

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?

Encourage the children to use strategies e.g. if you know 5×7 can you use this work out 6×7 , 4×7 ? If you know 10×8 how can it help you work out 9×8 , 11×8 ?

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

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.

Looking around

Choose a room at home.

Challenge your child to spot 20 right angles in it.



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.

Out and about

- ◆ Choose a three-digit car number, e.g. 569.
- ◆ Make a subtraction from this, e.g. $56 - 9$.
- ◆ Work it out in your head. Say the answer.
- ◆ If you are right, score a point.
- ◆ The first to get 10 points wins.

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.

All the sixes

Time your child while he / she does one or more of these.

- ◆ Count in sixes to 60.
- ◆ Count back in sixes from 60 to zero.
- ◆ Start with 4. Count on in sixes to 70.
- ◆ Start with 69. Count back in sixes to 3.

Next week, try to beat the record.

6 12 18 24 30 36 42

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.

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 threes, or in fives.

Can you spot which numbers will score you points?

Mugs

You need a 1 litre measuring jug and a selection of different 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.

Expectations for the end of Y4

Count backwards through zero, including negative numbers
Round any positive integer less than 1000 to the nearest 10 or 100.
Recognise place value in four digit numbers
Know times tables up to 12x12
Use place value and number facts to carry out mental calculations
Use factor pairs and commutativity in mental calculations
Use short multiplication method
Recognise and use hundredths
Recognise and write decimal equivalents to $\frac{1}{4}$, $\frac{1}{2}$ and $\frac{3}{4}$
Divide one or two digit numbers by 10, 100 and 1000, using tenths and hundreds
Round decimals with one decimal place to the nearest whole number
Compare numbers up to two decimal places
Convert between different units of metric measurements
Find the area of rectilinear shapes by counting squares
Solve problems converting units of time
Compare and classify shapes
Describe positions on a 2D grid using co-ordinates

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.

**Illogan School
Maths at Home**

