

Dear parents,

As we start a tremendous year in school we invite you play some games- maths games to be precise.

In year 4, pupils will sit a multiplication and times table test (MTC) towards the end of the year. We will naturally prepare the children to the best possible outcome but some will always worry. What we have done is develop a few games that can help them with this as well as other parts of maths that are commonly a pinch point in year 4. We like you want our learners to be confident.

In the suggestions below, it refers to “cards” these can easily be simple scraps of paper with the numbers on them.

Year 4 maths game 1: addition / subtraction tug of war

In year 4 children are expected to add and subtract numbers up to 4 digits using the formal written method. This KS2 maths game is a great game for practicing this, whilst also getting the children to think about place value.

What you will need to play:

- 2 players
- Set of 0-9 cards

How to play:

- Start the game with 2500 points.
- The first player takes three 0-9 cards and makes a 3-digit number.
- They use column addition to add this number to the 2500, to make a new total.
- The second player then selects 3 cards, makes a 3 digit number and uses column subtraction to subtract this from the total.
- Keep going until either player 1 gets to 5000 or player 2 gets to below 1.
- Once the game is finished, players can swap roles, so both have the opportunity to work on addition and subtraction.

Year 4 maths game 2: multiplication 4 in a row

This maths game for KS2 is a twist on the traditional game of connect four. It's very easy to set up with only minimal resources required.

What you will need to play:

- 2 or more players
- Blank multiplication grid
- Pens

How to play:

- The first player multiplies 2 numbers on the multiplication grid together and writes their answer in the blank square.
- The next player does the same, writing their answer in a different colour.
- Keep taking it in turns to multiply 2 numbers and write the answers in the grid.
- If you make a vertical, horizontal or diagonal line of 4 answers in a row, draw a line through it.
- The winner is the player is the first to make 5 lines, or the one with the most lines drawn on the grid, when the grid is completed.

Year 4 maths game 3: multiplication bingo

Bingo has always been a popular game for people of all ages. This multiplication version is a great KS2 maths game to play with the whole class.

What you need to play:

- 3 or more players (can be played as a whole class)
- A piece of paper and pen for each player.

How to play:

- Choose one person to be the leader of the game. In a whole class situation, this would be the teacher.
- Select a times table to focus on and each player writes down five numbers from that times table (e.g. if the focus is the 4 x table, they may write 8, 20, 28, 36 and 44).
- The leader of the game then calls out various questions from the selected times table. (e.g. 6 x 4, 2 x 4, 11 x 4 etc....)
- If a question is called and a player has the answer to it on their paper, they cross out that number.
- The winner is the first person to cross out all their numbers and shout 'bingo'

Year 4 maths game 4: equivalent fractions dice game

In year 4, there are a number of fraction objectives which need covering.

Equivalent fractions is one which some children can find particularly challenging.

This is a great KS2 maths game for encouraging children to work with equivalent fractions, whilst having fun.

What you will need to play:

- 2 Players.
- 2 dice
- An equivalent fraction wall showing 1, $\frac{1}{2}$, $\frac{1}{3}$, $\frac{1}{4}$, $\frac{1}{5}$ and $\frac{1}{6}$

How to play:

- Each player throws their dice twice.
- Use the 2 numbers thrown to create a fraction by using the smallest number as the numerator and the larger number as the denominator (e.g. if a 2 and 5 are thrown, they would make the fraction $\frac{2}{5}$).
- The player with the largest fraction gets the point.
- The winner is the first player to score 10 points.

Year 4 maths games 5: Roman numerals snap

Children are introduced to Roman Numerals for the first time in year 4. They are expected to know all the numbers up to 100, so start with the basics below and adapt to harder numbers, as children get more confident with this KS2 maths game.

What you will need to play:

- 2 players
- A set of Roman Numeral cards (1-10, 50 and 100)
- A set of digit cards (1-10, 50 and 100)

How to play:

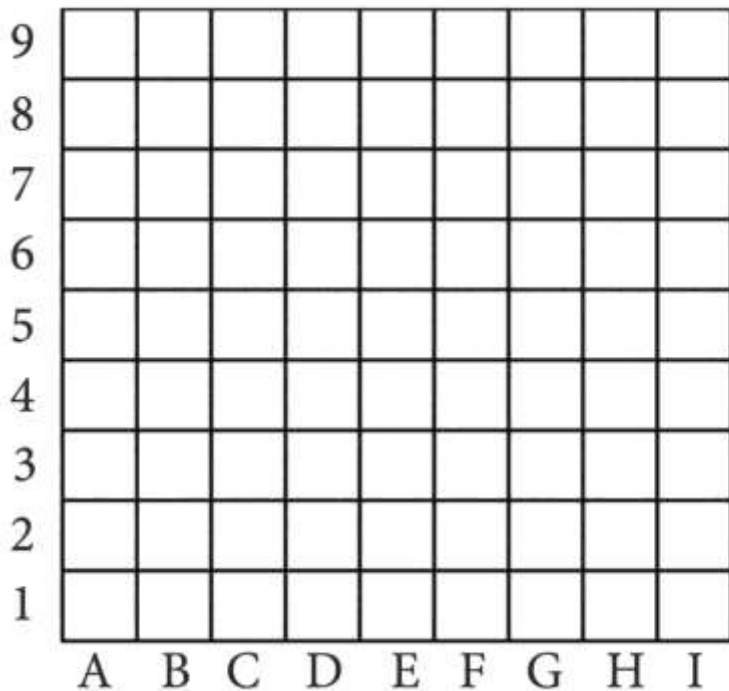
- Shuffle the roman numeral and digit cards together and split the pack between the 2 players.
- Each player places their pile of cards face down on the table in front of them.
- Take it in turns to turn over a card and place it face up on the table in the middle of the 2 players.
- If a matching Roman Numeral and digit card are turned over together, the first player to put their hand on the pile and shout 'snap' wins the cards.
- This continues until one player has lost all their cards. The other player is the winner.

Year 4 maths game 6: shape battleships

This KS2 maths game is a twist on the popular game 'battleships' and gets children practising both coordinates/ grid references and names of 2D shapes.

What you will need to play:

- 2 players
- A blank grid reference grid (A – I on the x axis and 1 – 9 on the y axis) or a blank coordinates grid for each player
- A pen for each player.



Battleships grid

How to play:

- Each player has a blank grid with either coordinates or grid references.
- They plot a shape on the grid and make a note of the grid reference points / coordinates
- Player 1 goes first and calls out their first coordinate / grid reference.
- On a blank grid, player 2 marks the coordinate / grid reference.
- Keep going until player 2 has plotted all the points. Once completed, they check theirs matches with the other player's and name the shape.
- Players then swap over.

If you have any worries, please do not hesitate to talk to your child's teacher or any other member of the Year 4 teaching team.

Happy game playing,
The year 4 team.