## Amadeus <br> 

Home Learning Ideas
Mathematics Year 4

| $\begin{aligned} & \frac{\mathscr{J}}{\sqrt{5}} \\ & \stackrel{\ddot{U}}{\square} \\ & \frac{\pi}{0} \end{aligned}$ | Count in multiples of 6, 7, 9, 25 and 1000. | Play hopscotch | Make bingo card \& ask Qs. E.g. 25 more than 75 | 'Chant' times tables during car journeys |
| :---: | :---: | :---: | :---: | :---: |
|  | Find 1000 more or less than a given number. Round any number to the nearest 10,100 or 1000. | Rounding games | Reasoned rounding | Round prices to nearest $£ 10$ when shopping (real or role-play) |
|  | Count backwards through zero to include negative numbers. | Tug of war | Incey Wincey Spider | Sequences |
|  | Recognise the place value of each digit in a 4-digit number (thousands, hundreds, tens, and ones \& up to 2 decimal places). | Place value chart | Place value games | Write no. \& ask child to e.g. $+10,-100$ |
|  | Read Roman numerals to 100 (I to C); know the numeral system changed to include zero and place value. | Crocodile Roman numerals | Roman numerals | Roman Numerals |
| 年 | Add and subtract up to 4 digits, using column methods where appropriate. |  | Use dice to create random calculations |  <br> Subtraction <br> games |
|  | Add and subtract numbers mentally, including: a 4-digit no and 1s, $10 \mathrm{~s}, 100 \mathrm{~s}$. | Inverse game | Give completed calcs for chn to check with inverse op. |  |
|  | Solve addition \& subtraction 2 step problems in contexts, deciding which operations and methods to use and why. | Katie's word problems | Q sheets |  |
|  | Recall multiplication and division facts for multiplication tables up to $12 \times 12$. | Regular questioning \& 'chanting' (eg, in car) | Hit the button | Multiplication \& division games |
|  | Recognise and use factor pairs and commutativity in mental calculations. |  | Encourage swapping of nos. when stuck with times tables |  |
|  | Multiply \& divide 2 and 3-digit numbers by a 1-digit number using formal written layout. |  | Use dice to create random calculations |  |
|  | Solve integer scaling problems and harder correspondence problems such as $n$ objects are connected to m objects. | Katie's word problems | Split 2-digit numbers into smaller 'chunks' to make mult. easier |  |
|  | Compare and orde |  | Print 'Fraction wall' \& shade equiv.fractions | Fractions \& decimals games |
|  | Count up/down in 100ths; recognise that 100ths arise when dividing by 100 and 10 ths by 10 . | Count/discuss 1p coins as hundredths of $£ 1 \&$ tenths of 10 p | On squared paper, draw a $10 \times 10$ square to show hundredths |  |
|  | Add and subtract fractions with the same denominator. | Pacman <br> fractions | Cut fruit into pieces. + \& - fractional amounts |  |
|  | Write decimal equivalents of any number of 10ths or 100ths; and the decimal equivalents to $1 / 4,1 / 2$ and $3 / 4$. | Compare decimals | Snappy maths |  |
|  | Divide a 1 or 2 digit no by 10 and 100 , identify the value of the digits as units, 10ths and 100ths. | Write digits on post-its and move between place-value columns to show effect of dividing |  |  |
|  | Solve measure \& money problems with fractions and decimals. | Round the dice | When shopping round prices, add items \& calc. change |  |
|  | Convert units of length, weight/mass \& capacity. | Work out time-spans (eg, until birthday, length of weekend) in days, hours, seconds | In Google Maps find distances between converting km \& m (set to metric) | $\underline{\text { Measures games }}$ |
|  | Calculate area and perimeter of rectangles in $\mathrm{cm} / \mathrm{m}$. | Use a ruler to find the perimeter of rectangular objects around the home | Nrich area \& permimeter problem |  |
|  | Estimate, compare and calculate different measures, including money in pounds and pence. | Nrich money problems | Plan real or fictional party/event with given budget |  |
|  | Read, write and convert time between analogue and digital 12 and 24-hour clocks. Solve problems converting hrs/mins; mins/secs; years/months etc. | BBC time | Wear watch, tell analogue and digital time. |  |
|  | Classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes. | Venn diagram sorting | Nrich rectangles | Shapes, angles \& co-ordinate games |
|  | Identify acute and obtuse angles and compare and order angles up to two right angles by size. |  | ID angles in irregular shapes |  |
|  | Identify lines of symmetry in 2D shapes in different orientations. | Investigate symmetry in 2-D shapes | Draw own shapes and find symmetry |  |
|  | Complete a simple symmetric figure with respect to a specific line of symmetry. | Draw symmetrical pattern on squared paper. Harder with 2 lines of symmetry or diagonal |  |  |
|  | Describe coordinates in the 1st quadrant. <br> Describe translations of a given unit to the left/right, up/down. | Nrich problem | Play battle-ships by drawing or printing $10 \times 10$ grids |  |
|  | Plot specified points and draw sides to complete a given polygon. | Draw a coordinate grid on sq paper and plot shapes, listing coordinates (as in Billy Bug) |  |  |
| $\stackrel{n}{6}$ | Interpret and present discrete and continuous data using graphical methods, inc bar charts \& time graphs. | Take your dog for a walk | Create time graph, similar to that to left | Data handling games |
|  | Solve comparison, sum and difference problems using info in bar charts, pictograms, tables etc. | Bar chart questions | Image search 'bar chart' etc and ask Qs |  |

*Stages relate to year group expectations, however, it will be appropriate for some children to be working at stages higher or lower than their year group.
Please note, some online activities will require a browser supporting Flash content.

