



# SUPPORTING CHILDREN IN YEAR 4



Some of the Numeracy Framework **expectations** for Year 4 are:

## Using Number Skills

- ✓ Read and write numbers to 10 000
- ✓ Compare and estimate with numbers up to 1000
- ✓ Use mental strategies to recall multiplication tables for 2, 3, 4, 5, 6 and 10 multiplication tables and use to solve division problems
- ✓ Multiply and divide numbers by 10 and 100
- ✓ Find differences within 1000
- ✓ Add a 2 digit number to, and subtract a 2 digit number from a 3 digit number using an appropriate mental or written method
- ✓ Use mental strategies to multiply and divide 2 digit numbers by a single digit number
- ✓ Estimate by rounding to the nearest 10 or 100
- ✓ Use money to pay for items up to £10 and calculate the change
- ✓ Order and compare items up to £100

## Using Measuring Skills

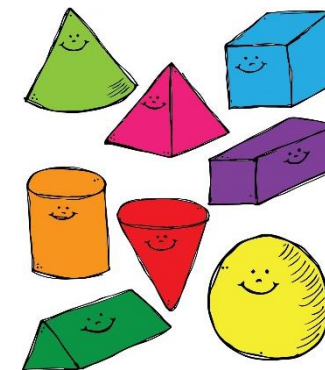
- ✓ Measure on a ruler to the nearest mm and record using a mix of units e.g 1cm 3mm
- ✓ Use weighing scales with divisions to weigh objects to the nearest 5g, 10g, 25g or 100g
- ✓ Measure capacities to the nearest 50ml or 100ml

## Using Data Skills

- ✓ Represent data using lists, tally charts, tables, diagrams, bar charts, pictograms and Venn and Carroll diagrams
- ✓ Extract and interpret information from charts, timetables, diagrams and graphs



**INFORMATION FOR PARENTS**  
Help your child with numeracy



## Let's Measure!

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.

## WAYS TO HELP AT HOME...

### Dice Game

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.

Try subtracting the smaller number from the larger one.

### Round up and down time!

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.)

### Making 100

2 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, they cross out the chosen number.

The first to cross out 6 numbers wins.

### Cupboard Maths

Select 10 items from your cupboard. Now we need to give each item a price. To generate the prices roll two dice (or roll the dice twice) to make a two digit number e.g. a 6 and a 4 would make '64' - therefore the item would cost £64 (this is an expensive shop!). To make the task a little more challenging roll the dice 4 times (A 6,4,3,7 would make £64.37. Repeat for each item and make a price label. Now put the prices in order from least to most expensive.

### Corner Challenge!

Choose a room at home.

Challenge your child to spot 20 right angles in it.

