

Activities to try at home

Times Tables 1

Practise the 3x, 4x and 5x 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?

$$8 \times 3 = 24 \quad 24 \div 3 = 8$$

Times Tables 2

- ♦ Put some dominoes face down.
- ♦ Each choose a domino.
- ♦ Multiply the two numbers the 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.



Measuring

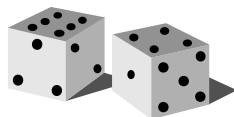
Use a tape measure that shows centimetres.

- ♦ 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. Bingo!

Number game

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.

Maths at Pensans in Year 4



A booklet for parents

This booklet provides information on the maths taught in Year 4. It also includes End of Year expectations for children in Year 4, as well as ideas and activities to try at home.

National Curriculum Expectations at the end of Year 4

The new National Curriculum is divided into different aspects of maths:

Number and Place Value, Calculations, Fractions, Measurements, Shape, Graphs and Data.

By the end of Year 4, children will be expected to know their times tables up to 12x12 by heart. This means not only recalling them in order, but also being able to answer any times question at random and knowing related division facts. e.g. $6 \times 8 = 48$, they would also know that $8 \times 6 = 48$, that $48 \div 6 = 8$ and that $48 \div 8 = 6$.

This will help them when solving larger problems and working with fractions.

Number and Place Value:

- * Count in multiples of 6, 7, 9, 25 and 1000
- * Count backwards, including negative numbers
- * Recognise the place value in 4 digit numbers (1000s, 100s, 10s and 1s)
- * Put larger numbers in order, including those greater than 1000.
- * Round numbers to the nearest 10, 100 or 1000
- * Read Roman numerals up to 100

Roman Numerals' Basics:

I = 1; V = 5; X = 10; L = 50; C = 100

If a smaller value appears in front of a larger one, then it is subtracted e.g. IV (5-1) means 4. If the larger value appears first then they are added, eg VI (5+1) means 6

Calculations

- * Use the standard method of column addition and subtraction
- * Solve two-step problems involving addition and subtraction
- * Know the $\times$ and $\div$ facts up to 12×12
- * Use knowledge of place value, and $\times$ and $\div$ facts to solve larger calculations
- * Use factor pairs to solve mental calculations e.g. 9×7 is the same as $3 \times 3 \times 7$
- * Use the standard short multiplication method to multiply 3-digit numbers by 2-digit numbers

Fractions

- * Use hundredths, including counting in hundredths
- * Add and subtract fractions with the same denominator $\frac{4}{7} + \frac{5}{7} = \frac{9}{7}$
- * Find the decimal value of a number of tenths or hundredths e.g. $\frac{7}{100}$ is 0.07
- * Recognise decimal equivalents of $\frac{1}{4}$, $\frac{1}{2}$ and $\frac{3}{4}$
- * Divide 1 or 2 digit numbers by 10 or 100
- * Round decimals to the nearest whole number
- * Compare numbers with up to two decimal places

Measurements

- * Convert between different measures e.g. km to m
- * Calculate the perimeter of shapes made with squares and rectangles
- * Find the area of rectangular shapes by counting squares
- * Read, write and convert times between analogue and digital
- * Solve problems that involve covering amounts of time including minutes, hours, days, weeks and months.

Shape

- * Classify shapes according to their properties - side and angles
- * Identify acute and obtuse angles
- * Complete a simple symmetrical figure by drawing the reflected shape.
- * Use coordinates to describe the position of something on a grid
- * Begin to describe movements on a grid by using left/right and up / down

Graphs and Data

- * Construct and understand simple graphs using discrete and continuous data.

NB: Discrete data is data such as eye colour or shoe size. Continuous data is that which appears on a range with height or temperature.