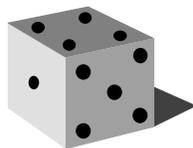


### Number game 3

Use three dice.

If you have only one dice, roll it 3 times.



- ◆ Make three-digit numbers, e.g. if you roll 2, 4 and 6, you could make 246, 264, 426, 462, 624 and 642.
- ◆ Ask your child to round the three-digit number to the nearest multiple of 10. Check whether it is correct, e.g.  
76 to the nearest multiple of 10 is 80.  
134 to the nearest multiple of 10 is 130.  
(A number ending in a **5** always **rounds up**.)
- ◆ Roll again. This time round three-digit numbers to the nearest 100.

### Tables

Practise the 6x table. Say it forwards and backwards.

Ask your child questions like:

What are five sixes?

What is 36 divided by 6?

What is six times seven?

How many sixes in 18?

### Playing cards:

Remove the picture cards from the pack. Pick a card and ask your child to multiply it by 6. Can they then give you 3 other associated facts?

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

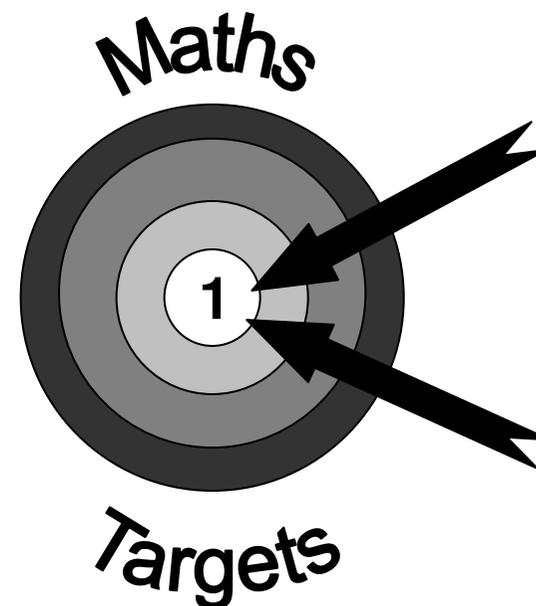
$$4 \times 6 = 24, 6 \times 4 = 24, 24 \div 6 = 4 \text{ and } 24 \div 4 = 6$$

### Measuring

Use a tape measure that shows centimetres.

- ◆ Take turns measuring lengths of different objects, e.g. the length of a sofa, the width of a table, the length of the bath, the height of a door.
- ◆ Record the measurement in centimetres, or metres and centimetres if it is more than a metre, e.g. if the bath is 165 cm long, you could say it is 1m 65cm (or 1.65m).
- ◆ Write all the measurements in order.

# Helping your child with Maths in Year 4



## 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  $12 \times 12$
- 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

## Number game 1

You need about 20 counters or coins.

- ◆ Take turns. Roll two dice to make a two-digit number, e.g. if you roll a 4 and 1, this could be 41 or 14.
- ◆ Add these two numbers in your head. If you are right, you win a counter. Tell your partner how you worked out the sum.
- ◆ The first to get 10 counters wins.

Now try subtracting the smaller number from the larger one.

## Number game 2

- ◆ Put some dominoes face down.
- ◆ Shuffle them.
- ◆ Each choose a domino.
- ◆ Multiply the two numbers on your domino.
- ◆ Whoever has the biggest answer keeps the two dominoes.
- ◆ The winner is the person with the most dominoes when they have all been used.

## Challenge:

Choose any even 4 digit number, halve it:

If the answer is even halve again, if it's odd add 1 then halve again. How far can you go?

## Make it real!



In a sponsored swim Paul swam 75 lengths of the pool. His sister swam twice as far. How many lengths did she swim?

**150 lengths**

**Can you tell me why?**

**Because double 75 is 150**



If 2 children have £27 to share equally between them, how much do they each have?

**£13.50 each**

**How do you know?**

**Because half of £20 is £10 and half of £7 is £3.50 which is £13.50 altogether**