Year 4 Key Targets

Number and place value

To count in multiples of six, seven, nine, 25 and 1,000. To count backwards through zero to include negative numbers.

To order and compare numbers beyond 1,000 and to round any number to the nearest 10, 100 or 1,000.

Addition, subtraction, multiplication and division

To solve addition and subtraction two-step problems in context, deciding which operations and methods to use and why.

To recall multiplication and division facts for multiplication tables up to 12 x 12.

Fractions (including decimals)

To recognise and show, using diagrams, families of common equivalent fractions. To count up and down in hundredths; recognises that hundredths arise when dividing an object by 100 and dividing tenths by 10.

To round decimals with one decimal place to the nearest whole number.

Measurement

To convert between different units of measure e.g. kilometre to metre; hour to minute.

To solve simple measure and money problems involving fractions and decimals to two decimal places.

Geometry: properties of shape, position and direction

To compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes.

To identify lines of symmetry in two dimensional shapes presented in different orientations. To plot specified points and draw sides to complete a given polygon.

Statistics

To solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs.

How to help your child at home

Targets and activities for pupils in Year 4
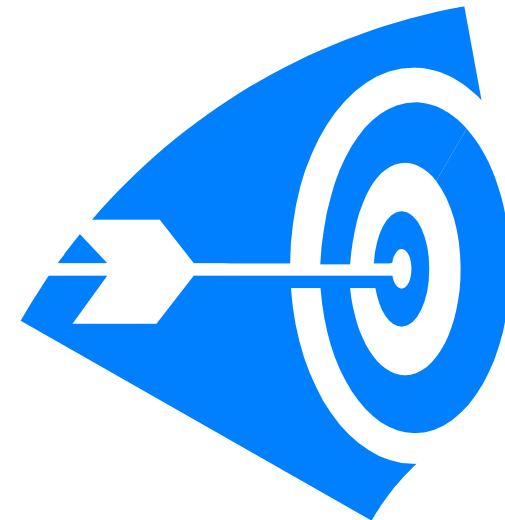
Fun activities to do at home

Number game 3
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.)
- Roll again. This time round three-digit numbers to the nearest 100.

Tables Practise the 3x, 4x and 5x tables.
Say them forwards and backwards. Ask your child questions like: What are five threes? What is 15 divided by 5? Seven times three? How many threes in 21?

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.

Tables
Make a times-table grid. Shade in all the tables facts that your child knows. Some facts appear twice, e.g. 7 x 3 and 3 x 7, so cross out one of each. Are you surprised how few facts are left?
There might only be 10 facts to learn. So take one fact a day and make up a silly rhyme together to help your child to learn it, e.g. nine sevens are sixty-three, let's have lots of chips for tea!

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, e.g. 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.

Sum it up
Each player needs a dice. Say: Go! Then each rolls a dice at the same time. Add up all the numbers showing on your own dice, at the sides as well as at the top. Whoever has the highest total scores 1 point. The first to get 10 points wins.

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, 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.

Mugs
You need a 1 litre 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. smaller number from the larger one.