Year 4 – Maths Home Learning

Spring Term 3

This term, please practise with your child:

- Multiply and divide numbers by 10.
- Multiply and divide numbers by 100

Converting between units of length

Measure	
mm ↔ cm	10mm = 1cm
cm ↔ m	100cm = 1m
	50 cm = ½ m
	25cm = ¼ m
m ↔ km	1000m = 1km
	500m = ½ km
	250m = ¼ km

Top Tops!

The secret to success is practising little and often. Can you practise these facts on your walk or drive to school?

Fact of the day - you don't need to learn there all at once.

'Free facts' – If you know that 6 + 4 = 10 then you know that 60 + 40 = 100; 0.6 + 0.4 = 1; 20 – 4 = 16.

Key Vocabulary

perimeter	the distance around a shape
metre (m)	measurement of length *(a door handle is 1m from the ground)*
centimetre (cm)	measurement of length. Smaller that a metre. (100 cm = 1m) *(the width of a grape is approximately 1 cm)*
millimetre (mm)	measurement of length. Smaller that a centimetre. (10mm = 1cm) *(a credit card is approximately 1mm)*
kilometre	measurement of length; often used for measuring distances. Longer than a kilometre. (a kilometre is as long as 10 football pitches)

Formal Methods

	2	3	5
x			6
1	2	3	
1	4	1	0

Times Tables

This term Year 4 will be continuing to practise the 7x and learn the 9x tables.

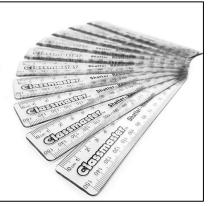|	
1 x 7 = 7	1 x 9 = 9
2 x 7 = 14	2 x 9 = 18
3 x 7 = 21	3 x 9 = 27
4 x 7 = 28	4 x 9 = 36
5 x 7 = 35	5 x 9 = 45
6 x 7 = 42	6 x 9 = 54
7 x 7 = 49	7 x 9 = 63
8 x 7 = 56	8 x 9 = 72
9 x 7 = 63	9 x 9 = 81
10 x 7 = 70	10 x 9 = 90
11 x 7 = 77	11 x 9 = 99
12 x 7 = 84	12 x 9 = 108

The school has subscribed to Times Tables Rock Stars (TTRS). TTRS is an online platforms 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!

Estimate
- Roll the dice to make a 3-digit number. This will be your length (in mm)
- Draw a line (without a ruler)
- Measure using a ruler
- Closest person wins a point
- First to five points wins!

Bingo!
- Choose a times tables to play (e.g. 7x)
- Both players draw a grid with 6 boxes.
- Choose 6 multiples from the times tables
- Roll a 12-sided dice (Google Virtual Dice) or roll 2 6-sided dice (e.g. 4)
- Cross off that multiple (e.g. 7 x 4 = 28)
- First to cross out all 6 wins!

7	14	35
70	28	21

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/