Y3.4 Maths Activities for Week Beginning 18.1.21

Day	Mental Maths Starter	Main Activity
Monday 18.1.21	**Mental Maths: X Tables Practice** Open and complete the **Times Tables Generator** for your year and group (Y3 Product or Multiple, Y4 Product or Multiple) Practise your x table for 10 minutes at the start of every maths session using the **Monster Multiplication and Multiplication 2Dos** ready for a test on Friday.	**Learning Objective: To subtract 1,10 and 100 from a number.** 1. Make a 3 (Y3) or a 4 digit number (Y4) by throwing a dice or pulling out digit cards. 2. Now subtract one from the units column. Remember to identify the units column (you could underline it) and then reduce it (make it smaller) by 1. 3. Return to your starting number. Now subtract 10 (you could underline it) Identify the tens column and make it smaller by subtracting a ten. 4. Return to your starting number. Now subtract 100 (you could underline it.) Identify the hundreds column and make it smaller by subtracting a hundred. What problem did you have if one of your numbers had 0 in the identified column? What did you do? **REMEMBER you will need to exchange.** For example, if you have 0 units, you can exchange 1 ten for ten units. You will have one less tens and ten units so when you take one away you will have 9 units left. If you have 0 tens, exchange 1 hundred for 10 tens Eg: 130-1=129 308-10 = 298
Tuesday 19.1.21	**X Tables: Monster Multiplication and Multiplication 2Dos** **Mental Maths: Counting Forwards in Sequences** Y3: Practise counting in sequences of 4. Start at 0. Record the sequence on a piece of paper. Do you notice anything about the digits? Y4: Practise counting in sequences of 8. Start at 0. Record the sequence on a piece	**Learning Objective: To add and subtract 1,10 and 100 from a number.** Think back to the last couple of lessons and how you added and subtracted 1,10 and 100 from a number. **Remember that when adding on to a number 9 we have to regroup** as the total will be above 10. Eg 9 + 1 = 10 so we regroup the ten units as a ten stick or 9 ten sticks + 1 ten stick = 10 ten sticks so we can regroup 10 ten sticks as 100. **Remember that when subtracting from a number smaller than the number we are taking away, we must exchange from the next place value column.**

	of paper. Do you notice anything about the digits?	Eg. We can gain extra units by exchanging a ten stick for ten units. Or We can gain extra ten sticks by exchanging a hundred square for 10 ten sticks. **Complete activity sheets:** **+1,10 and 100 without regrouping Y3 and Y4** If you are feeling confident: **+ 1,10, 100 harder with regrouping** **Challenge**: See games on the activity sheet. **Adding and Subtracting 100s.**
<u>Wednesday 20.1.21</u>	**X Tables: Monster Multiplication and Multiplication 2Dos** **Mental Maths: Counting Forwards and Backwards in Sequences** Y3: Practise counting in sequences of 4. Start at 0. How far can you go? Now try counting backwards from 100 in 4's. Y4: Practise counting in sequences of 8. Start at 0. How far can you go? Now try counting backwards from 120 in 8's.	**Learning Objective: To round any number to the nearest 10 or 100 using up to 2/3 or 4 digits.** 1.Look at the **Power Point called Round to the nearest 10.** This will help you understand the concept. Complete the activities in the presentation. 2. Complete the activity sheet for your group, **Y3 or Y4, called Rounding to the nearest 10.**
<u>Thursday 21.1.21</u>	**X Tables: Monster Multiplication and Multiplication 2Dos**	**Learning Objective:** To estimate the answer to a calculation by rounding to the nearest multiple of 10 or 100. 1.Revisit the **Power Point on Rounding** from the previous session to remind yourselves of the rules for rounding. The purpose of rounding is to make calculations in our heads easier to solve by estimating the answer. Remember the key rule: **If the number is half way between the two multiples of 10 or 100 or above we round up, if the number is below 5 or 50 we round down.** 2.Try rounding these number to the nearest 10:

		23p rounded = £1.99 rounded =
		89p rounded = £2.31 rounded =
		41p rounded = £6.12 rounded =
		36p rounded = £5.51 rounded =
		
		3.Look at the **worksheet called 'Swavesey's Superstore.'**
		What is being sold? It is easier to round the cost of shopping items when you are shopping to find an estimated cost of the shopping. Complete the shopping activity to estimate the cost of a shopping bill.
		Round the items to estimate the cost of:
		    a. 2 given items
		    b. 3 given items.
		Choose your own selection of items to buy from the store and estimate the cost.

<u>Friday 22.1.21</u>	**Mental Maths: Times Tables Practice** Complete the x tables questions on the **Times Tables Test sheet** for your year group. Self-mark your work out of 45. Look at any mistakes. Take note of any x tables that you consistently got wrong and learn them.	**Play Monster Multiplication OR Multiplication** on Purple Mash that have been set as 2Dos. How efficient and accurate can you be? Efficiency is about speed and accuracy is about getting your answers correct. Can you be speedy and accurate? **Year 3: Complete Counting in 4s worksheet** **Year 4: Complete Counting in 8s worksheet**

	Additional maths activities that you might want to do:	Use measurements:
		    • learn to tell the time on an analogue and digital clock
		https://www.senteacher.org/printables/freeworksheets/18/Telling-The-Time-Worksheet.html
		    • play with jugs and water measuring the capacity of the liquid
		    • weigh ingredients – maybe you could do some baking
		    • use a ruler or a tape measure to find the length of different objects