

Helping your child at home

Year 4 suggested activities

Number 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.
- Now try subtracting the smaller number from the larger one.

Pairs to 100

This is a game for two players.

- Each draws 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.

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 and challenge your child to spot 20 right angles in it.

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.

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.

Mugs

You need a 1litre 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.

Useful Websites

www.primarygames.com/curriculum/math.htm

www.primarygames.co.uk/

www.bbc.co.uk/wales/snapdragon/yesflash/time-1.htm

www.bbc.co.uk/education/dynamo/den/snap/index.htm

www.woodlands-junior.kent.sch.uk/maths/

www.mymaths.co.uk – children all have their individual login

www.crickweb.co.uk/ks2numeracy.html