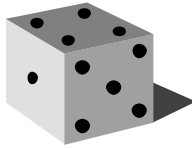


Number game

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 2x, 10x 3x, 4x, 6x 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?

Flexibility with numbers

- ◆ Choose the first 5 digits you see, on buses, in shop windows, front doors and so on.
- ◆ Try to use those 5 digits to make 50 by adding, subtracting, dividing or multiplying.
- ◆ E.g. 'I saw a 6, a 2, two 5s and a 9. I can do 5×5 to get 25, then 25×2 to get 50.'

Positive to Negative

You will need a pack of cards and a number track positive 10 to negative 10.

- All players to start on 0. If you turn over a black card it is a positive number and you move forward.
- If you turn over a red card it is a negative number and you move backwards.
- The player is to say the number they will land on before they move.
- The person to reach either positive 10 or negative 10 is the winner.

| | | | | | | | | | | | | | | | | | | | | |
|-----|----|----|----|----|----|----|----|----|----|---|---|---|---|---|---|---|---|---|---|----|
| -10 | -9 | -8 | -7 | -6 | -5 | -4 | -3 | -2 | -1 | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|-----|----|----|----|----|----|----|----|----|----|---|---|---|---|---|---|---|---|---|---|----|

St Luke's Primary School

Autumn Targets for Pupils in Year 4

Maths



Targets

A Booklet for Parents

Help your Child with Mathematics

Autumn Targets – Year 4

By the end of the term, most children should be able to...

Know the 2, 3, 4, 5, 6 and 10 times tables by heart and the division facts.

Position positive and negative numbers on a number track.

Round numbers like 672 to the nearest 10 and 100.

Work out sums like $234 + 479$ or $791 - 223$ using pencil and paper and writing them in columns. (See parent handbook for written calculation policy) Then use a calculator to check

Tell the time to the nearest minute and use a simple timetable.

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

Work out sums like $26 + 58$ and $62 - 37$ in their heads.

Please note: these targets will be suitable for MOST children.

Do not worry if your child is not yet able to complete the tasks, see the class teacher for ideas on how to adapt activities to suit your child's needs.

If your child can complete these tasks easily, try to extend their knowledge. See the class teacher for ideas on how to adapt activities to suit your child's needs.

About the targets

These targets show some of the things children should be able to do by the end of the Autumn Term. Some children will be working on these targets, some children will be working towards these targets and some children will be working beyond these targets.

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.

Get back to 1

You need paper and pencil

- Together decide on a start number between 50 and 99. Write the number down on a piece of paper.
- When it is your turn, divide the number by 2, add the remainder to your answer and write down the new total.
- Keep taking turns at working out the new total until somebody writes 1. This person is the winner.
- Play the game again using a different start number or a different number to divide by.