

Year 4 – Maths Home Learning

Summer Term 5

This term, please practise with your child:

- Recognise acute angles.
- Recognise obtuse angles.
- Know facts linked to metres/kilometres
 - 1000m = 1km
 - 500m = $\frac{1}{2}$ km
 - 250m = $\frac{1}{4}$ km
 - 750m = $\frac{3}{4}$ km



Key Vocabulary

right angle – an angle measuring 90°	acute angle – an angle less than 90°	obtuse angle – an angle between 90° and 180°

Times Tables

This term Year 4 will be continuing to learn the 12x tables.

$$\begin{aligned}1 \times 12 &= 12 \\2 \times 12 &= 24 \\3 \times 12 &= 36 \\4 \times 12 &= 48 \\5 \times 12 &= 60 \\6 \times 12 &= 72 \\7 \times 12 &= 84 \\8 \times 12 &= 96 \\9 \times 12 &= 108 \\10 \times 12 &= 120 \\11 \times 12 &= 132 \\12 \times 12 &= 144\end{aligned}$$

The school has subscribed to Times Tables Rock Stars (TTRS). TTRS is an online platform to help your child practise times tables facts at home. TTRS be downloaded as app on your phone or tablet. Your child has a username and password. This is stuck in their reading record



Maths Games to play at home!

FizzBuzz

- Players sit in a circle. You can play this game with a partner but is better in a small group. Each player starts with 5 lives.
- The first player says "one", and the players count upwards in turn.
- If a number is divisible by three, the player says "fizz" instead of the number.
- If a number is divisible by five, the player says "buzz" instead of the number.
- If a number is divisible by both three and five (i.e., a multiple of 15), the player says "fizzbuzz".
- A player who hesitates or makes a mistake loses a life.
- The last player remaining is the winner.

1 2 3 4 5 6 7 8 9 10
11 12 13 14 15 16 17 18 19 20
21 22 23 24 25 26 27 28 29 30
31 32 33 34 35 36 37 38 39 40
41 42 43 44 45 46 47 48 49 50
51 52 53 54 55 56 57 58 59 60
61 62 63 64 65 66 67 68 69 70
71 72 73 74 75 76 77 78 79 80
81 82 83 84 85 86 87 88 89 90
91 92 93 94 95 96 97 98 99 100

Dicey!



Each player creates a grid made of 5 boxes:

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Roll dice and each player puts number into their grid:

			3	
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Repeat until the grid is full:

3	6	1	3	2
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The player with the highest number gets a letter (e.g. D - I - C - E)

First player to make the word **DICEY** wins!

Multiples Game

- This is a game for two players.
- The first player rolls the dice (e.g 4). They must cross out a multiple of this number (e.g 28..
- Players continue to take it in turns to cross out numbers, at each stage choosing a number that is a multiple of the number they have rolled
- The first person who has 3-in-a-row wins

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100

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- Draw a 5 x 5 grid
- Shuffle a pack of playing cards.
- Turn the cards over. Put the numbers in the grid.
- At the end, find the total of each row and column – you do this by adding numbers that are the same which are adjacent to each other (they must be touching).
- For example, in this grid, the first row is 14 (7 + 7) and the last column is 31 (9 + 9 + 9 + 2 + 2)
- Highest total wins!

7	7	8	1	9
2	7	3	1	9
1	6	8	8	9
5	5	8	3	2
5	5	1	2	2

For more game ideas go to the school website for the 'Bare Necessities' game packs <https://stratford-sub-castle.wilts.sch.uk/maths-at-home/>