT TWO FELL DOWN. DRAW THE STICKERS THAT ARE MISSING:



2. OBSERVE OTHER SEQUENCES WITH STICKERS THAT NINA GLUED AND DRAW THE ONES THAT ARE MISSING:



3. SEE WHAT NINA DID TO CALCULATE THE POINTS OF THE COMPETITION:



4. SOLVE THE ADDITIONS AS NINA DID, USING THE NUMERIC DECOMPOSITION:

A. 114 + 112	B. 120 + 111

ACTIVITY 3

AT THE GAME "QUEM MONTA MAIS RÁPIDO" THE CHALLENGE IS TO CREATE GEOMETRIC FIGURES, USING POPSICLE STICKS IN DIFFERENT SIZES.

1. SEE WHAT NINA GOT TO DO IN FIVE MINUTES:

ustracão: Joseane A. Ferreira

HOW MANY SIDES DO THE FIGURES CREATED BY NINA HAVE?

2. DRAW GEOMETRIC FIGURES WITH FIVE SIDES, USING POPSICLE STICKS:



ACTIVITY 4

THE SUPERMARKET NEAR NINA'S HOUSE CREATED THE CAMPAIGN "QUEBRE SEU COFRINHO" SO THAT PEOPLE COULD CHANGE THEIR COINS FOR BILLS.

1. NINA PARTICIPATED IN THE CAMPAIGN. INDICATE THE BILL THAT CORRESPONDS TO THE CHANGE SHE DID:





A. AND IF NINA GOT THESE BILLS AFTER CHANGING HER COINS:



WHICH COINS COULD SHE HAVE TAKEN TO THE SUPERMARKET?

SEQUENCE 3 – THE FAVORITE SPORT

ACTIVITY 1

1. RICARDO RESEARCHED WITH HIS COLLEAGUES THE FAVORITE SPORT FOR THE 3rd YEAR CLASS.

SPORT	VOTES
BASQUETE	
FUTEBOL	
NATAÇÃO	
VÔLEI	
HANDEBALL	

2. REGISTER IN THE TABLE BELOW THE NAMES OF THE SPORTS RESEARCHED AND THE VOTES THEY RECEIVED:

SPORT	VOTES

ACTIVITY 2

1. REPRESENT, IN THE COLUMN GRAPHIC THE RESULTS FROM THE RESEARCH ELABO-RATED BY GUSTAVO WITH HIS CLASS.





ACTIVITY 3

GUSTAVO WANTS TO COMPLETE HIS COLLECTION OF FOOTBALL CARDS, BUT HE IS STILL MISSING THE SHINY CARDS.

1. COMPLETE THE SEQUENCES AND DISCOVER THE NUMBER OF GUSTAVO'S SHINY CARDS.



2. CONSULT BOTH NUMBERED LINES AND ANSWER:

Α.	THE ANTECESSOR OF 536 IS	
В.	THE SUCCESSOR OF 421 IS	

3. WHAT IS THE SECRET OF THE SEQUENCE CREATED BY GUSTAVO? DRAW THE NEXT FIGURE:



ACTIVITY 4

1. DISCOVER THE SECRET OF GUSTAVO'S SEQUENCES AND COMPLETE THEM:



2. GUSTAVO HAD THREE NUMBERED CARDS AND WANTED TO CREATE NUMBERS USING THOSE CARDS, HELP HIM WITH THIS TASK!

		_
		_

3. WRITE DOWN THE NUMBERS:

ONE HUNDRED AND TEN	
TWO HUNDRED AND TWENTY	
THREE HUNDRED AND THIRTY	
FOUR HUNDRED AND FORTY	
FIVE HUNDRED AND FIFTY	

4. WHICH NUMBERS BETWEEN 100 AND 600 HAVE THREE EQUAL DIGITS?

SEQUENCE 4 – SPORTS EQUIPMENT

ACTIVITY 1

GUSTAVO HAS 157 REAIS TO BUY A T-SHIRT FROM HIS FAVORITE TEAM, WHICH COSTS 134 REAIS. HE WANTS TO KNOW IF THERE IS GOING TO BE ANY MONEY LEFT.

1. SEE WHAT HE DID TO FIND OUT:



2. NOW SOLVE THE SUBTRACTIONS USING NUMERIC DECOMPOSITION JUST LIKE GUSTAVO:

A. 148 – 123	B. 259 – 147

D. 474 – 312

3. GUSTAVO WENT TO THE SPORTING GOODS STORE WHERE HE SAW A WINDOW WITH THE TOP SALES OF THE MONTH.



A. WHICH GOODS HAD BETTER SALES: FOOTBALL BALLS OR VOLLEY BALLS?

B. HOW MUCH MORE?

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C. WHICH GOODS HAD LESS SALES? VOLLEYBALL T-SHIRTS OF BASKETBALL T-SHIRTS?

D. HOW MUCH LESS?

ACTIVITY 2

1. THE STORAGE OF THE SPORTING GOODS STORE HAD 168 GOGGLES. OVER A WEE-KEND, 65 WERE SOLD. HOW MANY GOGGLES ARE LEFT?

2. IN A BOX AT THE STORE'S STORAGE, THERE WERE SOME PING-PONG BALLS. THEY PUT 102 MORE IN THE BOX AND THE NUMBER GREW TO 248. HOW MANY BALLS WERE INITIALLY IN THE BOX?

3. AT THE SPORTING GOODS STORE THERE ARE 106 SWIMMING SUIT UNIFORMS AND 46 JUDO UNIFORMS LESS THAN THOSE OF SWIMMING. HOW MANY JUDO UNIFORMS ARE THERE AT THE STORE?

ACTIVITY 3

THE SPORTS CENTER "ALFREDO INÁCIO TRINDADE" IS LOCATED AT THE JARDIM SÃO PAULO NEIGHBORHOOD AND OFFERS CLASSES AND TRAININGS IN DIFFERENT MODALITIES.

MANY SPORTS TRAININGS ARE DONE ON THE COURTS.

1. WHICH SPORT USE THIS KIND OF COURT?



A. WHICH GEOMETRIC FIGURE IS SIMILAR TO THE COURT'S DESIGN?

2. COUNT AND INDICATE THE NUMBER OF SIDES AND ANGLES OF THE FIGURE.

SIDES:

ANGLES: