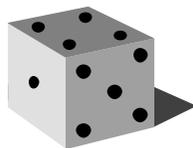


Number game 3

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?

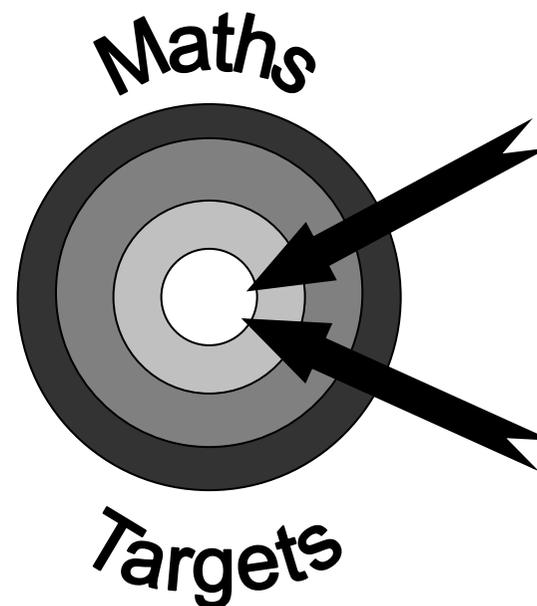
$$8 \times 3 = 24 \quad 24 \div 3 = 8$$

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.

Targets for pupils in Year 4



A booklet for parents

Help your child with mathematics

Targets – Year 4

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

- Know the multiplication facts up to 10×10 by heart, e.g. know facts like 7×5 and $36 \div 4$ and the corresponding division facts.
- Round four-digit numbers to the nearest 10 or 100.
- Work out that a simple fraction such as: $\frac{2}{6}$ is equivalent to $\frac{1}{3}$.
- Work out sums like $26 + 58$ and $62 - 37$ mentally.
- Work out sums like $234 + 479$ or $791 - 223$ using number lines.
- Multiply and divide numbers to 1000 by 10 and 100.
- Multiply and divide two-digit numbers by a one-digit number.
- Change pounds to pence and centimetres to metres, and vice versa, e.g. work out that $\text{£}3.45$ is the same as 345p, and that 3.5 metres is the same as 350 centimetres.
- Tell the time to the nearest minute and use a simple timetable.
- Pick out shapes with similar features, e.g. shapes with sides the same length, or with right angles, or symmetrical shapes.
- Use $+$, $-$, \times , \div to solve problems and decide whether it is best to calculate in their head or on paper.
- Organise, present, analyse and interpret data in tables, diagrams, tally charts, pictograms and bar charts.

About the targets

These targets show some of the things children should be able to do by the end of Year 4.

A target may be more complex than it seems, e.g. children may be able to subtract 497 from 506 by writing it in columns without realising it is quicker to count on from 497 up to 506 in their heads.

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.

