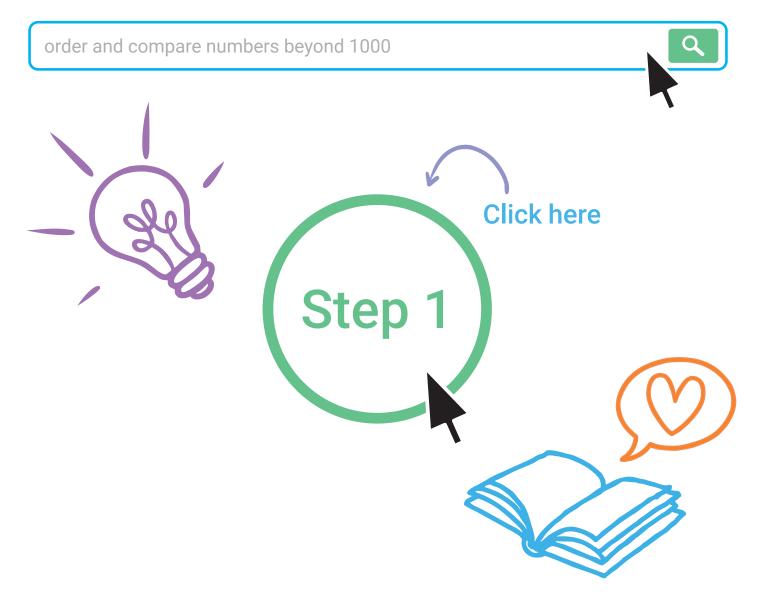
Year 4 Number and Place Value: A Step-by-Step Guide for Parents

This step-by-step explanation to year 4 number and place value can help you support your child's learning at home. The subject is broken down into manageable chunks, providing you with a simple guide to follow when learning about year 4 number and place value, either to support your child's homework or if you decide to give your child some extra support. In this guide, you will find a step that matches your child's level of understanding and then suggested activities which can be used to support that step.

Within **this area of the website**, you will find a selection of resources intended to help your child learn about each step of this guide. Each step also contains a keyword or phrase that you can use to search the Twinkl site for more resources and activities, designed to support your child in achieving that stage. Simply type the keyword or phrase into the search bar and press enter to explore together.



We hope you find the information on our website and resources useful. The contents of this resource are for general, informational purposes only. This guide is intended to offer parents general guidance on what subject areas tend to be covered in their child's year group and where they could support their children at home. However, please be aware that every child is different and information can quickly become out of date. There are some subject areas that we have intentionally not covered due to the nature of how they are taught or because a trained professional needs to teach these areas. We try to ensure that the information in our resources is correct but every school teaches the national curriculum in its own way. If you would like further guidance or are unsure in any way, we recommend that you speak to your child's teacher or another suitably qualified professional.

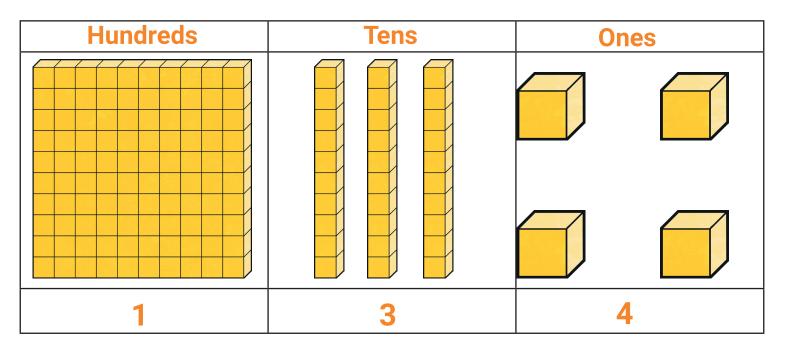




Number and Place Value

What Is Number and Place Value?

Place value is the value given to a digit in a number based on its position. For example, the 5 in 543 represents five hundreds, or 500. Having a strong knowledge of place value is a vital skill in primary maths, which is why it is often taught as the first topic at the start of the year. In school, images and objects are often used to help children gain a deep understanding of place value, - for example, using blocks of hundreds, tens and ones.



The number blocks above show the number 134. Children can see that it is made up of one hundred block, three tens sticks and four ones cubes. The example above has been placed into a place value chart with the digits written below to show children how the number is represented in digits ('digits' is the term used in school to describe the individual numerals, 0-9, that make up a number). Real objects, arrow cards, place value charts, counters and many other pictures and objects are used in school to reinforce this.

What Are Children Taught about Number and Place Value in Year 4?

Throughout year 4, children are taught to:

- recognise the value of each digit in a four-digit number (thousands, hundreds, tens and ones);
- order and compare numbers beyond 1000;
- round any number to the nearest 10, 100 or 1000;
- count in multiples of 6, 7, 9, 25 and 1000.

Children are also expected to be able to apply all of the above to solve a variety of problems.

This guide can help you support the learning of year 4 number and place value at home. Each step contains an explanation to that stage and a link to an appropriate resource which can be used at home to support your child's learning.





As well as using the resources in this category, and the keyword searches to help your child with number and place value, below are a few ideas for games and activities to help your child practise number and place value at home.

Say the Next Number

This is a fun way to practise counting in different sequences. With your child, choose a step you are going to count in – for example, 6s or 7s. Then take it in turns to say the next number in the sequence (6, 12, 18, 24 etc.). When somebody makes a mistake in the sequence, the other person wins. Your child will enjoy playing this as they try to beat you in this sequence game.

Fizz Buzz

This is another fun counting activity you can play with your child wherever you are. Choose two multiples that you are going to practise counting up in, such as 4 and 6. Start from 0 and take turns to count up. When you reach a multiple of 4, replace it with 'fizz'. When you reach a multiple of 6, replace it with 'buzz'. When you reach a number that is a multiple of both, replace it with 'fizzbuzz'! For example: 1, 2, 3, fizz, 5, buzz, 7, fizz, 9, 10, 11, fizzbuzz! The first person who makes a mistake is out and the other player wins.

Roll the Biggest Numbers

For this activity, you need a dice and something to write with. On a sheet of paper, each player draws a place value chart of four columns: Thousands, Hundreds, Tens and Ones. Take turns to roll the dice. Place each number you roll in a column on the place value chart. Once everyone has rolled 4 digits each, compare numbers. The person who has managed to create the biggest number is the winner. You could discuss strategies to create the biggest number possible.

Shopping Comparison

This is a very simple way to help your child practise comparing numbers in real contexts. When shopping for items, whether big or small, find two products that are the same but different prices. For example, if you were buying a new carpet, you could show your child your top two choices. Ask your child which is the most expensive and how they know. You could also ask your child to order the prices you have seen from smallest to largest.





Recognise the Value of Each Digit in a 4-Digit Number

The digits in a number are the individual numerals that make up a larger number. For example, in the number 1792, the digits are 1, 7, 9 and 2. However, these digits represent different numbers: the 1 represents 1000, or one thousand; the 7 represents 700, or seven hundreds; the 9 represents 90, or nine tens; and the 2 represents 2, or two ones. In year 4, children are taught to understand the value of each digit in a 4-digit number, which helps support other areas of the maths curriculum. At home, try using these **Place Value Arrow Cards** to help support your child. Using the cards for ones, tens, hundreds and thousands, make different numbers and ask your child to say the number aloud. Then ask them to say what each digit represents. They can check if they're right by separating the cards to see what the digits represent.

Order and Compare Numbers beyond 1000

Step

Once your child has a strong understanding of place value for 4-digit numbers, they can use this to order and compare numbers. When comparing numbers, children should begin by comparing the digits in the biggest column, and then move to the next column and so forth. For example, when comparing the numbers 1365 and 1356, we can use place value to help.

Thousands	Hundreds	Tens	Ones
1	3	6	5
1	3	5	6

You can compare the numbers by always starting with the largest column (in this case, the thousands) and moving to the right. They both have one thousand and they both contain three hundreds – but when you get to the tens column, we can see that 1365 has more tens, so it is the bigger number. We then don't need to look at the ones column, as tens are bigger than ones. It's this knowledge of place value that allows children to compare and order numbers. At home, try this fun **Ordering 4-Digit Number Line** game to help support your child with ordering and comparing 4-digit numbers.



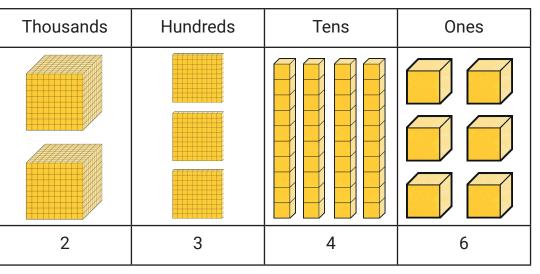






Rounding Any Number to the Nearest 10, 100 or 1000

To round a number, you first need to have a secure knowledge of place value, because in order to round a number, you must look at the digit to the right of the number you are rounding to. For example, look at this number:



To round this number to the nearest thousand, you would look at the digit in the hundreds column (in this case, 3). If the digit is 5 or over, you would round up to the next thousand and change all the other columns to zero to show that you have rounded up. If the digit is 4 or below, the thousands stay the same and all other columns change to zero to show that you have rounded down. In this case, the digit is 3 in the hundreds column, so we would round down to the nearest thousand. The answer would be 2000. At home, you could try this **Rounding Numbers Pack: Rounding to the Nearest 10, 100 and 1000** which can help your child learn to round numbers.

Counting in Steps of 6, 7, 9, 25 and 1000

At home, you can help your child practise counting in multiples of 6, 7, 9, 25 and 1000 by counting aloud together. You could do this at dinnertime, at bedtime, in the car or while walking to school. You could also use this **Counting in 6, 7 and 9 Worksheet** to help your child practise counting at home.



Step 3

Explore and Discover More

Twinkl Go! is a digital platform, hosting interactive content such as videos, games, audiobooks and more. Twinkl Go! enables digital content to be streamed to your computer or mobile device.

Twinkl Book Club is our book subscription service. Enjoy our original works of fiction in beautiful printed form, delivered to you each half-term and yours to keep!

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Boost

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Twinkl Boost is a range of intervention resources, created to support and lift learning with children at every level. These include our easy-to-use SATs and Phonics Screening resources.

> Imagine resources are designed to help your children to think creatively, question and imagine. Every week, a new topic consisting of five photos, each with related activities, is created.

Twinkl Originals are engaging stories written to inspire pupils from EYFS to KS2. Designed to encourage a love of reading and help curriculum-wide learning through accompanying resources.

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Book Club

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imagine

Twinkl Kids' TV is our wonderful YouTube channel dedicated to fun and informative video-style resources full of new and creative activities you can try at home!



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