Mrs Angel's Group

Hi there!

I hope you've all had a good first week. Keep going with the starter activities but this week let's think about addition in a bit more detail.

- Have a go at the additions below using this method: https://www.youtube.com/watch?v=GoxqMPpqm_4&safe=active

332+457	728+261	385+213	462+136	174+625	237+452	545+356	603+278
	882+156	552+437	710+273	524+404	154+237	728+133	483+334
	245+132	254+337	685+124				

If your child is finding it tricky try working altering the calculations so they become 2-digit + 2- digit calculations e.g. 728+261 would become 28+61.

Please don't feel like you need to do all of these, I just wanted to give you enough calculations to have a good bit of practise without having to think up your own. Some children might like to draw base 10 or draw pictures to help them with their work. This is absolutely fine and exactly what I would expect them to do in class.

Have a go at these word problems:

There are two adult giraffes at a zoo. Geraldine has 183 spots and Marvin has 216.

- How many spots do they have all together?
- How many more spots do they need to have 400 spots all together?
- Another giraffe arrives, Austin, he has 256 spots. How many spots do the three giraffes have all together?

WB 30.3.20

Mrs. Holt's Maths Group

Please continue to use the warm up activities from last week.

- Playing cards are an excellent way to keep number facts up to speed, your child has played these games in class so they can explain them to you. Picture cards can be removed or J=11, Q=12 and K=13 - **times tables** turn cards over one at a time and multiply by the chosen times table or turn over two cards and multiply them together, keep the cards if you are correct. **Number bonds** – turn over a card – say the number that goes with the number on the card to make 10 or, for more challenge, 20.
- **NEW: Number bonds to 100 – make each card 10x bigger so A is now 10, 2 = 20 and so on when you turn them over say which number goes with it to make 100 (30 - you would need to say 70)**
- Roll two dice and multiply the numbers together.
- 20 Questions: think of a number (but don't tell anyone) and get your child to work out what it is by asking questions you can answer with yes or no e.g. 'Has it got three 10's?' or 'Is it an odd number?' We have been working with three digit numbers.
- Think of a number less than 100 and then see how far you can count on in 5's, 10's and 50's. If you can't think of a number on the spot you can google a random number generator.
- Play 'Hit the Button' at https://www.topmarks.co.uk/maths-games/hit-the-button
- See how quick you are https://www.topmarks.co.uk/maths-games/daily10
- Play bingo! https://www.topmarks.co.uk/Flash.aspx?f=bingomoreorless
- Don't forget to play TT Rock Stars

Longer tasks:

You can continue to work on the tasks from last week, especially:

- Making different amounts of money and giving change.
- Telling the time, including using analogue and digital clocks and then 24-hour times. If you can tell the time - work out the duration of times e.g. I started watching TV at 9:30 and finished at 11:45, how long did I watch TV for? It took me 2 hours and 20 minutes to walk to the shop, I set of at 7:15 what time did I arrive? Or create a timetable of your day with times and durations on.
- We will also focus on addition this week.
  This is a great video to recap the method we have learnt in class:
  https://www.youtube.com/watch?v=hwxyheQNXBU
  Now have a go at these questions (please complete in the squared books, 1 digit in 1 box and line up the numbers in the correct columns – hundreds, tens and ones)

Bronze (up to 1 exchange)	Silver (up to 2 exchanges)	Gold (3digit + 2digit & 3 2 digit numbers)
386 + 216 =	215 + 587 =	576 + 26 =
757 + 241 =	663 + 248 =	164 + 58 =
173 + 518 =	287 + 476 =	25 + 34 + 47 =
265 + 356 =	336 + 584 =	21 + 73 + 95 =
583 + 264 =	361 + 449 =	108 + 238 + 123 =

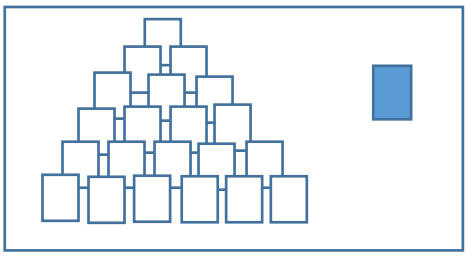
Test your skills with some word problems

There are two giraffes at the zoo. Geraldine has 183 spots and Marvin has 216. How many spots do they have altogether?	Phoebe has a stamp book with 467 stamps in. She collects 258 more. How many stamps does she have in her collection now?	In a school council election, Janko got 82 votes, Zack got 74 votes and Nia got 56 votes. How many children voted in total?
Kevin built a wall. On the first day he laid 304 bricks, on the second day he laid 192 bricks. How many did he lay in total?	Mia collects 286 shells from the beach and Archie collects 138 shells. How many shells do they have altogether?	Charlotte is selling raffle tickets at the school fair. She sells 487 red, 363 yellow and 454 blue. How many tickets has she sold?

Card Games:

- **Fast Facts Practice.** Halve a pack of cards and place the two piles face down. Turn over a card from each pile and see how quickly you can add or multiply the numbers. Keep going until you have no cards remaining. (You could remove the picture cards or give them a value of your choosing. Also in this game, an ace equals 1)

- **Play Pyramid Solitaire.** Remove the picture cards from a pack of cards, now shuffle the cards and place them **face up** in a 6 row pyramid starting at the top with 1 card, the next row should be 2 cards and so on (the cards need to overlap). You should have cards left-over which become the draw pile (place this face down).



The aim of the game is to remove all the cards in the pyramid by looking for pairs to make 10, however, you can only take cards which are not covered by another card. If you cannot find a pair on the pyramid, then you can turn over a card from the draw pile. Keep going until you cannot find any more pairs that make 10. When you have finished, count the number of cards you have left. This is your score. Can you get a smaller score next time?

Variations: Why not change the target number? (You may also need to change the number of cards you can use to make the number). You could also include the picture cards and give them a value.

- **Make 100 (or 1000) Card Game.** Remove the picture cards from the pack. Deal each player four cards. The cards then have to be arranged to make two 2-digit numbers that when added together get as close to 100 as possible (without going over). You could vary this so each player gets six cards each and they have to make two 3-digit numbers. This time the target number would be 1000.

Why not try and invent a card game of your own?

You can continue with your White Rose Maths Learning as there will be a new set of lessons this week. These will continue to focus on fractions and decimals.

A.	If you feel confident, there are five lessons focusing on decimals for you to complete on: https://whiterosemaths.com/homelearning/year-4/ Each lesson has a video to watch and an activity to complete.
B.	If you feel you would prefer to continue with your fractions learning, then try watching the videos and completing the activities on: https://whiterosemaths.com/homelearning/year-3/ Remember it is always worthwhile revisiting previous learning.

Something different

- **Shape spotting:** How many **2-D shapes** can you spot? Can you name them all? Can you describe each shape thinking about the number of sides and the number of vertices (corners)? Play a game of guess my shape or make your own game of 2-D shape snap or pairs (Draw the different shapes on one set of cards and write the names of the shapes on the other set). Could you create a piece of art work which uses 2-D shapes?
- **Co-ordinates:** Try this co-ordinates 'Treasure Hunt' activity on: www.nrich.maths.org/6288