

Maths in Year 4



How to help your child at home and have fun!

The National curriculum maths objectives for children in Year 4 are on the back of this leaflet. Some targets are harder than they seem. For example, a child may be able to subtract 497 from 506 by writing it in columns without realising it is quicker and more efficient to count on from 497 up to 500 and then to 506 in their head.

Y e a r 4

I can	Maths - Year 4 (expected)
	Read Roman numerals to 100.
	Count backwards through zero and understand that -2 is greater than -3.
	Order numbers up to 10,000 using =, > and <.
	Count in multiples of 9 and 25.
	Round any numbers up to 10,000 to the nearest 1000.
	Solve 2-step problems by deciding which operation to use and why.
	Make a sensible estimate and check the answer using the inverse operation.
	Answer multiplication and division facts for multiplication tables up to 12x12 very quickly.
	Say all the square numbers.
	Work out the factor pairs and use them in mental calculations.
	Multiply 2-digit and 3-digit numbers by a 1-digit number using formal written method.
	Solve more complex problems.
	Calculate the prime factors and work out the factors within any number up to 144
	x and ÷

I can	Maths - Year 4 (expected)
	Calculate decimal equivalents to $\frac{1}{4}$, $\frac{1}{2}$ and $\frac{3}{4}$.
	Round decimals with one decimal place to the nearest whole number.
	Order numbers with the same number of decimal places up to one decimal place.
	Calculate equivalent fractions of a given fraction including tenths and hundredths.
	Add and subtract fractions with the same denominator.
	Know the formula for measuring the area of a square or rectangle.
	Know the formula for measuring the perimeter of a square or rectangle.
	Solve simple measure and money problems involving fractions and decimals to two decimal places.
	Compare 2-D shapes, including quadrilaterals and triangles, based on their properties and sizes.
	Identify acute and obtuse angles and compare and order angles up to two right angles by size.
	Calculate the perimeter of a rectilinear figure in centimetres and metres.
	Calculate the area by counting the squares.
	Solve a problem by collecting data, presenting it in a bar chart and interpreting it.
	Solve a problem by collecting data, presenting it in a line graph and interpreting it.
	Data
	Shape
	Measures
	Fractions



Maths in Year 4—Games to play:

Number game

- ♦ Put some dominoes face down. Shuffle them. Choose a domino each. Multiply the 2 numbers. Whoever has the most wins the 2 dominoes. The winner has the most dominoes when they have all been used up.

Number game 2

- ♦ You need a pile of coins or buttons. Roll 2 dice to make 2 digit numbers. If you roll 4 and 1 you get the numbers 41 and 14. Add them together in your head. Subtract the smaller one from the larger one. If you get the sums correct you keep the button. Try to get 10 items.

$$14 + 41 = ?$$

$$41 - 14 = ?$$

Number game 3

- ♦ Roll the dice to create a 4 digit number. Try and round the number to the nearest 10 and the nearest 100. Rearrange the digits to create another number—round this one to 10 and 100 too.

Tables practise

- ♦ At the start of the year, practise your 6x 7x and 9x tables. Say them forwards and backwards. Create sets of 4 calculations for each times table fact—2 multiplication and 2 division eg: $6 \times 7 = 42$ then $7 \times 6 = 42$ $42 \div 6 = 7$ and $42 \div 7 = 6$
By the end of the year, you need to know them all!

Left overs

- ♦ Take turns to choose a number less than 50. Write it down. Now count up to it in 4s. *What number is left over?* This answer is the number of points you score. Eg: choose 27. Count... 4, 8, 12, 16, 20, 24. There are 3 left over so you score 3 points. The first person to score 12 wins. Try the same game with counting in 3s or 5s or 6s etc. Can you choose numbers tactically?

Maths in Year 4—Games to play:

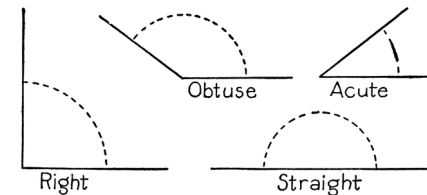
Measuring

- ♦ Use a measure that has cm on it. Take turns measuring and recording the length of different objects: the bath, the door, a table, the kitchen cabinets. Take each measurement and convert it into m eg: if the bath is 165cm long that is also 1m 65cm or 1.65m.



Look around

- ♦ Choose a room in your home. Challenge your child to spot 20 right angles. Can they find any acute or obtuse angles?



Dicey decision

- ♦ Each choose 5 numbers from this list to record:
5 6 8 9 12 15 20 30
Take turns rolling the dice. If the number you roll divides exactly into one of your numbers, you can cross it off. If you roll a 1 you miss a go, if you roll a 6 have another go. The first person to cross off all of their numbers wins.

Mugs

- ♦ You need a 1L measuring jug and a selection of mugs and cups. Ask your child to fill a cup with water. Pour the water into the measuring jug and read the measurement to the nearest 10ml. Record the capacity. Do this for each mug and cup. Put the measurements in order.

