Grade 4 Math @ Home

Each week's lesson will be divided into 3 parts. – Learning topic – Learning Topic Game – Sumdog skills.

It is designed to be spending a minimum of 30 minutes per day on math practice.

I recommend that you spend your first 30 minutes of the week on the learning topic with your child and introducing the game. The remainder of your child's time can be spent practicing the new topic and continuing to practice their mental math.

1. **Learning Topic – Modelling decimals with base ten blocks and on a number line – (Big Idea 6)**

This week we will be building off what we learned last week. I have created a YouTube channel to help teach these topics if you are able to work at them.

This is my first time creating and uploading videos onto Youtube, so please forgive me if they are not the best videos. I hope that I can learn and get better at them as we go. On my YouTube channel, I have created 3 playlist titled Grade 3 Math, Grade 4 Math and Grade 5 Math. You should find 2 videos on Decimals in the Grade 4 Math playlist, which I have also posted a link to below.
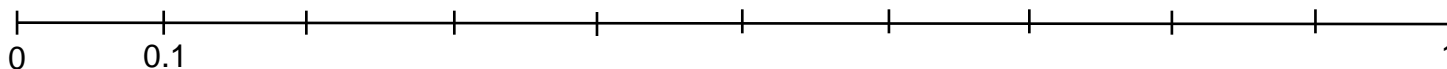
My YouTube Channel link:

https://www.youtube.com/channel/UC2nFvG3cu9sdg6tQ3woCy5g/

Video 1:

https://www.youtube.com/watch?v=xWUaB8m_OOo&list=PL9EclOphGpmb4cL07j9jNKKjGvROaUM16

Video 2:

https://www.youtube.com/watch?v=10lPJUfYicI&list=PL9EclOphGpmb4cL07j9jNKKjGvROaUM16&index=2

I have also taken a couple pictures of their textbook, so that they can work on some practice questions.

0   0.1   1

Learning Topic Game:

Use materials from the Get Your Game on book.

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You will need one die with the number six changed to a zero. Draw a number line from 0-1 with the tenths marked on it. (Same as above)

Both players start on zero, then player one rolls the die. They then say that number as it if was a number in the tenths place. For example, if they rolled a 3 they would say, "I have three-tenths." They may then move up the number line three-tenths.

Player two then takes their turn, and does the same thing.

The catch comes when they can no longer move up and land exactly on 1. At this point, they must move backward. I would encourage them to verbalize what they are doing.

"I rolled 4 tenths, but since I'm on 8 tenths I can not move up 4 tenths without going over one. I now have to move back 4 tenths. 8 tenths minus 4 tenths equals 4 tenths."

The game ends when a player can land exactly on one!

Continue to practice skills on Sumdog. Decimal questions will be added to their skills this week.
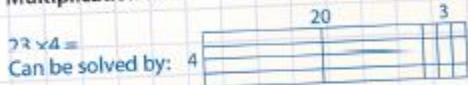
The Big Ideas of Grade 4 Math

1. **Numbers to 10 000**: represent, describe, compare, and order numbers to 10 000

   7500   seven thousand five hundred   seventy-five hundred   7500 is more than 5700

2. **Addition and subtraction**: working with decimals (tenths and hundredths)
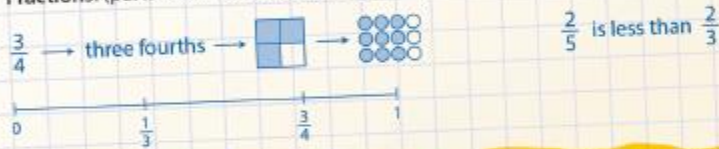
   $8550 + \square = 9000$ $\$8.00 - \$3.96$

3. **Mental math and estimation**: strategies including doubling and halving, counting back, compatible numbers, etc.

   To solve 6×7, think $3 \times 7 = 21$, so double 21 is 42
   To solve $1.25 + 2.75$ think $0.25 + 0.75 = 1$, add this to $1 + 2$ to get a sum of 4

4. **Multiplication and division**: three-digit numbers by a one-digit number

   $23 \times 4 =$
   Can be solved by:

   How many digits would be in the quotient (answer) for $87 \div 6$?

5. **Fractions**: (parts of a whole and parts of a set) name, record, model, and compare and order

   $\frac{3}{4}$ → three fourths → $\frac{2}{5}$ is less than $\frac{2}{3}$

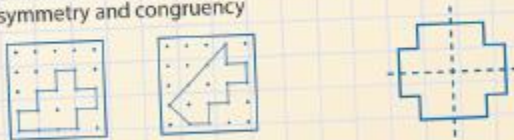6. **Decimals**: (tenths and hundredths): describe, represent, and relate to fractions

   0.4 (four tenths) = 0.40 (forty hundredths) $0.74 = \frac{74}{100}$

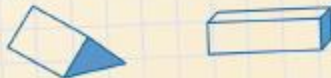7. **Solving for unknown numbers**: solve one-step equations that include a symbol to represent an unknown number

   $7 \times \Delta = 56$ $48 = \Delta \times 6$

8. **Time and dates**: understand ways to read and write time (12- and 24-hour clocks) and dates

   6:30 P.M. → 18:30   2010/09/23 → September 23, 2010

9. **Two-dimensional shapes**: find area (cm², m²) of regular and irregular shapes; identify symmetry and congruency

10. **Three-dimensional shapes**: describe and construct triangular and rectangular prisms

11. **Charts and tables**: identify, describe, and represent patterns

12. **Pictographs and bar graphs**: construct and interpret

   How Students Get to School

Walk or Bike	☺ ☺ ☺ ☺ ☺
Get a Drive	☺ ☺ ☺ ☺
Bus	☺ ☺ ☺ ☺ ☺ ☺ ☺ ☺ ☺

   ☺ = 5 students