

Number game 3

Use 3 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 all the times tables. Say them forwards and backwards.

Ask your child questions like:

What are five threes?

What is 15 divided by 5?

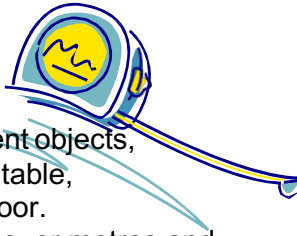
Seven times three?

How many 3s 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 165cm long, you could say it is 1m 65cm (or 1.65m).
- Write all the measurements in order.



Please encourage your child to play games which involve maths, including those on the *Mymaths* website, to enhance their mental maths skills.



Year 4

Fun maths activities to do at home

A booklet for parents
Bisley & Oakridge
Schools

Please take the time to encourage your child to do maths in the real world. Draw their attention to numbers and patterns around them in everyday life, indoors and outside. Help them to develop a positive and confident approach to maths.

Dicey tens

For this game you need a 1 – 100 square (a snakes and ladders board will do), 20 counters or coins (two sets of ten) and a dice.

- Take turns.
- Choose a two-digit number on the board, e.g. 24.
- Roll the dice. If you roll a 6, miss that turn.
- Multiply the dice number by 10, e.g. if you roll a 4, it becomes 40.
- Either add or subtract this number to or from your two-digit number on the board, e.g. $24 + 40 = 64$.
- If you are right, put a coin on the answer.
- The first to get 10 coins on the board wins.

You can choose different numbers to multiply the dice number by.

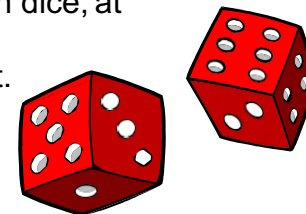
Looking around

Choose a room at home. Challenge your child to spot 20 right angles in it. Can your child identify any parallel lines?



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 to 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...).
- 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, they cross out the chosen number.
- The first to cross out 6 numbers wins.

Write 3 digit numbers in the circles and find pairs to 1000.

Left overs

- Take turns to choose a two-digit number less than 50.
 - Write it down. Now count up to it in fours. What number is left over?
 - The number left is the number of points you score, e.g. Choose 27, then count: 4, 8, 12, 16, 20, 24
3 left over to get to 27, so you score 3 points.
 - The first person to get 12 or more points wins.
- Now try the same game counting in other numbers.
Can you spot which numbers score you points?

