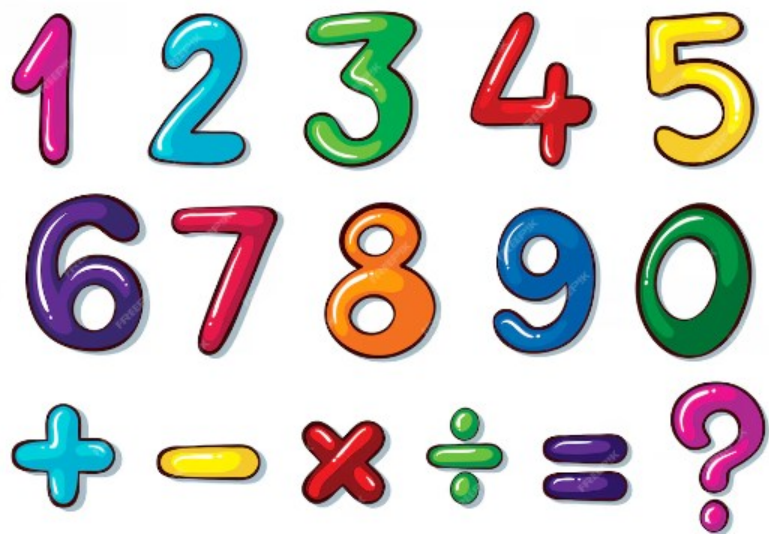


Greythorn Primary School

Maths

Y4



Year 4

- Count backwards through zero to include negative numbers.
- Compare and order numbers beyond 1,000.
- Compare and order numbers with up to 2 decimal places.
- Read Roman numerals to 100.
- Find 1,000 more/less than a given number.
- Count in multiples of 6, 7, 9, 25 and 1000.
- Recall and use multiplication and division facts all tables to 12x12.
- Recognise place value of any 4-digit number.
- Round any number to the nearest 10, 100 or 1,000.
- Round decimals with 1dp to nearest whole number.
- Add and subtract: Numbers with up to 4-digits using written column method.
- Multiply: 2-digit by 1-digit, 3-digit by 1-digit.
- Count up/down in hundredths.
- Recognise and write equivalent fractions
- Add and subtract fractions with same denominator.
- Read, write and convert time between analogue and digital 12 and 24 hour clocks.
- Find the area of rectilinear shapes by counting squares.
- Convert units of measure. E.g. km to m.
- Identify acute and obtuse angles.
- Identify lines of symmetry in 2d shapes.
- Interpret and present data using bar charts and line graphs.

Fun activities to do at home

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

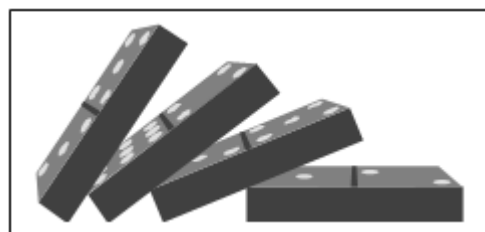
Put some dominoes face down.

Shuffle them.

Each choose a domino.

Multiply the two numbers on your domino.

Whoever has the biggest answer keeps the two dominoes.



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 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?

Dicey division

You each need a piece of paper. Each of you should choose five numbers from the list below and write them on your paper.

5 6 8 9 12 15 20 30 40 50

Take turns to roll a dice. If the number you roll divides exactly into one of your numbers, then cross it out, e.g. you roll a 4, it goes into 8, cross out 8.

If you roll a 1, miss that go. If you roll a 6 have an extra go.

The first to cross out all five of their numbers wins.

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 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.

