## Homework book

## Autumn <br> Year 4

This guide is for parents/carers and any adult working with the child.

The Year 4 homework book is aimed at parents and carers, to enable you to engage in maths with your child in a fun and practical way. There are ten activities, each linked to the units of work in the Year 4 programme of study.

In order to support your child with the tasks, each piece of homework is accompanied by parental guidance. This guidance aims to provide an opportunity for you to understand the methods your child is being taught, which may differ from methods you are familiar with.

## What is 'Mastery'?

The 'mastery approach' to teaching mathematics is the underlying principle of Mathematics Mastery. Instead of learning mathematical procedures by rote, we want your child to build a deep understanding of concepts which will enable them to apply their learning in different situations. We do this by using three key principles:

## Conceptual understanding

Your child will use multiple concrete and pictorial representations and make connections between them. A key part of a 'deep understanding' in maths is being able to represent ideas in lots of different ways.


## Mathematical language

When asked to explain, justify and prove their ideas, your child is deepening their understanding of a concept. The correct mathematical vocabulary is taught from the outset and communication and discussions are encouraged.

## Mathematical thinking

Lots of opportunities are planned for your child to investigate open questions that require them to sort and compare, seek patterns and look for rules. Good questioning, both for and from your child, build a deeper understanding of maths.


## Parental guidance

Unit 1: Reasoning with 4-digit numbers (week 1 of 2)


Unit number and unit title


Key learning

Prior and future learning: where this objective fits into the sequence of learning over time.
$\qquad$ A worked example followed by key points to support your child.

On every parental guidance page the unit title is located at the top, followed by an overview of the key learning. In addition, you will see at the beginning of each unit where the key learning fits in with what your child has previously learnt, along with where the learning will be taken in subsequent years of study. It is important to understand that the principle of mastery does not encourage acceleration, and remember, depth of understanding is key to your child becoming a confident mathematician who can think flexibly.

## Parent's and pupil's comments

## Pupil's comments



Parent's comments


Every activity has a space for parents and pupils to write some comments after it has been completed. This is an opportunity to comment on the result of the activity, if it was enjoyable and how your child found the maths.

You can find further information about the Mathematics Mastery programme online at www.mathematicsmastery.org. If you have any questions regarding this homework book please speak with your child's class teacher.

## Parental Guidance

## Pupils extend their understanding of the number system and place value to include

 4-digit numbers. This week explores recognising the place value, ordering of and comparing 4-digit numbers.In Year 3 pupils consolidated and deepened their understanding of 3-digit numbers through reasoning and problem solving.

In Year 5 pupils will further extend the number system to include 5-digit and 6-digit numbers.

Understanding place value

| Thousands | Hundreds | Tens | Ones |
| ---: | :---: | :---: | :---: |
| 1000 1000 | 100 |  | 1 |

This number is 3203.

Children are expected to write numbers in digits and words with the correct spelling.

This number is three thousand, two hundred and three.

There are two hundreds in this number.
There is a place holder in the tens place.
There are 3 ones.

The position of the digit in a number determines its value. Where the value is zero (as in the tens place in this number), it does not mean there are none of that value (i.e. ' no ' tens). The tens have been regrouped into hundreds, in this example creating 2 hundreds.

## Place Value Battle- greatest number wins

You will need:
A die, some paper and a pen
Instructions:
Each player draws a place value grid.

| Thousands | Hundreds | Tens | Ones |
| :--- | :--- | :--- | :--- |
|  |  |  |  |
|  |  |  |  |



Players take it in turns to roll the die, and decide which place value column to write the number in, aiming to create the greatest number.

The person with the greatest number wins 1 point. The first player with 5 points wins! For example:


## Pupil's comments

Parent's comments
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## Parental Guidance

Pupils extend their understanding of the number system and place value to include 4digit numbers. This week explores rounding 4-digit numbers to the nearest 10, 100 and 1000.

In Year 3 pupils rounded 3-digit numbers to the nearest 10 and 100.
In Year 5 pupils will round 5-digit and 6-digit numbers to the nearest 10, 100, 1000, 10000 and 100000.
Rounding to the nearest 1000
Rounding 3762 to the nearest 1000

- Find the two nearest multiples of 1000

- Write the mid-point between the two multiples of 1000

- Estimate the position of the number on the number line The mid point between 3000 and 4000. If the number is 3500 or greater, it will round to 4000. If it is less than 3500 it will round to 3000 .

The closest multiple of 1000 is 4000. 3762 rounded to the nearest multiple of 1000 is 4000 .

When rounding, avoid using positional language such as "round up/down". Instead, say "round to the nearest multiple of..."

## Rounding Race

You will need:
Number cards 0-9, some paper and a pen
Instructions:
Take it in turns to pick four number cards. Arrange the digits to make a 4-digit number. The aim is to be the first player to fill every row with a number.

For example:
Theo picked a 3, 5, 1 and 1

I'm going to arrange them to make 1531.
Rounded to the nearest 1000, it rounds to 2000. I can fill in the 2000 row.

| Rounded to the nearest 1000, <br> this number rounds to... | Player 1 | Player 2 |
| :---: | :---: | :---: |
| 1000 |  |  |
| 2000 |  |  |
| 3000 |  |  |
| 4000 |  |  |
| 5000 |  |  |
| 6000 |  |  |
| 7000 |  |  |
| 8000 |  |  |
| 9000 |  |  |

## Pupil's comments

Parent's comments
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## Parental Guidance

In this unit, pupils will be adding and subtracting using mental methods and using the written column method. When adding or subtracting always encourage your child to look at the calculation before working it out, to consider whether a mental or written method would be more efficient. This week focuses on using mental methods of addition and subtraction.

In Year 3, pupils have used mental strategies and written column methods of addition and subtraction with 3-digit numbers.

In Year 5, pupils will be extended to adding and subtracting 5-digit and 6-digit numbers with mental and written strategies.

Three key strategies for calculating mentally
Below are three strategies pupils will have used during this week's learning:
Using derived facts


## Partitioning

Partitioning = A way of breaking a number into at least two parts resulting in a number bond for that number, for example, $12=10+2$.


## Four in a Row

You will need:
A different colour pencil for each person.
Instructions:
Take it in turns to choose a calculation and work out the answer in your head. After you've worked out the answer correctly, colour in the rectangle. The winner is the first person to shade in four rectangles, either in a row or a column.

| $8000-2000$ | $2000+836$ | $736-121$ | $4500+3500$ | $400-198$ |
| :---: | :---: | :---: | :---: | :---: |
| $700-689$ | $80+90$ | $736+740$ | $82-57$ | $380+50$ |
| $74+17$ | $740-60$ | $470+47$ | $6000-999$ | $6400+602$ |
| $7200-500$ | $540+66$ | $499+500$ | $470+123$ | $73+82$ |
| $700-598$ | $400+499$ | $5000-2500$ | $334-121$ | $67+68$ |
|  |  |  |  |  |

## Pupil's comments

## Parent's comments

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## Parental Guidance

In this unit, pupils will be adding and subtracting using mental methods and using the written column method. This week focuses on using the written column method of addition and subtraction.

Pupils will have been introduced to column addition and subtraction, using the written method alongside place value counters. These counters support pupils to understand how and why the column methods work. As well as using the counters themselves, pupils will have also drawn representations of them, as shown below.

Column addition
What pupils will write: What pupils will draw:
What pupils will say:


Column subtraction
What pupils will write


What pupils will say:


## Kitchen Calculations

Have a look in your kitchen cupboard. What can you find measured in grams by weight?

Write what the items are and what they weigh. Can you find 5 items?

Can you find two or more items which weigh altogether:
Less than 500 g?
More than 1000 g?

Can you find two objects to have a difference of less than 100 g ?
Can you find two objects to have a difference of more than 100 g ?
Which do you need a written method for and which can you do in your head?

For example:
Ruby found a tin of baked beans, a packet of rice, some tomato puree, a jar of raspberry


## Unit 2: Addition and subtraction (Week 3 of 3)

## Parental Guidance

In this unit, pupils will be adding and subtracting using mental methods and using the written column method. This week, pupils have been applying the methods used in weeks 1 and 2 to word problems.

This week's game involves adding and subtracting 4-digit numbers- remember to always encourage your child to look at the numbers first, to consider if they can be easily calculated mentally, or if a written method will be needed.

Suggested methods can be found in the Parental Guidance pages for Unit 2 weeks 1 and 2.
(You may want to use the space below to write any working out)

Make 3000

You will need:
A die, some paper.
Instructions:
Together, roll a die 8 times- write down the 8 digits.
Arrange the digits to make two 4-digit numbers.
Add or subtract the two 4-digit numbers.
How close can you get to 3000?
Who was the closest?
Can you play it again with another target number?
For example:
Anna and her dad took it turns to roll the die, a total of eight times. They rolled a 4, 2, 6, 1, $1,5,3$, and another 2.

I know $2000+1000$ is 3000 , but if 1
1 know 4000-1000 = 3000, so I'm going to start by putting the 4 and the 1 into the thousands columns... 4632
$\begin{array}{r}-7521 \\ \hline 3171\end{array}$

Pupil's comments
Parent's comments
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## Unit 3: Multiplication and division (Week 1 of 3)

## Parental Guidance

In this unit, pupils multiply and divide using mental methods and are first introduced to written short methods of multiplication and division. This week, pupils have been using mental methods of multiplication and division.

In Year 3 pupils multiplied and divided using mental methods of calculation.

In Year 5 pupils continue to use both mental and written methods of multiplication and division, extending this to decimal numbers and division with remainders.

Mental strategies for multiplication and division, which pupils have used this week:

Using known facts
$30 \times 7=?$
1 know $3 \times 7=21$. One of the factors, 30, is ten times bigger than 3. So the product will be ten times bigger too. $30 \times 7=210$.


Using the distributive law
$16 \times 6=$ ?

$$
1 \text { know } 10 \times 6=60 \text { and } 6 \times 6=36
$$

$$
60+36=96
$$

$$
16 \times 6=96
$$



Using the associative law
$2 \times 7 \times 5=$ ?

It doesn't matter what order I multiply the number in, l'll still get the same product.

$$
\begin{array}{ll}
2 \times 5=10 & 10 \times 7=70 \\
\text { or } 2 \times 7=14 & 14 \times 5=70 \\
\text { or } 7 \times 5=35 & 35 \times 2=70
\end{array}
$$

## Area attack

You will need:
A die or number cards 1-6, two different coloured pencils.

## Instructions:

Take it in turns to roll a die, twice. Multiply the two numbers together. Colour in a rectangle on the grid below, of that number of squares. The winner is the person who has the most squares coloured in when the grid is completely filled.
For example: Lisa has rolled a 6 and a 2.


## Pupil's comments

Parent's comments
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## Unit 3: Multiplication and division (Week 2 of 3)

## Parental Guidance

In this unit, pupils multiply and divide using mental methods and are first introduced to written short methods of multiplication and division. This week, pupils have been using short multiplication to multiply 2-digit and 3-digit numbers by 1-digit numbers.

Short multiplication
What pupils will write
What pupils will draw:
What pupils will say:


## Four in a Row

You will need:
A different colour pencil for each person, some scrap paper to write down any working out.

Instructions:
Take it in turns to choose a calculation and work out the answer. For each multiplication, decide whether you'll need to use column multiplication or if you can work it out mentally. After you've worked out the answer correctly, colour in the rectangle. The winner is the first person to shade in four rectangles, either in a row or a column.

| $364 \times 4$ | $20 \times 20$ | $599 \times 2$ | $4 \times 709$ | $73 \times 6$ |
| :--- | :--- | :--- | :--- | :--- |
| $8 \times 500$ | $84 \times 9$ | $300 \times 7$ | $9 \times 200$ | $8 \times 37$ |
| $844 \times 5$ | $474 \times 6$ | $3 \times 903$ | $40 \times 9$ | $5 \times 700$ |
| $6 \times 193$ | $200 \times 8$ | $7 \times 635$ | $473 \times 10$ | $376 \times 2$ |

## Pupil's comments

Parent's comments
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## Unit 3: Multiplication and division (Week 3 of 3)

## Parental Guidance

In this unit, pupils multiply and divide using mental methods and are first introduced to written short methods of multiplication and division. This week, using short division, pupils must divide 3- and 4-digit numbers by one digit, with no remainders.

Short division
What pupils will write:


What pupils will say:


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## Countdown

## You will need:

The Countdown Cards (see page 31), cut into separate number cards.
A one minute timer (this might be using a clock with a second hand, using a timer on a phone or on a website).

A die or a 1-6 spinner.
Instructions:
Put all of the number cards ( $25,50,75,100$ and numbers 1-10) upside down and choose 6 cards.

Roll a die or use the spinner to generate 3 digits. Write these down in the order they are generated, to make a 3-digit number.
Time yourselves for 1 minute - use the six number cards and the operations,,$+- \times$ to see how close you can get to the target number.

For example:
Sarah and Diego picked 25, 100, 2, 4, 7 and 1.
Their target number is 836 .
This is what Diego calculated:
$7+1=8$
$8 \times 100=800$
$800+25=825$
$2 \times 4=8$
$825+8=833$


## Pupil's comments

Parent's comments
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Unit 4: Discrete and continuous data (Week 1 of 2)

## Parental Guidance

During this unit, pupils will be data handling with pictograms, bar charts and time graphs. This week pupils will have read and interpreted and constructed their own pictograms and bar charts.

In Year 3 pupils learnt to interpret and present data using bar charts, pictograms, tallies and tables.

In Year 5 pupils will interpret information in tables and line graphs and solve comparison, sum and difference problems.

## Pictograms

A way of representing data which uses pictures, arranged either in a row or a column, to show the opinions of people.

## Bar Charts

Data is represented by the length or height of bars.

## Time graphs

Time graphs show information that is connected in some way to time and often shows how something changes over time in relation to something else. You can think of time graphs as telling a story, over time.


Both tasks for Week 1 and 2 of this unit are based on constructing bar charts.

## Drop the Ruler

## You will need:

A 30 cm ruler.

## Instructions:

Position a ruler between the person's finger and thumb at the ' 0 cm ' mark so that the rest of ruler is above your finger and thumb. Get ready, drop the ruler!

How quickly could they catch the ruler? You can measure by looking at where they caught it - how many centimetres does it read, where the finger and thumb are now holding the ruler?
Write down the result in the table below - you might want to let them try 3 times and record their best score.

| Person 1 | Person 2 | Person 3 | Person 4 |
| :---: | :---: | :---: | :---: |
|  |  |  |  |



Who was the quickest to catch the ruler?

Why do you think this is?

## Person's name

## Pupil's comments

## Parent's comments

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## Unit 4: Discrete and continuous data (Week 2 of 2)

## Parental Guidance

During this unit, pupils will be data handling with pictograms, bar charts and time graphs. This week pupils have read, interpreted and constructed their own time graphs.

Methods of data presenting explored during this unit can be found in the Parental Guidance pages for Unit 4 week 1.

## Roll the Die

You will need:
A die
Instructions:
Roll a die twice. Add together the two digits. Use a tally to record the total on the table below.
Repeat this 20 times.

| Total | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- |
| Tally |  |  |  |  |  |  |  |  |  |  |  |



## Pupil's comments

Parent's comments
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Resources


| 0 | 1 | 2 | 3 | 4 |
| :--- | :--- | :--- | :--- | :--- |
| 5 | 6 | 7 | 8 | 9 |

Resources


Resources


| 0 | 1 | 2 | 3 | 4 |
| :--- | :--- | :--- | :--- | :--- |
| 5 | 6 | 7 | 8 | 9 |

Notes pages


# www.mathematicsmastery.org 

