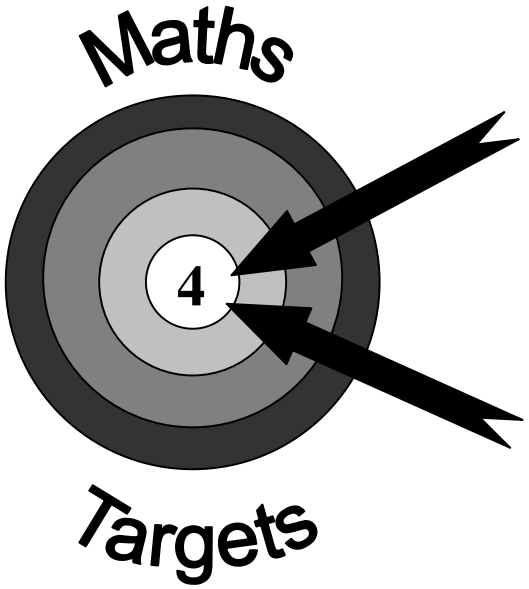
Targets – Year 4

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

- ☐ Know the 2, 3, 4, 5, 6, 7, 8, 9 and 10 times tables by heart, e.g. know facts like 7 x 5 and 36 ÷ 4.
- ☐ Work out that a simple fraction like $^2/_6$ is equivalent to $^1/_3$. Put mixed numbers (e.g. 3 ½ , 4 ¼) correctly onto a number line.
- ☐ Work out sums like 26 + 58 and 62 – 37 in their heads.
- ☐ Work out sums like 234 + 479 or 791 – 223 using pencil and paper. Calculate sum that involve money.
- ☐ Multiply and divide numbers up to 1000 by 10 and 100.
- ☐ Find fraction of numbers, quantities or shapes (e.g. 1/5 of 30 plums, 3/8 of a 6 by 4 rectangle).
- ☐ Develop written methods for multiplication and division of 2-digit numbers by a one-digit number (e.g. 15 x 9, 98 ÷ 6).
- ☐ Choose and use standard metric units of measurement. Use decimal notation to record measurements e.g. 1.3m, 0.6kg).
- ☐ Tell the time to the nearest minute and use a simple timetable. Calculate time intervals.
- ☐ Organise, present, analyse and interpret data in tables, diagrams, tally charts pictograms and bar charts.
- ☐ Recognise the 8 compass points, horizontal and vertical lines. Know that angles are measured in degrees, 360º = 1 whole turn and compare and order angles less than 180º.
- ☐ Use +, –, x, ÷ to solve problems and decide whether it is best to calculate in their head or on paper.

_____ is working on the targets that are ticked.

Targets for pupils in Year 4



A booklet for parents

Help your child with mathematics

About the targets

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.

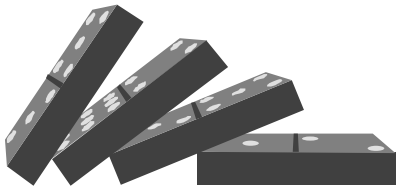
Fun activities to do at home

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.

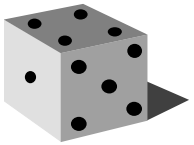
Now try subtracting the smaller number from the larger one.



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** 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?

8 x 3 = 24 24 ÷ 3 = 8

Measuring

Use a tape measure that shows centimetres.

- Take turns measuring lengths of different objects, e.g. the length of a sofa, the width of a table, the length of the bath, the height of a door.
- Record the measurement in centimetres, or metres and centimetres if it is more than a metre, e.g. if the bath is 165 cm long, you could say it is 1m 65cm (or 1.65m).
- Write all the measurements in order.

Looking around

Choose a room at 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 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.

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.

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.

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.**

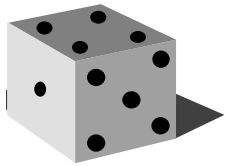
Next week, try to beat the record.

6 12 18 24 30 36 42

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.



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?

4 8 12 16 20 24 28 32 36 40