Out and about

- Choose a three-digit car number, e.g. 569.
- Make a subtraction from this, e.g. 56 9.
- If you are right, score a point.

The first to get 10 points 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.

Counting

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.

Try counting in different steps such as 25s or 9 or 0.1

Battleships

Have a game of battleships using coordinates.

Times Tables and number bonds. Please ensure your child has the opportunity to regularly use on line sites which promote quick recall of number facts when they have been learned:

https://www.topmarks.co.uk/maths-games/hit-the-button HIT the Button

https://play.ttrockstars.com/auth Times Tables Rockstars.

Vear 4



1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100





Achieving excellence through the pursuit

A Booklet









Help your child with mathematics.





By the end of Year 4, most children should be able to:

- \Rightarrow Count on in multiples of 6,7,9,25 and 100
- ⇒ Find 10,100 or 1000 more or less than a given number
- \Rightarrow Recognise 1000s ,100s, 10s and 1s in a 3 digit number
- ⇒ Round any number to the nearest 10, 100 or 1000
- ⇒ Read Roman numerals to 100
- ⇒ Add and subtract numbers to 4 digits using efficient written methods
- ⇒ Estimate and use inverse operations
- \Rightarrow Recall and use all times tables to 12x12
- ⇒ Multiply 3 numbers together
- ⇒ Count in tenths and hundredths.
- ⇒ Recognise , find and write fractions of objects and numbers

Activities to do at home

Tables

Practise your times tables. Say them forwards and backwards.

Ask your child questions like:

What are five threes? What is 15 divided by 5?

Seven times three? How many threes in 21?

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 millimetres. Try converting them from one to the other.

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.

Number game

- 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.

Looking around

Choose a room at home.

Challenge your child to spot 20 right angles or acute angles or obtuse angles in it.

Find 20 parallel or perpendicular lines

Find symmetrical objects. How any have 2 or more lines of symmetry?

Questions you could ask your child as they are doing their Mathematics.

- What is the same or different about these numbers, sums, processes?
- How could you organise your learning?
- Can you show me an example?
- What are the connections between...?
- What do you notice?
- When is it not true?
- Can you find another example?
- Can you find an example that does not work?
- How can you be sure?
- What question can you ask next?
- Can you explain why that happens?
- Can you describe...?
- Can you do this mentally?

- ⇒ Add, subtract and compare fractions with the same denominator
- ⇒ Compare and order decimals
- ⇒ Know decimal equivalents of tenths and hundredths
- ⇒ Identify lines of symmetry in 2-d shapes
- ⇒ Use coordinates in the first quadrant
- ⇒ Identify acute and obtuse angles and order by size
- ⇒ Use bar charts and line graphs to represent data
- ⇒ Convert between units of measuree.g. km to m, hour to minute.
- ⇒ Find the area and perimeter of rectangles
- ⇒ Read, write and convert time between analogue, digital 12hour and 24hour clocks.
- ⇒ These are examples of some of the mathematical targets your child is working towards this year.

Standard Methods for the four operations.

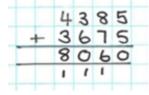
Please visit the school website (in the curriculum section) where you can find video demonstrations of each of the Standard Methods for addition, subtraction, multiplication and division, from Year 3 through to Year 6.

ADDITION

1) Add 3 digit numbers by partitioning.

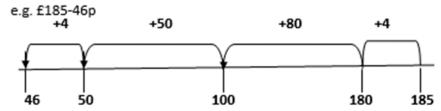
2) column addition

+	83 42							
120								
	5							
1	125	_						



SUBTRACTION

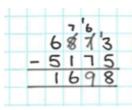
1) Use of a number line to count on.



80p+50p+5p+4p= 139p=£1.39

2) partitioning

3) column subtraction



MULTIPLICATION

1) partitioning

2) grid method

X	40	9
2	80	18

80+18=98

3) column multiplication methods

		/1	2	2							
×		4	7	8					2	2	5
				4				×	7	Ē	4
	3			0			_	ï	9	5	0
	3						_	۰	-	3	Ť
						-					

DIVISION

E.G. 150 ÷ 3

repeated subtraction using groups of 3.

$$150-30 = 120 - 30 = 90 - 30 = 60 - 30 = 30 - 30 = 0 \longrightarrow 50 lots of 3$$

subtracted so $150 \div 3 = 50$

2) short division