

## Multiplying money

You will need two dice, paper and pencil

- ◆ Each pair throws both dice.
- ◆ Use the first dice throw to find the amount (see below)
- ◆ Multiply this amount by the second dice throw
- ◆ The other player checks the multiplication
- ◆ The person with the largest answer wins a counter

Dice Value
1 = 21p
2 = 33p
3 = 46p
4 = 54p
5 = 65p
6 = 72p

## Busy Day

Encourage your child to keep a time log to show you how he/she spent a typical school day. Your child fills in the three columns in the log below by writing down the activity he/she is doing, what time it started and then as accurately as possible, how long it took to complete. The first column has been started.

What I did	When I started	When I finished	How long it took
Got out of bed Had breakfast Travelled to school			

## Measure for Measure

You will need Measure for measure cards cut out.

- Spread out all the cards face down on the table.
- In turn players choose two cards and turn them over.
- If the cards match the player keeps both cards.
- If they don't match, they are returned face down to their original position.
- The winner is the player with more cards when they have all been used.

# St Luke's Primary School

## Summer Targets for Pupils in Year 4

Maths



Targets

### A Booklet for Parents

Help your Child with Mathematics

## Summer Targets – Year 4

### By the end of the term, most children should be able to...

Develop and refine written method for dividing and multiplication

Use decimal notation for tenths and hundredths and partition decimals

Multiply a number by 10, 100, 1000 whole numbers and extend to decimals

Derive and recall multiplication facts up to  $10 \times 10$ , the corresponding division facts

Know and use the relationships between familiar units of length, mass and capacity

Read time to the nearest minute; use am, pm and 12-hour clock notation;

To round any 2, 3 and 4 digit number

Solve one-step and two-step problems involving numbers or money

Resources – Measure for Measure cards

### About the targets

These targets show some of the things children should be able to do by the end of the Summer Term. Some children will be working on these targets, some children will be working towards these targets and some children will be working beyond these targets.

### Fun activities to do at home

#### Highest and Lowest

You will need a set of 0-9 cards and a decimal place card

The aim is to position the digits and the decimal points correctly to achieve the target of a high or low number. Talk to your child about the different numbers that can be made with each set of cards e.g. 1,2,3 . could give 32.1 as the highest, 1.23 as the lowest, with a range of other numbers in-between such as 2.31, 23.1 and 31.2

- Players take turns.
- Lay the shuffle digit cards face down.
- First player selects three cards and the decimal point.
- They then have to use the four cards to make the highest or the lowest number possible, all four cards must be used,
- If the other player can make a higher (or lower number) then they win.

#### Aim for 300

You will need a dice, pencil and paper

This game gives your child practice in written multiplication calculations (see written calculation policy)

- Player 1 throws a dice four times and writes down the numbers. They add any two of their numbers. Then add the other two.
- Then multiply the answers to get their score.
- Player 2 then has their turn.
- Keep taking turns like this. Who ever reaches a total score of 300 or more first wins!