

# Homework book

Spring

Year 4

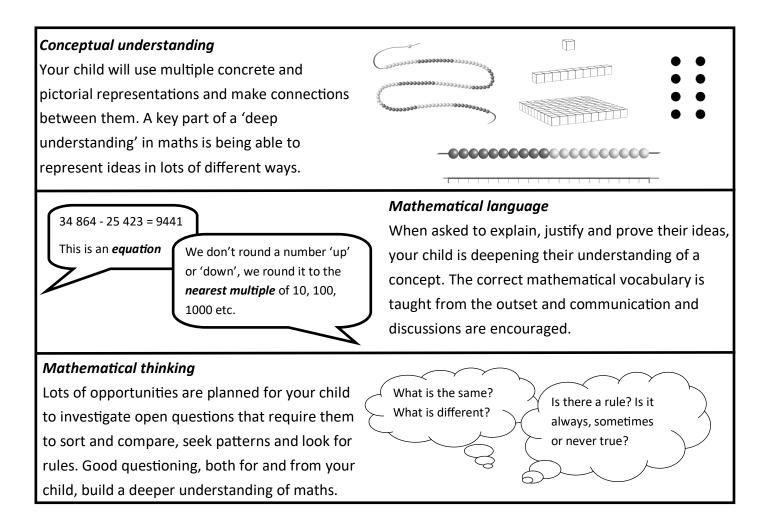
This guide is for parents/carers and any adult working with the child.

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.

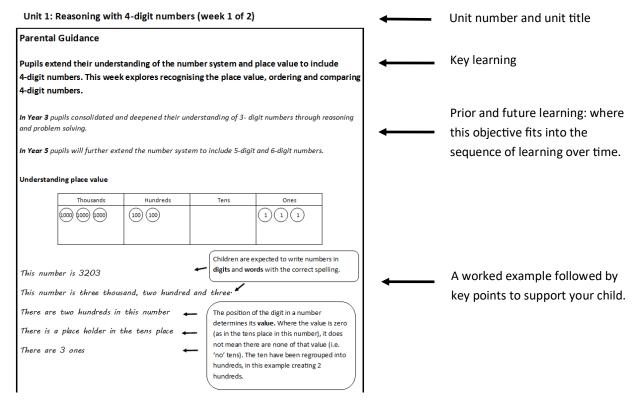
In order to support your child with the tasks, each piece of homework is accompanied by parental guidance. This guidance aims to provide an opportunity for you to understand the methods your child is being taught, which may differ from methods you are familiar with.

# 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:

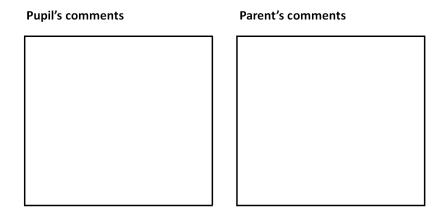


#### Parental guidance



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



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 <a href="https://www.mathematicsmastery.org">www.mathematicsmastery.org</a>. If you have any questions regarding this homework book please speak with your child's class teacher.

# Unit 5: Securing multiplication facts (Week 1 of 1)

#### **Parental Guidance**

By the end of Year 4, pupils are expected to know all of their multiplication tables up to  $12 \times 12$ . This week is an opportunity for pupils to further explore and become familiar with these. Learning does not have to stop at the end of this week if your child is still unfamiliar with their times tables – keep practising!

In Year 3 pupils learnt about the six and eight times tables.

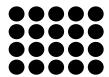
**In Year 5** pupils will continue to consolidate these facts, relying on them increasingly to derive other facts, for example when multiplying by decimals.

#### **Understanding and learning multiplication facts**

To understand multiplication facts, and how they relate to addition, pupils will be familiar with using **arrays**. This is an arrangement of pictures or objects (dots are often used for ease) which demonstrate a multiplication fact.

Drawing an array to show  $4 \times 5$ :

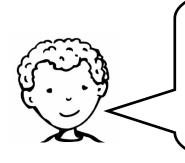
I could draw 4 rows of 5 dots:



Or I could draw 5 rows of 4 dots:



Both of these are an array, which show  $4 \times 5$  or  $5 \times 4$ .



By using an array I can see that 4 x 5

and 5 x 4 will both have the same

answer. I can also see that it is the same

as 4 + 4 + 4 + 4 + 4 or 5 + 5 + 5 + 5.

	eedy tables	
′ou	u will need:	
⁄Iul	ultiplication cards on page 26, cut out and sl	huffled.
nst	tructions:	
his	s activity will need to be completed twice – once a  Choose a times table to learn – it should  extra practice with!  Now shuffle the multiplication cards. You	Id be a tricky one which you need some u are going to be timed by an adult to see in times table number by the number on times table correctly.  Sughout the week - your adults can test to them down, say them aloud and play
	below. Have you improved?	sna of one week and write your onne
	Write them down and draw the array be	now:
	Pupil's comments	Parent's comments

# Unit 6: Fractions (Week 1 of 4)

#### Parental Guidance

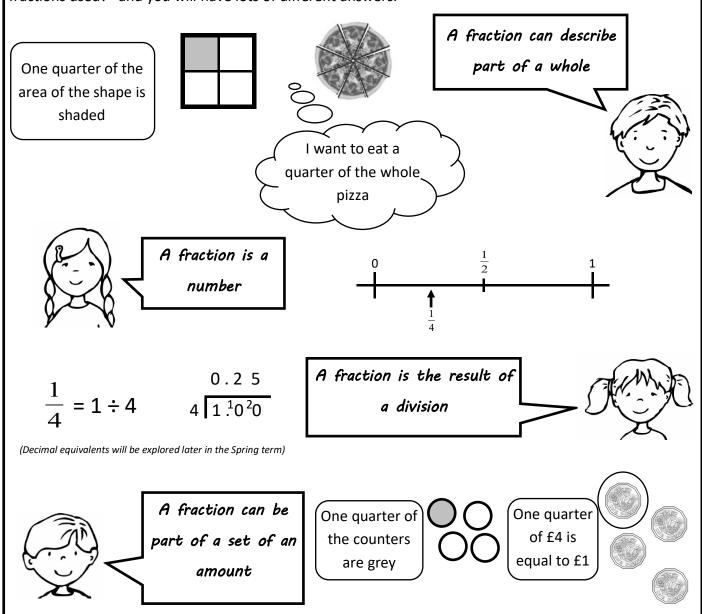
During this unit, pupils explore fractions, including finding equivalent fractions, adding and subtracting fractions and finding fractions of quantities. This week pupils will have focused on representing fractions in different ways, and finding equivalent fractions.

**In Year 3** pupils recognised and found fractions of a set of objects, found equivalent fractions using diagrams and added and subtracted fractions. Pupils worked with fractions with small denominators, and learnt many skills which will be built upon in Year 4.

**In Year 5** pupils will be adding and subtracting fractions with different denominators, multiplying fractions by whole numbers and continue to convert between mixed and improper numbers.

#### What is a fraction?

Fractions are complex and cover a range of concepts. Ask yourself, "What is a fraction? When are fractions used?" and you will have lots of different answers.



Fraction Find	
You will need:	
A pen or pencil.	
Instructions:	
Have a look around your home. Draw and find 5 Some of them might not be exact fractions – for half full with tea.	
For example:  My apple has been cut into eighths.  one eighth, so I had seven eighths of	7
I'll draw my eight apple pieces and cit	
Write the examples you find below:	
Pupil's comments	Parent's comments

# Unit 6: Fractions (Week 2 of 4)

#### **Parental Guidance**

During this unit, pupils explore fractions, including finding equivalent fractions, adding and subtracting fractions and finding fractions of quantities. This week pupils have been recognising and converting improper fractions and mixed numbers.

Improper fractions and mixed numbers

Fractions can be greater than one.

An improper fraction has a numerator that is greater than the denominator.

numerator 
$$\longrightarrow \frac{5}{3}$$
 denominator

A mixed number is a whole number and a fraction.

whole number 
$$\rightarrow 1 \frac{2}{3} \leftarrow$$
 fraction

Diagrams can be useful to convert between improper fractions and mixed numbers.

$$\frac{5}{3} = 1 \frac{2}{3}$$

I know that three thirds is the same as one whole, so five thirds will be the same as one whole, and there will be two thirds remaining.



# **Hidden fractions**

You will need:

A pen or pencil.

*Instructions:* 

In the grid below there are pairs of mixed numbers and improper fractions which are equivalent. Circle the pairs which you can find next to each other, either across a row or down a column.

One example has been completed for you – there are ten more pairs to find!

<u>6</u> 5	<u>2</u> 3	$\frac{3}{2}$	$1\frac{1}{2}$	3 1/4	4/4	1 1/4	<u>5</u> 4
1 2/3	<u>5</u> 3	2 1/8	9 8	7/4	<u>15</u> 5	2	<u>9</u> 5
<u>11</u> 6	1 <del>5</del> 6	<u>15</u> 8	1 7/8	1 3/4	<u>7</u> 5	<u>4</u> 2	$2\frac{1}{2}$
2 1/2	<u>5</u> 2	9 8	20 8	<u>6</u> 5	1 1/5	<del>4</del> 5	<del>4</del> <del>3</del>
1 1/5	3 1/2	1 2/8	<u>8</u> 6	1 2/6	$2\frac{1}{3}$	<u>6</u> 3	1 1/3

Pupil's comments	Parent's comments		

# Unit 6: Fractions (Week 3 of 4)

## **Parental Guidance**

During this unit, pupils explore fractions, including finding equivalent fractions, adding and subtracting fractions and finding fractions of quantities. This week pupils have been adding and subtracting fractions.

Adding fractions which equal more than one:

$$\frac{2}{3} + \frac{2}{3} =$$

 $\frac{1}{3}$   $\frac{1}{3}$ 

 $\frac{1}{3}$   $\frac{1}{3}$ 

l can see that there are four thirds altogether.

1 whole



( mining)

I know three thirds is the same as 1 whole.

$$\frac{2}{3} + \frac{2}{3} = \frac{4}{3} = 1 \frac{1}{3}$$

Subtracting fractions with a fraction equal to more than one:

$$1\frac{7}{5} - \frac{2}{5} =$$

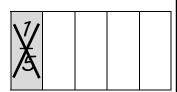
<u>7</u> <u>5</u>

First I draw one and a fifth.





I can now cross out two fifths. I can see that there are four fifths left.



$$1\frac{1}{5} - \frac{2}{5} = \frac{4}{5}$$

## **Fraction sum pairs**

You will need:

Fraction sum cards on pages 28 and 30, cut out and shuffled.

*Instructions:* 

This is recommended as a two or three person game.

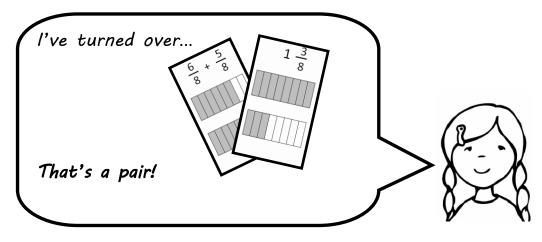
Spread out the cards upside down on a flat surface.

Take it in turns to turn over two different pairs and show all of the other players. Turn them back over in the same place, trying to remember the position of each card - you might need them later!

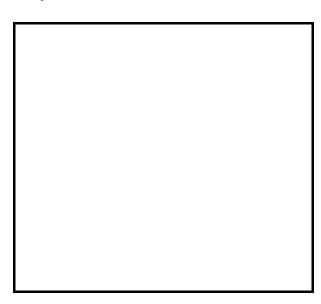
When a player turns over two cards which are equal to each other, that player gets to keep the cards.

The game finishes when all cards have been taken.

The winner is the player with the most cards at the end.



# **Pupil's comments**



# Parent's comments

# Unit 6: Fractions (Week 4 of 4)

#### **Parental Guidance**

During this unit, pupils explore fractions, including finding equivalent fractions, adding and subtracting fractions, and finding fractions of quantities. This week pupils have been finding fractions of amounts.

Fractions of an amount

What is one fifth of 20?

This could be represented with counters or dots:



I can divide 20 counters, or draw 20 dots divided into five groups. There are four in each group, so one fifth of 20 is 4.



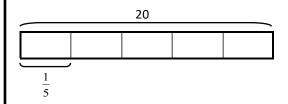








Or this could be represented with a bar model:



The whole bar represents the total, 20. I divide the bar into five – each part is one fifth. I know 20 ÷ 5 is 4, so one fifth of 20 is 4.

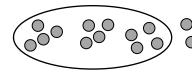


What is three fifths of 20?

This could be represented with counters or dots:



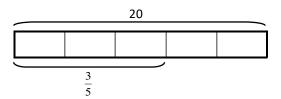
If one group is one fifth, three groups will be three fifths, so three fifths of 20 is 12.





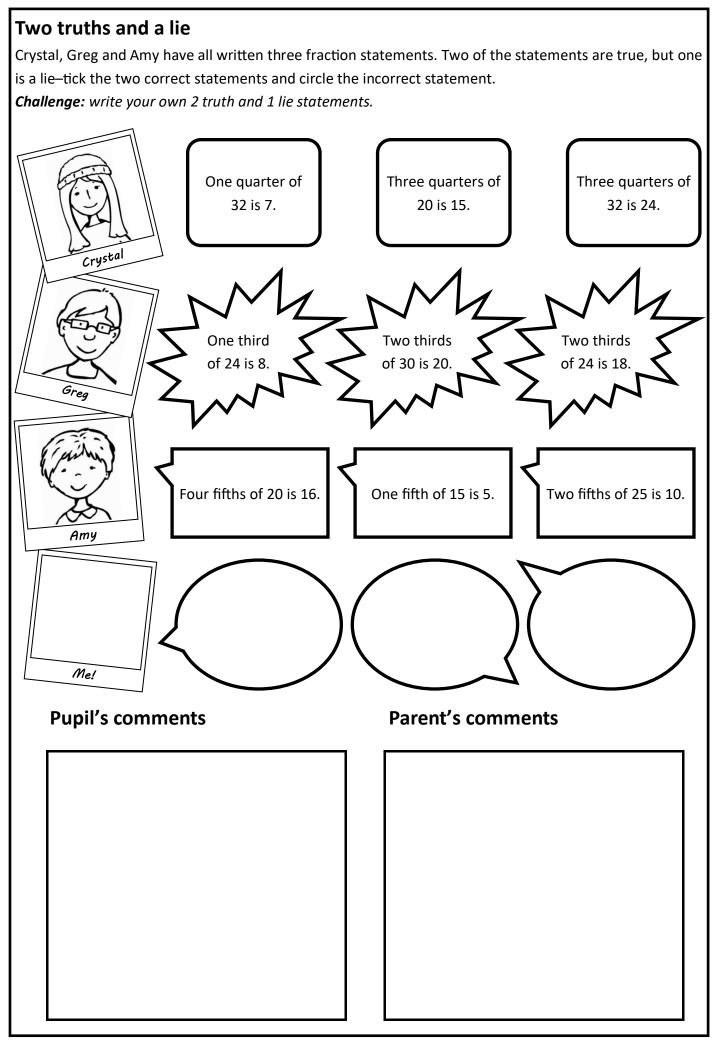


Or this could be represented with a bar model:



Each part is one fifth, 4. Three fifths is three parts. 4 x 3 = 12, so three fifths of 20 is 12.





# Unit 7: Time (Week 1 of 1)

#### **Parental Guidance**

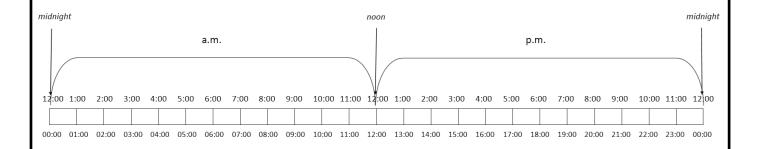
In Year 4 pupils are first formally introduced to using the 24-hour clock. They also revise their knowledge of reading and writing both analogue and digital time, as well as calculating conversions between different units of time. Time is a notoriously difficult area of maths, and the best way to consolidate pupils' understanding of telling the time is through practical, everyday situations, and regular practice.

**In Year 3**, pupils became fluent with 12-hour digital and analogue clocks, and used vocabulary such as o'clock, a.m./p.m., morning, afternoon, noon and midnight. Pupils read the time to the nearest minute, and recorded time in seconds, minutes and hours.

*In Year 5* pupils will solve increasingly complex problems involving converting units of time.

This week's task involves matching clocks which show the same time in analogue, and 24-hour digital formats. If pupils struggle with this task, it may be more appropriate to turn all of the cards over, so that they're face up, and work through them as a matching task together, rather than as a game.

The chart below should be familiar to pupils as a tool to convert between 12-hour and 24-hour clock times. This should be used by pupils when completing the 'Time pairs' activity.



# Time pairs

You will need:

Time pair cards on page 32 cut out and shuffled.

*Instructions:* 

This is recommended as a two or three person game.

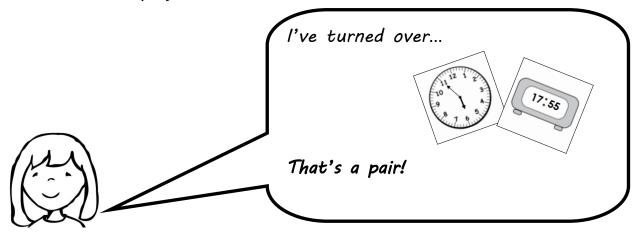
Spread out the cards upside down on a flat surface.

Take it in turns to turn over 2 different pairs and show all of the other players. Turn them back over in the same place, trying to remember the position of each card- you might need them later!

When a player turns over two cards which show the same time, that player gets to keep the cards.

The game finishes when all cards have been taken.

The winner is the player with the most cards at the end.



# Pupil's comments Parent's comments

# Unit 8: Decimals (Week 1 of 3)

#### **Parental Guidance**

The learning in this unit is the first time that pupils have formally learnt about decimal numbers. Pupils develop their understanding of decimals to 2 decimal places—with an emphasis on the value of tenths and hundredths. This week pupils have been introduced to decimal tenths (decimals with just one decimal place), including comparing and rounding them.

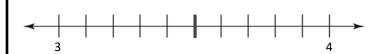
**In Year 5** pupils will be working with decimals with up to three decimal places.

This week's task involves rounding decimals to the nearest whole number. The game will be familiar to pupils from the Autumn term.

Rounding to the nearest whole number

Rounding 3.6 to the nearest whole number

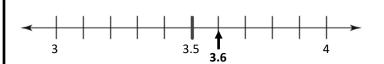
Find the two nearest whole numbers



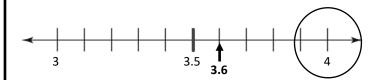
Write the mid-point between the two whole numbers



Plot the position of the number on the number line



Decide which is the nearer whole number



The closest multiples are 3 and 4.

The mid point between 3 and 4 is 3.5. If the number is 3.5 or greater, it will round to 4. If it is less than 3.5 it will round to 3.

The closest whole number is 4. 3.6 rounded to the nearest whole number is 4.

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 and the	decimal	point cards on page 34, a	nd a pen or pencil.			
Instructions:						
Take it in turns to pick two in card to make a 2-digit decirol with a number.						
For example:		oing to arrange them to led to the nearest whole				
Theo picked a 5 and a 9:		unds to 6. I can fill in the				
Rounded to the nearest number, this number roun		Player 1	Player 2			
1						
2						
3						
4						
5						
6						
7						
8						
9						
Pupil's comments		Parent's comments				

# Unit 8: Decimals (Week 2 of 3)

#### **Parental Guidance**

The learning in this unit is the first time that pupils have formally learnt about decimal numbers. Pupils develop their understanding of decimals to 2 decimal places – with an emphasis on the value of tenths and hundredths. This week pupils have been introduced to decimal numbers with two decimal places.

A common difficulty with fractions, is understanding their relative size. For example:

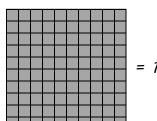
Which is greater, 0.5 or 0.45?

0.45 is greater than 0.5, because 1 know 45 is bigger than 5



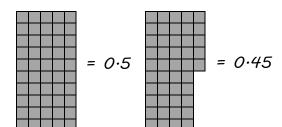
This misunderstanding can be addressed by using representations to show the two decimals.

This is one representation pupils will have used this week:



 $= 0.1 \text{ or } \frac{1}{10}$   $= 0.01 \text{ or } \frac{1}{100}$ 

Using this representation, 0.5 and 0.45 can be represented like this:



I can see 0.5 is actually greater than 0.45 because there are more tenths.



## Friend or foe?

You will need:

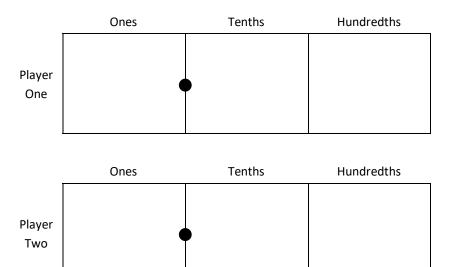
The number cards on page 34, cut out and shuffled and a pencil or pen to keep score.

*Instructions:* 

Take it in turns to randomly select a number card (0-9). Place your number card either on your grid (below), or your opponent's grid.

The aim is to be the player with the greatest number, and to stop your opponent making a number greater than your own!

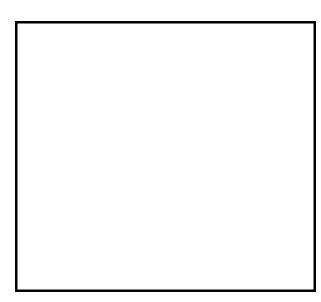
Take it in turns to go first.



Use the table below to keep track of the score with a tally.

Player 1	Player 2

# **Pupil's comments**



#### Parent's comments

# Unit 8: Decimals (Week 3 of 3)

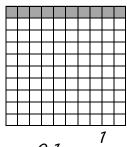
#### **Parental Guidance**

The learning in this unit is the first time that pupils have formally learnt about decimal numbers. Pupils develop their understanding of decimals to 2 decimal places - with an emphasis on the value of tenths and hundredths. This week pupils have been multiplying and dividing by 10 and 100, including using decimals. The homework task this week will consolidate understanding of fraction and decimal equivalents.

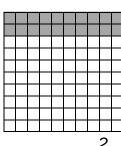
Knowing decimal equivalents to any number of tenths, one quarter, one half and three quarters.

A 100 square can be a useful tool to show decimal and fraction equivalents.

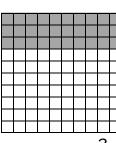
#### Tenths



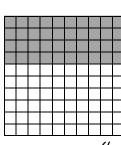
$$= 0.1 \text{ or } \frac{1}{10}$$



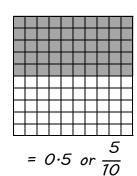
$$= 0.2 \text{ or } \frac{2}{10}$$

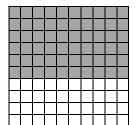


$$= 0.3 \text{ or } \frac{3}{10} = 0.4 \text{ or } \frac{4}{10}$$

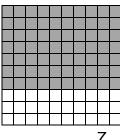


$$= 0.4 \text{ or } \frac{4}{10}$$

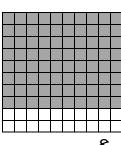




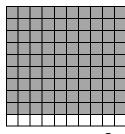
$$= 0.6 \text{ or } \frac{6}{10}$$



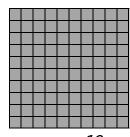
$$= 0.7 \text{ or } \frac{7}{10}$$



$$= 0.8 \text{ or } \frac{8}{10}$$

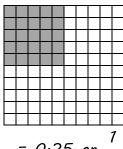


$$= 0.7 \text{ or } \frac{7}{10} = 0.8 \text{ or } \frac{8}{10} = 0.9 \text{ or } \frac{9}{10} = 1 \text{ or } \frac{10}{10}$$

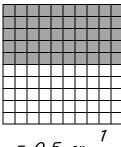


$$= 1 \text{ or } \frac{70}{70}$$

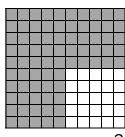
## Quarters and a half



$$= 0.25 \text{ or } \frac{1}{4}$$



$$= 0.5 \text{ or } \frac{1}{2}$$



$$= 0.75 \text{ or } \frac{3}{4}$$

Note: Pupils should be aware of and understand the equivalence between 0.5, one half and five tenths.

De	ecimal	bingo									
Yo	u will n	eed:									
Th	e fracti	on card	s on pag	ge 36 cu	t out an	d shuffle	ed.				
Ins	structio	ns:									
		_	n by cho e follow	_	decima	ls to fill	their l	oingo gric	l with. C	hoose y	our
	0.1	0.2	0.25	0.3	0.4	0.5	0.6	0.7	0.75	0.8	0.9
Tal eq Th	ke it in uivalen e winn	turns to It decim er is the	pick the al writte first pla	e top ca en on th nyer with	rd, and eir bing n all 6 de	read out o grid, t ecimals	t the f hey ca crosse		either pout.		
N	ote: th			al which	is twic	e as like			action e	quivalen	t chosen!
		Play	yer 1	1				Player 2			
							-				
	Pup	il's con	nments	3			Pare	ent's con	nments	5	

## Unit 9: Area and perimeter (Week 1 of 2)

#### **Parental Guidance**

During this unit, pupils will be first introduced to finding the area of different shapes. They will also build on their learning from Year 3, finding the perimeter of different shapes. This week pupils have explored perimeter, being extended to find the perimeter of composite rectilinear shapes in mixed units, for example centimetres and millimetres.

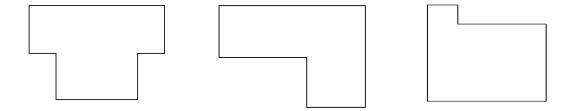
#### What is perimeter?

Perimeter is a measure of length, for example the distance around a field or the total length of all the sides of a pentagon.

#### What is a composite rectilinear shape?

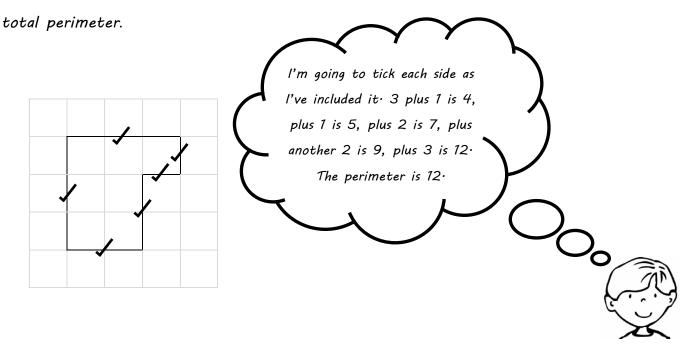
A composite rectilinear shape is a shape which can be divided into more than 1 rectangle.

Here are some examples:



#### How do I find the perimeter of a composite rectilinear shape?

A common error in calculating the perimeter of a shape is either double counting, or missing out a side. Therefore when finding the perimeter of a shape pupils should be encouraged to work systematically- mark each side as they include it in calculating the



# Perimeter challenge

Challenge 1: What is the perimeter of Shape 1?

Challenge 2: Draw a rectilinear shape with a perimeter of 18. Mark it 'Shape 2'.

Challenge 3: How many different rectilinear shapes can you draw with a perimeter of 16?

51	ape	7							

Parent's comments			

# Unit 9: Area and perimeter (Week 2 of 2)

#### **Parental Guidance**

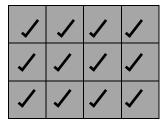
During this unit, pupils will be first introduced to finding the area of different shapes. They will also build on their learning from Year 3, finding the perimeter of different shapes. This week pupils have been introduced to area and finding the area of shapes by counting squares, making connections between this and earlier work on arrays and multiplication.

#### What is area?

**Area** is the amount of surface something covers. Area is measured in square units, for example  $cm^2$ , articulated as 'square centimetres', or 'centimetres squared'.

#### How do I find the area of a shape?

In Year 4, pupils begin by counting squares to find the area of a rectangle.

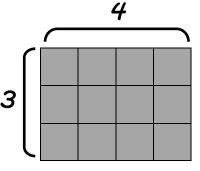


I've counted and ticked of 12 squares, so the area is 12 squares.



Pupils then link area to arrays, using multiplication to find the area of a rectangle.

I can see that there are 3 rows of 4 squares, so a quicker way to find the area is to calculate  $3 \times 4 = 12$ . The area is 12 squares.





#### Area 100

You will need:

Two 100 square grids—these can be found on page 38 and 40.

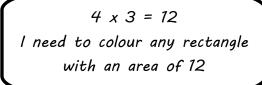
*Instructions:* 

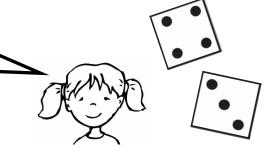
Both players have a 100 square grid. Take it in turns to roll a dice, twice (alternatively, number cards 1-6 may be picked at random). Multiply the two numbers together. Colour in a rectangle on your grid of that number of squares. The winner is the first person to colour all 100 squares.

Tip: The numbers rolled do not have to be the dimensions of the rectangle, but can be any rectangle with the same area.

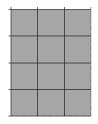
For example:

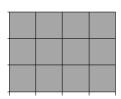
Thea rolled a 4 and a 3.



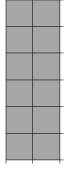


She could colour:

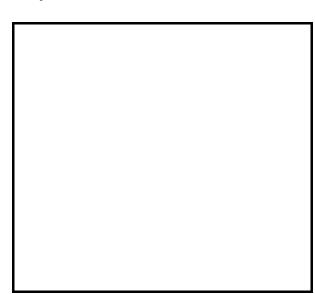








**Pupil's comments** 



Parent's comments

This page has intentionally been left blank

# **Resource for Speedy Tables**

<b>×0</b>	<b>×1</b>	<b>×2</b>	<b>×3</b>
<b>×4</b>	<b>×5</b>	<b>×6</b>	<b>×7</b>
<b>×8</b>	<b>×9</b>	<b>×10</b>	<b>×11</b>
×12			

This page has intentionally been left blank

# **Resource for Fraction sum pairs**

4 9   8   2   2	N
4 + 3 6	$\frac{3}{6} + \frac{5}{6}$
2   3   1   2   2	5 + 4
2       4       4       4	5 + 3
3 + 5	8 + 4

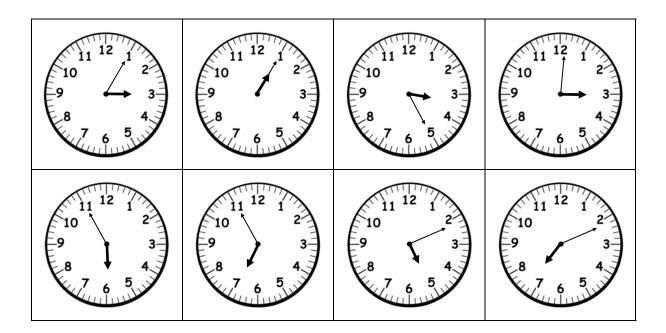
This page has intentionally been left blank

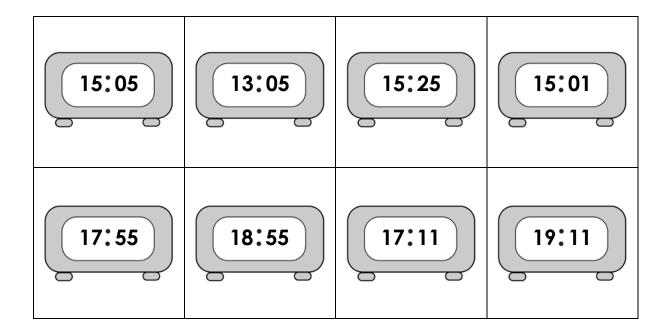
# **Resource for Fraction sum pairs**

1 8	1
1 1 9	$1\frac{2}{6}$
1 1 5	1 3
1 1 4	1 5
1 1 3	1 2 4

This page has intentionally been left blank.

# **Resource for Time Pairs**





This page has intentionally been left blank.

# **Resource for Rounding Race**

0	1	2	3
4	5	6	7
8	9	•	•

# **Resource for Friend or Foe?**

0	1	2	3	4
5	6	7	8	9

This page has intentionally been left blank.

# **Resource for Decimal Bingo**

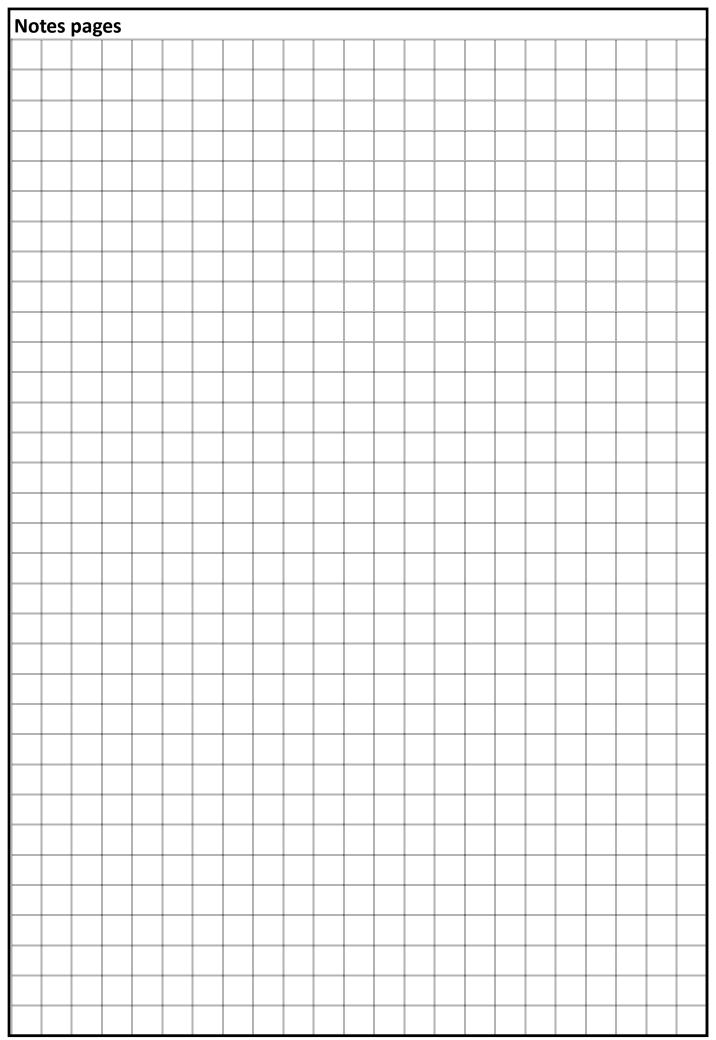
10	<u>2</u> 10	<u>3</u> 10
<u>4</u> 10	<u>5</u> 10	<u>6</u> 10
<del>7</del> <del>10</del>	<u>8</u> 10	<u>9</u> 10
1 4	1 2	3 4

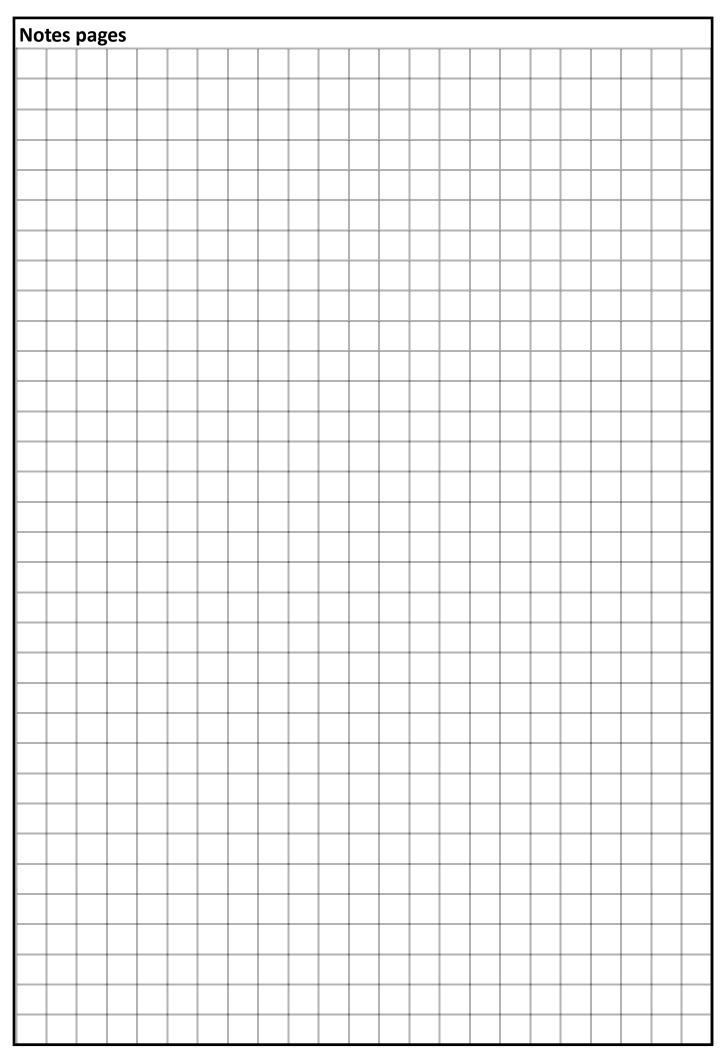
This page has intentionally been left blank.

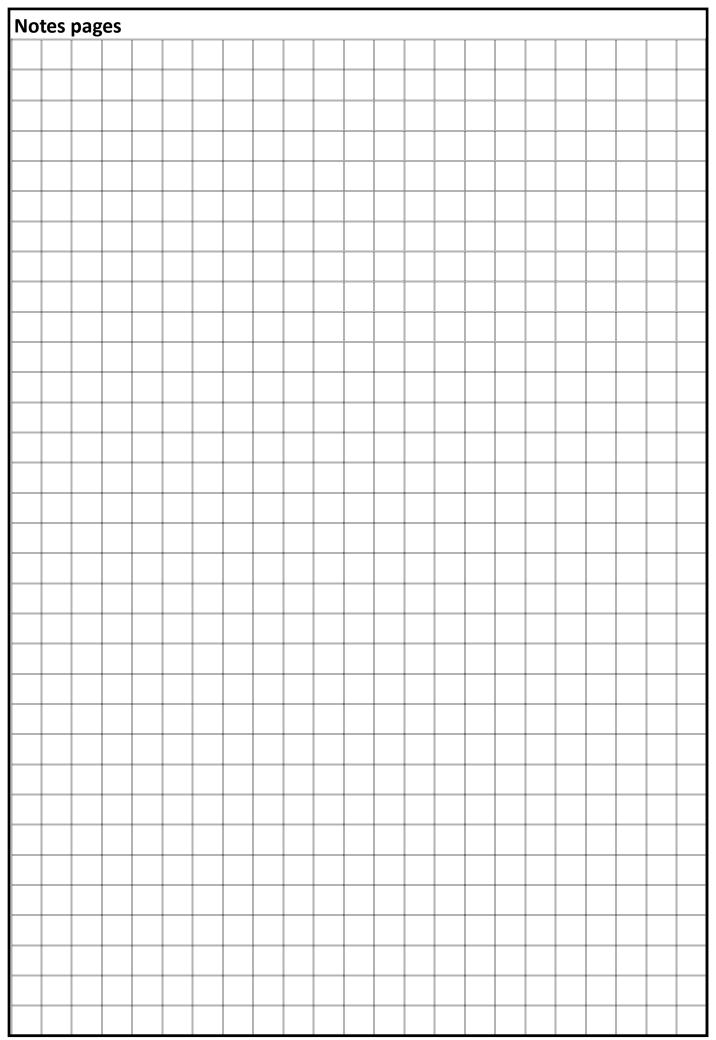
# **Resource for Area 100**

This page has intentionally been left blank.

# **Resource for Area 100**







www.mathematicsmastery.org