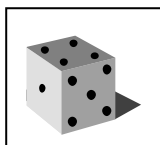


### Number game 3

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?

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

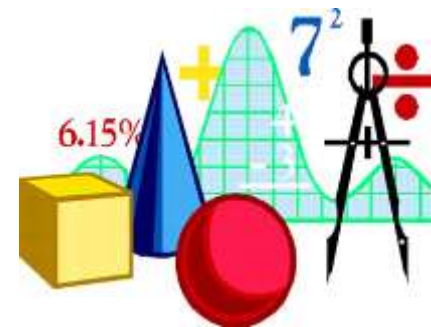
### Measuring

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.



## Ladbroke JMI School



### Year 4 maths targets.

This booklet provides information for parents and carers on the end of year expectations for children in our school.

The objectives show some of the mathematical skills your child should be able to do by the end of year 4. These will be worked on throughout the year and will be the focus of direct teaching. Any extra support you can provide in helping your children to achieve these is greatly valued.

If you have any queries regarding the content of this booklet or want support in knowing how best to help your child please talk to your child's teacher.

# The Year 4 Learner

## Can ...

- 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 PV 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 columnar 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.
- Describe positions on a 2D grid as coordinates
- Describe movements between positions as translations
- Plot specific points
- 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.
- ◆ The winner is the person with the most dominoes when they have all been used.

