

Support your child in using their mathematical skills in everyday life.

- Practice reading a scale by using a thermometer to read the temperature. A simple weather station with a thermometer, measuring cup/bottle as a rain gauge and pin-wheel to show wind could be set up in the garden. Keep a log of the amount of rainwater collected.
- Plant some seeds, reading the instructions on the seed packet carefully.
- Find out who drinks the most in your family at home during a day. Use a measuring jug and record the total amount drunk for each person.
- When out and about, find a number and challenge each other to see who can come up with the most number facts about it. For example for the number 24, you could say: $12 \times 2 = 24$, half of $24 = 12$, $6 \times 4 = 24$, $100 - 76 = 24$ etc.
- Play family games that involve using maths skills: Darts, Monopoly etc.
- Involve children in costing a weekly shop. Which items cost the most/least?
- Provide opportunities for your child to buy items when shopping.
- Carry out different cooking activities together. Double recipes and calculate the amounts needed.
- Encourage your child to wear an analogue watch and frequently ask time related questions.

Year Four Maths

| X | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
|----|---|----|----|----|----|----|----|----|----|-----|-----|-----|-----|
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| 1 | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
| 2 | 0 | 2 | 4 | 6 | 8 | 10 | 12 | 14 | 16 | 18 | 20 | 22 | 24 |
| 3 | 0 | 3 | 6 | 9 | 12 | 15 | 18 | 21 | 24 | 27 | 30 | 33 | 36 |
| 4 | 0 | 4 | 8 | 12 | 16 | 20 | 24 | 28 | 32 | 36 | 40 | 44 | 48 |
| 5 | 0 | 5 | 10 | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 | 60 |
| 6 | 0 | 6 | 12 | 18 | 24 | 30 | 36 | 42 | 48 | 54 | 60 | 66 | 72 |
| 7 | 0 | 7 | 14 | 21 | 28 | 35 | 42 | 49 | 56 | 63 | 70 | 77 | 84 |
| 8 | 0 | 8 | 16 | 24 | 32 | 40 | 48 | 56 | 64 | 72 | 80 | 88 | 96 |
| 9 | 0 | 9 | 18 | 27 | 36 | 45 | 54 | 63 | 72 | 81 | 90 | 99 | 108 |
| 10 | 0 | 10 | 20 | 30 | 40 | 50 | 60 | 70 | 80 | 90 | 100 | 110 | 120 |
| 11 | 0 | 11 | 22 | 33 | 44 | 55 | 66 | 77 | 88 | 99 | 110 | 121 | 132 |
| 12 | 0 | 12 | 24 | 36 | 48 | 60 | 72 | 84 | 96 | 108 | 120 | 132 | 144 |

Number Targets

A booklet for parents
Help your child with mathematics

YEAR FOUR EXPECTATIONS

By the end of year four all children are expected to have the skills and knowledge to complete the following mathematical tasks.

- ✓ Recall all multiplication facts to 12×12 .
- ✓ Round any number to the nearest 10, 100 or 1000 and decimals with one decimal place.
- ✓ Count backwards through zero to include negative numbers.
- ✓ Compare numbers with the same number of decimal places up to 2 decimal places.
- ✓ Recognise and write decimal equivalents of any number of tenths or hundredths.
- ✓ Add and subtract with up to 4 decimal places using formal written methods of columnar addition and subtraction.
- ✓ Divide a 1 or 2-digit number by 10 or 100 identifying the value of the digits.
- ✓ Multiply 2-digit and 3-digit numbers by a 1-digit number using formal written layout.
- ✓ Solve addition and subtraction two-step problems in context and solve problems involving multiplication and division.
- ✓ Solve simple measure and money problems involving fractions and decimals to 2 decimal places.
- ✓ Read Roman numerals to 100.

FUN ACTIVITIES TO DO AT HOME

- Challenge your child to find numbers in the telephone directory that add up to a given number. Find as many as possible in ten minutes.
- Use a tape measure to measure the length of different items in the house. Record the length in metres and centimetres.
- Play mini bingo games using times tables to 12. Say a two-digit number and use it as a 'Launchpad' to jump forwards or backwards in tens.
- Each draw 10 circles. Write a different two digit number in each circle but not a 'tens' number (10,20,30,40 etc.). In turn, choose one of the other player's numbers. The other player must then say what must be added to the number to make 100. If he/she is correct, the chosen number is crossed out. The first to cross out six numbers wins.
- Put some dominoes face down. Each choose a domino and multiply the two numbers on it. Whoever has the biggest answer keeps the two dominoes. The winner is the person who has the most dominoes when they have all been used.
- When out and about choose a three -digit car number. Make a subtraction sum. Work it out in your head. Score a point if you're correct.