

Helping your child with Maths in Year 4

Pairs to 100

This is a game for two players.

- ◆ Each draw 10 circles. Write a different two-digit number in each circle – but not a 'tens' number (10, 20, 30, 40...).
- ◆ In turn, choose one of the other player's numbers.
- ◆ The other player must then say what to add to that number to make 100, e.g. choose 64, add 36.
- ◆ If the other player is right, she crosses out the chosen number.
- ◆ The first to cross out 6 numbers wins.

Mugs

You need a 1 litre measuring jug and a selection of different mugs, cups or beakers.



- ◆ Ask your child to fill a mug with water.
- ◆ Pour the water carefully into the jug.
- ◆ Read the measurement to the nearest 10 millilitres.
- ◆ Write the measurement on a piece of paper.
- ◆ Do this for each mug or cup.
- ◆ Now ask your child to write all the measurements in order.

All the sixes

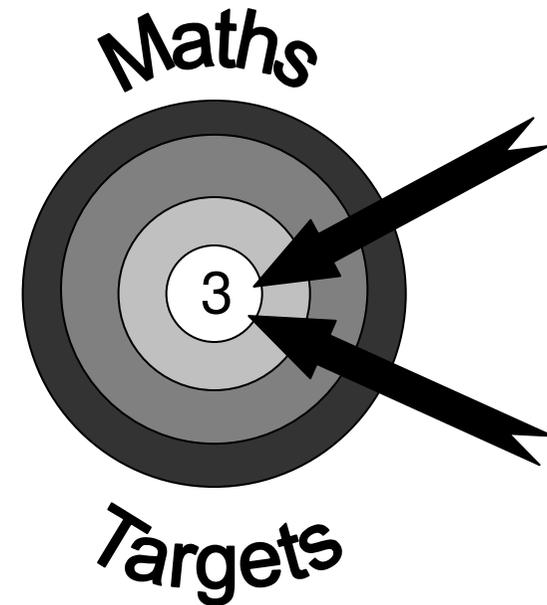
Time your child while he / she does one or more of these.

- ◆ Count in sixes to 60.
- ◆ Count back in sixes from 60 to zero.
- ◆ Start with 4. Count on in sixes to 70.
- ◆ Start with 69. Count back in sixes to 3.

Next week, try to beat the record.

Then try the same activity but count in sevens or nines.

6 12 18 24 30 36 42



A booklet for parents

Fun mathematical activities to do at home

This is some of the maths your child should be able to do by the end of Year 4

- count in multiples of 6, 7, 9, 25 and 1000
- find 1000 more or less than a given number
- recognise the place value of each digit in a four-digit number (thousands, hundreds, tens, and ones)
- order and compare numbers beyond 1000
- round any number to the nearest 10, 100 or 1000
- read Roman numerals to 100 (I to C)
- estimate and use inverse operations to check answers to a calculation
- solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why
- recall multiplication and division facts for multiplication tables up to 12×12
- use place value, known and derived facts to multiply and divide mentally, including: multiplying by 0 and 1; dividing by 1; multiplying together three numbers
- count up and down in hundredths; recognise that hundredths arise when dividing an object by a hundred and dividing tenths by ten
- add and subtract fractions with the same denominator
- find the effect of dividing a one- or two-digit number by 10 and 100, identifying the value of the digits in the answer as units, tenths and hundredths
- round decimals with one decimal place to the nearest whole number
- compare numbers with the same number of decimal places up to two decimal places
- Convert between different units of measure (e.g. kilometre to metre; hour to minute)
- measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres
- estimate, compare and calculate different measures, including money in pounds and pence
- read, write and convert time between analogue and digital 12 and 24-hour clocks
- solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days
- compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes

The activities given will all help your child towards achieving some of the maths they should be able to by the end of Year 4. Building confidence in maths is crucial so do praise their efforts. If your child is not in the mood it is the wrong time to be doing maths

Left overs

- ◆ Take turns to choose a two-digit number less than 50.
- ◆ Write it down. Now count up to it in fours. What number is left over?
- ◆ The number left is the number of points you score, e.g.

Choose 27.

Count: 4, 8, 12, 16, 20, 24.

3 left over to get to 27.

So you score 3 points.

- ◆ The first person to get 12 or more points wins.

Now try the same game counting in sixes, or in sevens

Can you spot which numbers will score you points?

Aim for 300.

You need an ordinary dice. A game for 2 or more people

When it is your turn:

- Throw a dice 4 times and write down the numbers
- Add any 2 of your numbers, then add the other 2.
- Multiply your answers to get your score

Keep taking turns like this. Whoever reaches a total score of 300 or more first wins.

Tables

Practise the 7x table. Say it forwards and backwards.

Ask your child questions like:

What are seven fives?

What is 49 divided by 7?

What is seven times three? How many sevens in 56?

Playing cards:

Remove the picture cards from the pack. Pick a card and ask your child to multiply it by 7. Can they then give you 3 other associated facts?

e.g. Pick the '4' card, so:

$$4 \times 7 = 28, 7 \times 4 = 28, 28 \div 4 = 7 \text{ and } 28 \div 7 = 4$$

Make it real!

7 people play in a netball team.

How many players will there be in 6 teams?