Year 4

Maths Targets

This booklet provides information for parents and carers on the end of year expectations for children in our school.

All the objectives will be worked on throughout the year and will be the focus of direct teaching. Any extra support you can provide in helping your children to achieve these is greatly valued.

If you have any queries regarding the content of this booklet or want support in knowing how best to help your child please talk to your child's teacher.

My Child Can:

- Count backwards through zero to include negative numbers.
- Compare and order numbers beyond 1,000.
- Compare and order numbers with up to 2 decimal places.
- Read Roman numerals to 100.
- Find 1,000 more/less than a given number.
- Count in multiples of 6, 7, 9, 25 and 1000.
- Recall and use multiplication and division facts all tables to 12x12.
- Recognise PV of any 4-digit number.
- Round any number to the nearest 10, 100 or 1,000.
- Round decimals with 1dp to nearest whole number.
- Add and subtract:
  - Numbers with up to 4-digits using written columnarmethod.
- Multiply:
  - 2-digit by 1-digit
  - 3-digit by 1-digit
- Count up/down in hundredths.
- Recognise and write equivalent fractions
- Add and subtract fractions with same denominator.
- Read, write and convert time between analogue and digital 12 and 24 hour clocks.
- Find the area of rectilinear shapes by counting squares.
- Convert units of measure. E.g. km to m.
- Identify acute and obtuse angles.
- Identify lines of symmetry in 2d shapes.
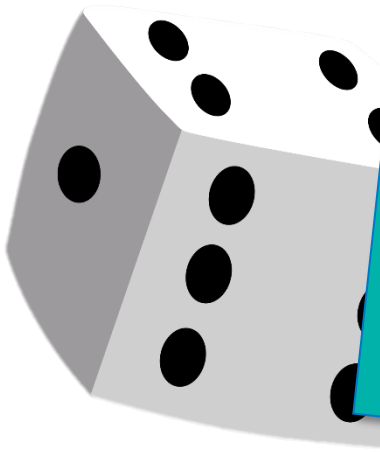- Interpret and present data using bar charts and line graphs.

Year 4
Home Activities

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.
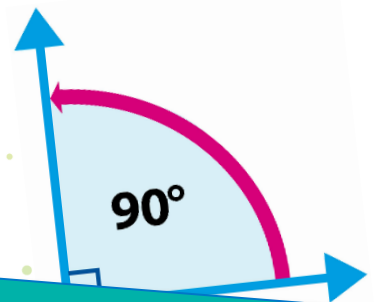- The first to get 10 coins on the board wins.

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.

Looking Around

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