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.

Tables

Practise the 6x, 7x and 9x tables. Say them forwards and backwards. Ask your child questions like:

|	
What are five sixes?	What is 36 divided by 6?
Seven times six?	How many sevens in 21?

$$8 \times 7 = 56 \qquad 56 \div 7 = 8$$

Sum it up

- ♦ Each player needs a dice.
- ♦ Say: *Go!* Then each rolls a dice at the same time.
- ♦ Add up all the numbers showing on your own dice, at the sides as well as at the top.
- ♦ Whoever has the highest total scores 1 point.
- ♦ The first to get 10 points wins.

Left overs

- ♦ Take turns to choose a two-digit number less than 50.
- ♦ 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.
  - o Choose 27.
  - o Count: *4, 8, 12, 16, 20, 24.*
  - o 3 left over to get to 27.
  - o So you score 3 points.
- ♦ The first person to get 12 or more points wins.
- ♦ Now try the same game counting in threes, or in fives. Can you spot which numbers will score you points?

Expectations for pupils in Year 4

Maths

4
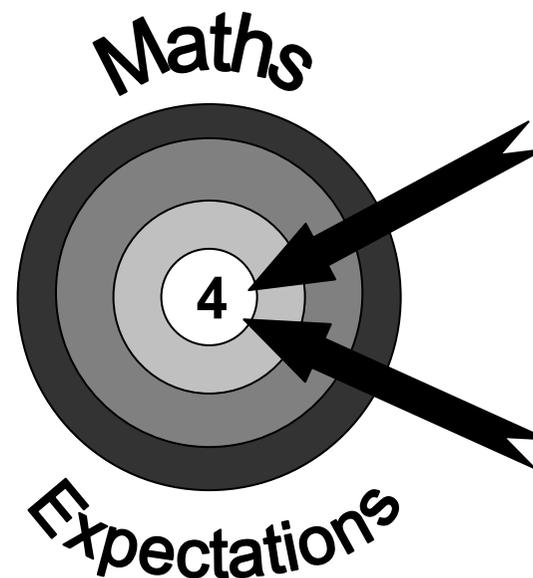
Expectations

A booklet for parents

Help your child with mathematics

Expectations – Year 4

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

✓ Read and write numbers up to 99,000 and put them in order, knowing what each digit is worth.

✓ Count on or back in thousands from any 5 digit number, e.g. 46,032, 47,032, 48,032 …

✓ Round numbers to the nearest 10, 100 or 1000.

✓ Read Roman numerals to 100 (I to C).

✓ Know by heart the multiplication facts for all times tables up to 12 x 12.

✓ Know by heart the division facts for all times tables up to 12 x 12.

✓ Convert between metric units of measure: kilometres to metres, centimetres to metres, millimetres to centimetres, grams to kilograms, litres to millilitres, etc. (E.g. how many cm in 1.5m?)

✓ Write decimal equivalents of any number of tenths or hundredths, e.g. 2/10 = 0.2 or 3/100 = 0.03

✓ Know by heart the decimal equivalents for ¼ (0.25), ½ (0.5) and ¾ (0.75).

✓ Read and write the time on an analogue and a 24 hour clock.

✓ Add and subtract amounts of money to give change.

✓ Identify lines of symmetry, obtuse and acute angles in 2D shapes.

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.
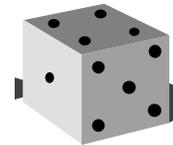
Number game 2

♦ 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.
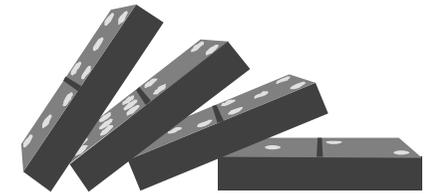
Number game 3

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** or more always **rounds up**.)
♦ Roll again. This time round three-digit numbers to the nearest 100 (when the tens digit is 5 or more, round up).