Year 4 Key Understanding

○ Become increasingly confident recalling their tables up to 12 x 12, e.g. know facts like 7 x 5 and 36 ÷ 4.

○ Round numbers like 672 to the nearest 10, 100 or 1000.

○ Be increasingly confident finding a third or a quarter of something eg sharing sweets between friends, knowing that when they cut a cake equally between 5 people each will get a fifth of the cake.

○ Find 10, 100 and 1000 more than any given whole number.

○ Multiply numbers like 38 by 10 or by 100, and divide numbers like 4200 by 10 or by 100 – recognising that the digits move either to the left when multiplying or to the right when dividing.

○ Become familiar with different units of measure eg look in kitchen cupboards and notice what is measured in grams and what is in Kgs; reading recipes and be able to adjust measures for bigger numbers.

○ Tell the time to the nearest minute and use a simple timetable eg know that Doctor Who is on at 7.30pm and that when it finishes at 8.15 it has lasted 45 minutes.

○ Begin to convert between the 12 and 24 hour clock.

○ Pick out shapes with similar features, e.g. shapes with sides the same length, or with right angles, or symmetrical shapes.

Learning tables facts is always a difficult topic, as we all know someone who has struggled to learn their tables; there is no doubt that easy recall of tables will benefit your child, however we also spend a lot of time supporting children to use what they know to help them solve problems. Essentially we can solve most problems by knowing our 2s 5s and 10 times tables, and by being good at doubling and halving – so if your child struggles with recall then focusing on the above will really help.

Fun activities to do at home:

Dicey tens
For this game you need a 1-100 square (a snakes and ladders board will do), 20 counters or coins, and a dice.

- Take turns.
- Choose a two-digit number on the board e.g. 24.
- Roll the dice. If you roll a 6, miss that turn.
- Multiply the dice number by 10, e.g. if you roll a 4, it becomes 40. . Either add or subtract this number to or from your two-digit number on the board, e.g. 24 + 40 = 64.
- If you are right, put a coin on the answer.
- The first to get 10 coins on the board wins.

Looking around

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

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.

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 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.

How to help your Year 4 child

St MARTIN'S C of E PRIMARY SCHOOL

A booklet for parents.