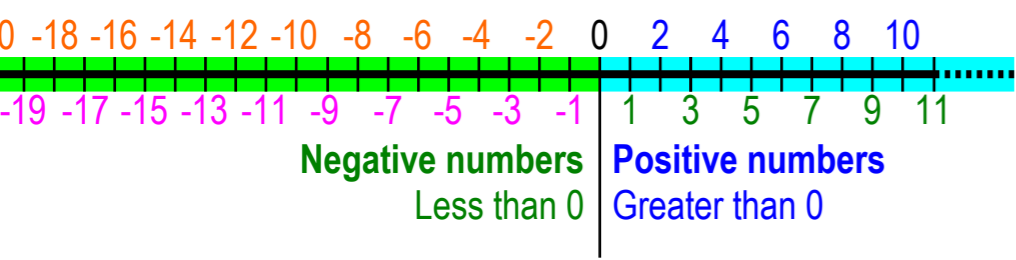
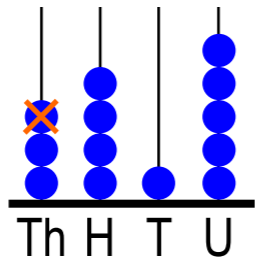


Counting in 6s: 6, 12, 18, 24, 30, 36, 42, 48, 54, 60, 66, 72...
Counting in 7s: 7, 14, 21, 28, 35, 42, 49, 56, 63, 70, 77, 84...
Counting in 9s: 9, 18, 27, 36, 45, 54, 63, 72, 81, 90, 99, 108...
Counting in 25s: 25, 50, 75, 100, 125, 150, 175, 200, 225, 250...
Counting in 1000s: 1000, 2000, 3000... 10000, 11000, 12000...

256 + 1000 = 1256

3415 - 1000 = 2415



Largest to Smallest: the number with the most digits before the decimal place is always the largest. Compare the thousands, hundreds, tens then units (in this order of priority).

9919 **9199** **1999** **199** **191**
 1st 2nd 3rd 4th 5th

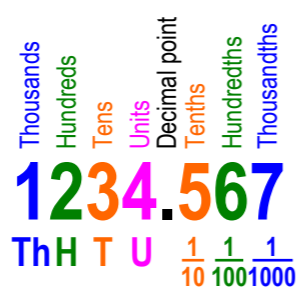
Rounding to the nearest 10: Round the number of tens down if there are 0, 1, 2, 3 or 4 units and up if there are 5, 6, 7, 8 or 9. Units are then replaced with 0 (e.g. 7 rounds to 10, 23 to 20, 35 to 40, 134 to 130, 1056 to 1060, 3 to 0, -14 to -10, -115 to -120).

Nearest 100: Round the number of hundreds down if there are 0, 1, 2, 3 or 4 tens and up if there are 5, 6, 7, 8 or 9. Tens and units are then replaced with 0s (e.g. 70 rounds to 100, 239 to 200, 354 to 400, 1347 to 1300, 3 to 0, -140 to -100, -1001 to -1000).

Nearest 1000: Round the number of thousands down if there are 0, 1, 2, 3 or 4 hundreds and up if there are 5, 6, 7, 8 or 9. Hundreds, tens and units are then replaced with 0s (e.g. 700 to 1000, 2391 to 2000, 3548 to 4000, 3 to 0, -1403 to -1000).

Roman numerals: Values next to each other are added. Values worth less are subtracted from the larger value on its right. I (1), V (5), X (10), L (50) C (100) (e.g. III is 3, IV is 4, CXXIX is 129).

.CG Maths.
 KS2 Year 4 Maths
 Cheat Sheet (V.1.3)



Check by performing the calculation in reverse. Addition is the opposite of subtraction. Multiplication is the opposite of division.

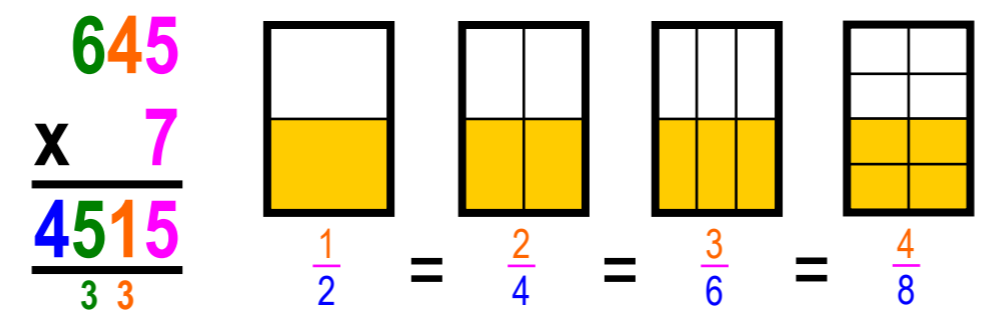
3087 + **2345** = **5432**
 We get the number we started with.

| x | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
|----|----|----|----|----|----|----|----|----|-----|-----|-----|-----|
| 1 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
| 2 | 2 | 4 | 6 | 8 | 10 | 12 | 14 | 16 | 18 | 20 | 22 | 24 |
| 3 | 3 | 6 | 9 | 12 | 15 | 18 | 21 | 24 | 27 | 30 | 33 | 36 |
| 4 | 4 | 8 | 12 | 16 | 20 | 24 | 28 | 32 | 36 | 40 | 44 | 48 |
| 5 | 5 | 10 | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 | 60 |
| 6 | 6 | 12 | 18 | 24 | 30 | 36 | 42 | 48 | 54 | 60 | 66 | 72 |
| 7 | 7 | 14 | 21 | 28 | 35 | 42 | 49 | 56 | 63 | 70 | 77 | 84 |
| 8 | 8 | 16 | 24 | 32 | 40 | 48 | 56 | 64 | 72 | 80 | 88 | 96 |
| 9 | 9 | 18 | 27 | 36 | 45 | 54 | 63 | 72 | 81 | 90 | 99 | 108 |
| 10 | 10 | 20 | 30 | 40 | 50 | 60 | 70 | 80 | 90 | 100 | 110 | 120 |
| 11 | 11 | 22 | 33 | 44 | 55 | 66 | 77 | 88 | 99 | 110 | 121 | 132 |
| 12 | 12 | 24 | 36 | 48 | 60 | 72 | 84 | 96 | 108 | 120 | 132 | 144 |

11 x 5 = 55
 5 x 11 = 55
 55 ÷ 5 = 11
 55 ÷ 11 = 5

Anything x 0 = 0
 Anything x 1 = itself
 Anything ÷ 1 = itself

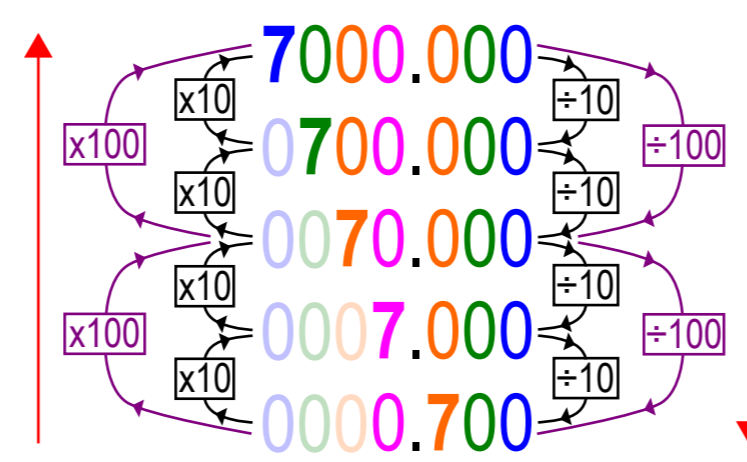
2 x 8 + 3 x 8 = 5 x 8
 13 x 7 = 10 x 7 + 3 x 7
 5 x 3 = 15
 500 x 3 = 1500



$\frac{1}{100} = 1 \div 100 = \frac{1}{10} \div 10$ **Hundredths:** $\frac{1}{100}$ $\frac{2}{100}$ $\frac{3}{100}$ $\frac{4}{100}$ $\frac{5}{100}$

Fraction to decimal: $\frac{1}{2} = 0.5$ $\frac{1}{4} = 0.25$ $\frac{3}{4} = 0.75$ $\frac{1}{10} = 0.1$ $\frac{1}{100} = 0.01$

$\frac{2}{10} = 0.2$ $\frac{3}{10} = 0.3$ $\frac{4}{10} = 0.4$ $\frac{2}{100} = 0.02$ $\frac{3}{100} = 0.03$ $\frac{4}{100} = 0.04$



Multiplying by ten moves all the digits one place to the left as the previous decimal place is worth 10x more (effectively moving the decimal point to the left by one). Multiplying by 100 moves twice as 100 = 10 x 10. Dividing has the opposite effect.

Nearest whole number: Round the number of units down if there are 0, 1, 2, 3 or 4 tenths and up if there are 5, 6, 7, 8 or 9. All decimal places are then replaced with 0 (e.g. 0.7 rounds to 1, 2.3 to 2, 3.5 to 4, 105.6 to 106, 0.3 to 0, -1.4 to -1, -1.15 to -1).

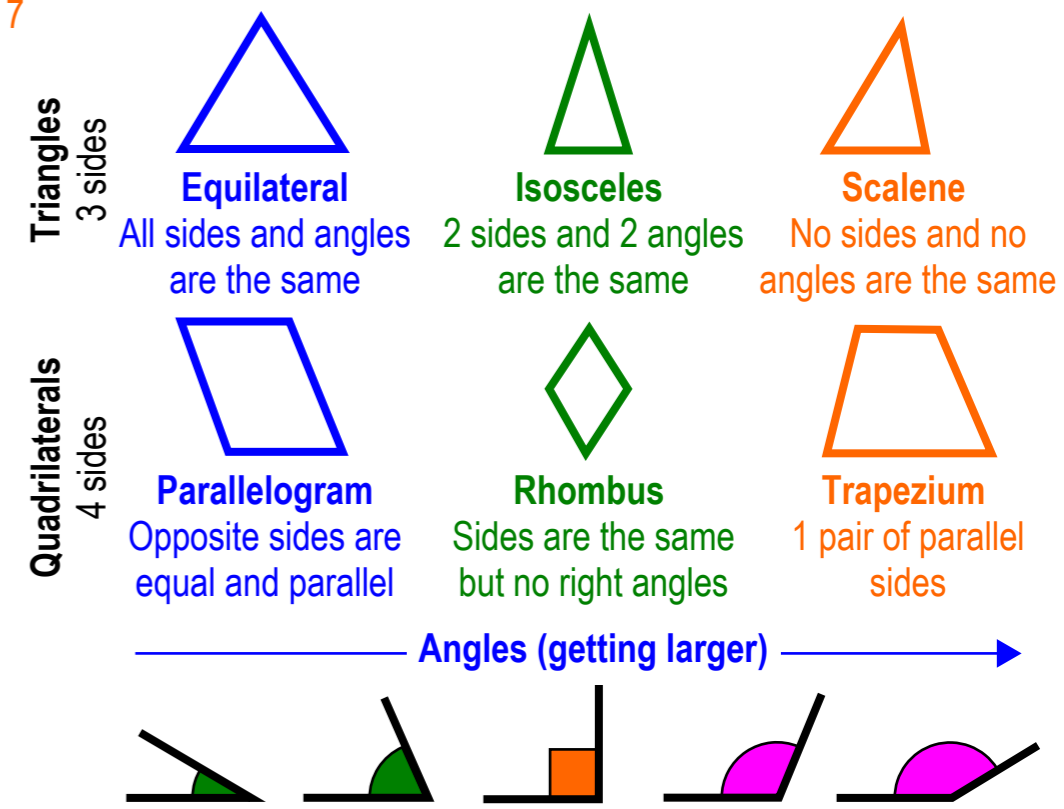
Largest to smallest (decimals): After comparing the digits before the decimal point, compare the tenths, hundredths then thousandths (in this order of priority).

1kg = 1000g. 1m = 100cm. 1cm = 10mm. 1km = 1000m
 60 seconds in a minute. 60 minutes in an hour

Converting units: 6kg = 6000g as every kg is worth 1000g. 0.9m = 90cm as 0.9 x 100 = 90. 1500m = 1.5km as there are 1.5 lots of 1000m (1500 ÷ 1000 = 1.5). 30 seconds is half a minute as 30 is half of 60. 120 minutes = 2 hours as 120 ÷ 60 = 2.

Area: number of squares (e.g. centimetre or metre squares) which can fit inside a shape.

12 to 24 hour time: remove am/pm and add 12 to the hours for times between 1pm-11pm (e.g. 5:25pm is 17:25). 12am is 00:00



Acute: < 90° **Right Angle:** 90° **Obtuse:** > 90°

Symmetry: identical on both sides of a line. All points are the same distance from the line (but on the other side).

Coordinates: 2 number lines at right angles to each other. *x*-axis is the horizontal line. *y*-axis is the vertical line. Across then up (*x*, *y*)
 A: (0, 0) B: (0, 2) C: (1, 0)
 D: (1, 3) E: (2, 2) F: (3, 1)