Y4 - Fractions

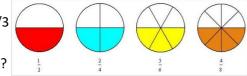
This term's focus is **fractions**. By the end of Year 4, children should be able to recognise and show, using diagrams, families of equivalent fractions. For example, 1/3 = 3/9 = 4/12 and so on. They should also be able to solve fraction problems for both **unit** (e.g. 1/5)and **non unit** (e.g. 3/5) **fractions**. For instance, can you find 1/3 or 2/3 of 180ml? They should know the terms **numerator** (part) and **denominator** (whole), and be able to add and subtract fractions with the same denominator.

In class, the children will also be learning about decimals; they should be able to recognise and write decimal equivalents of any number of **tenths** and **hundredths**, such as 0.3 = 3/10 or 0.34 = 34/100. In addition to this, children should recognise and write decimal equivalents to 1/4; 1/2 and 3/4.



★★ Choose one of the following fractions (1/2, 1/3, 3/4, 2/5, 2/3, 4/6, 2/8) and then find a way to visually represent it. You could do this in lots of different ways: using a shape, by folding it and colouring it in; drawing a picture where, for instance, 2/5s of the ducks in the pond are white; or you could show collections of objects and take a photo of them.

★ Can you represent some equivalent fractions for 1/2, 1/3, 1/4, 2/3 and 5/6? What do you notice happens to the denominator and numerator? Can you find a rule for working out equivalent fractions?



Make a matching pairs game for decimals and their equivalent fractions. For example, if I create a card with the fraction 1/2, then the matching card would be 0.5. Can you do the same for 1/4 and 3/4? Now try some other ones, such as 2/10, 87/100 or even 235/1000. You could also try adding in some whole numbers, for example 5.25 = 5 1/4. Make at least 8 matching pairs and then play with someone at home!

0.5

★★ This is a 2-player game. Each player needs to make a set of 1-6 digit cards, and place them face down on the table in a pile. They will also both need two blank fractions templates and an inequality sign like this:



Both players select the top four cards from their pile. If they are able to place these digits in to the empty spaces and create a statement that is true, they win a point.

★★★ Another game for 2 players. Each player takes it in turns to generate 3 digits, perhaps using a dice. Use the largest digit as the denominator and the other 2 digits as numerators, creating two fractions which they now need to add together. Convert any improper fractions into a mixed number. Whoever has the largest to-tal wins a point.





Whilst it can be very tempting to encourage your child to have a go at the more challenging activities, it is far better to work with them at a level they feel confident with. Significant and regular practise of even the most basic skills outlined in this document will lead to a much deeper understanding and greater proficiency, and ultimately a much more pleasant 'homework' experience for you and your child!