Targets for pupils in YEAR 4
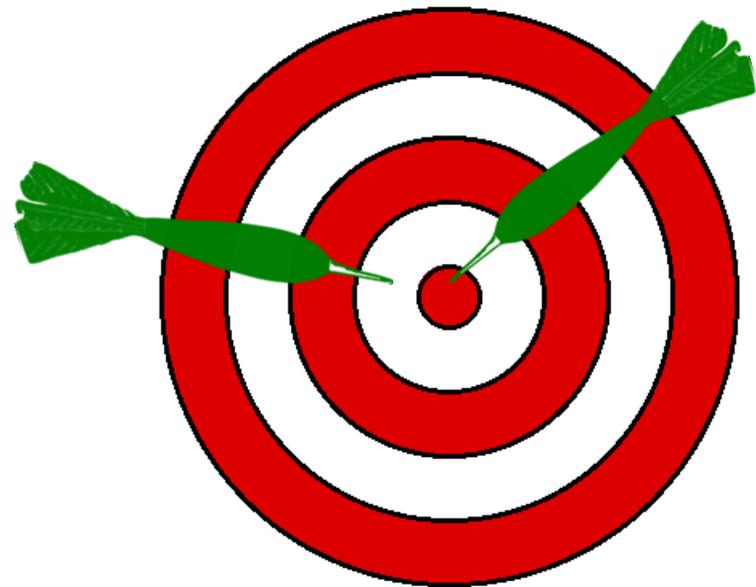

A booklet for parents

Help your child with mathematics

Fun activities to do at home

Number game 1

* Roll a dice four times to make a four-digit number.
  e.g. if you roll 2, 4, 5 and 6, you could make 2546, 5264, 4265….
* Ask your child to round the four-digit number to the nearest multiple of
10. Check whether it is correct, e.g.
2576 to the nearest multiple of 10 is 2580.
5134 to the nearest multiple of 10 is 5130.
(A number ending in a **5** always **rounds up**.)
* Roll again. This time round four-digit numbers to the nearest 100.

Number game 2

For this game you need a 1–100 square
(a snakes and ladders board will do), 20 counters or coins and a dice.
* Choose a two-digit number on the board less than 45 e.g. 24.
* Roll the dice twice to make another two-digit number.
* Add the number from the dice to the number from the board.
* If you are right, put a coin on the answer.
* The first to get 10 coins on the board wins.
* Play the game again choosing any number from the board and using
  the dice to make a subtraction calculation. e.g. 82-45

Tables

Make a times-table grid like this.
* Shade in all the tables facts that your child knows,
  probably the 1s, 2s, 3s, 4s, 5s and 10s.
* Some facts appear twice, e.g. 7 x 3 and 3 x 7, so
  cross out both. Surprised how few facts are left?
* There might only be 10 facts to learn. So take one fact a day and
make up a silly rhyme together to help your child to learn it,
e.g. *nine sevens are sixty-three, let's have lots of chips for tea!*

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.

20, 36, 45, 54, 64, 72, 75, 81, 84, 90

* Take turns to roll a dice. If the number you roll divides exactly into
one of the numbers you have written, then cross it out,
e.g. you roll a 4, it goes into 20, cross out 20.
* 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.
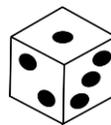
Left overs

* Take turns to choose a two-digit number.
* Write it down. Now count up to it in fours. What number is left over?
* The number left is the number of points you score, e.g.
Choose 27.
Count: *4, 8, 12, 16, 20, 24.*
3 left over to get to 27, so you score 3 points.
* The first person to get 12 or more points wins.
Now try the same game counting in sixes, or in eights.
Can you spot which numbers will score you most points?
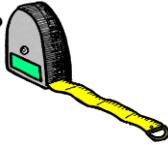
Measuring

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.
* Record the measurement in centimetres, or metres and centimetres
e.g. if the bath is 165cm long, you could say it is 1m 65cm (or 1.65m).
* Write all the measurements in order.

Mugs

You need a 1 litre measuring jug and a selection of different mugs,
beakers or containers.
* 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 container.
* Now ask your child to write all the measurements in order.

Looking around

Choose a room at home. Challenge your child to spot 20 right angles.

What's the time?

* Choose two programmes from the TV guide or times from a
timetable and calculate how long is between them.
Ask questions like:
* How long do I have to wait until… begins/ends?
* How long does it take to get from…. to ……?