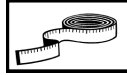


Measuring:



Use a tape measure that shows centimetres.

- Take turns measuring lengths of different objects, eg 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, eg if the bath is 165cm long you could say it is 1m 65 cm.
- Write all the measurements in order.

Looking Around:



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

Telling the time: Use an analogue clock/watch to learn to tell the time to the nearest minute. Convert time to digital..

Useful websites

- Espresso
- Education City
- www.topmarks.co.uk
- www.mathszone.co.uk
- www.bbcnumeracy.co.uk

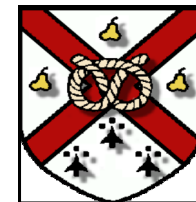
PERTON FIRST SCHOOL



Year 4

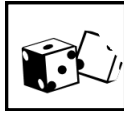
Maths Activities

at Home



Dream Believe Achieve

Number Game:



Use three dice or with one dice, roll it 3 times.

- Make three-digit numbers, eg 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, eg. 76 to the nearest multiple of 10 is 80.
(A number ending in 5 always rounds up).
- Roll again. This time round three-digit numbers to the nearest 100.

Repeat using 4 dice to make 4 digit numbers. Round to nearest 10, 100, 1000.

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, eg choose 64, add 36.
- If the other player is right, he/she crosses out the chosen number.

The first to cross out 6 numbers wins.

Repeat with writing three digit numbers to make 1000.

Dicey Tens:



For this game you need a 1- 100 square (eg a snakes and ladders board), 20 counters or coins, and a dice. Take turns.

- Choose a two-digit number on the board, eg 24.
- Roll the dice. If you roll a 6, miss that turn.
- Multiply the dice number by 10, eg if you roll a 4, it becomes 40.
- Either add or subtract this number to or from your two-digit number on the board, eg $24 + 40 = 64$.
- 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, eg 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.