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Between Years 3 and 4 BACK ON TRACK MATHS • WEEK 3

Open the door to Year 4!

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Let's start Week 3

Fluency in operations — addition, subtraction, multiplication and division — is an essential mathematical building block.

Maths fact fluency is the ability to automatically recall basic maths facts, including number bonds to 10 or 20, their subtractive opposites, the times tables and related division facts. There are four elements of fluency: flexibility, appropriate strategy use, efficiency and accuracy. These elements differentiate maths fact fluency from traditional rote learning. Improvements in this area flow through to all other maths lessons. Students who know their number facts are more confident and engaged mathematicians. This week we begin to suggest levels for your child to complete in our maths fact fluency section: **Mental Minute**.

The **Mathseeds** lessons teach concepts and strategies for operations and give children plenty of opportunities to practise their skills. However, the **Mental Minute** section is purely focused on developing fluency with maths facts. It provides regular practise for short periods of time – a key to developing maths fact fluency.

The **Mathseeds Mental Minute Sprints** are a powerful tool to improve maths fact fluency. In one minute, students focus on one set of maths facts and are motivated to improve their score to earn badges. They can only do this by improving both their *speed and accuracy*. The **Mental Minute** online format is fun, full of rewards and, most importantly, easy to play.

- 145 carefully sequenced sprints.
- All students start from the beginning to ensure complete fact mastery.
- As students make progress, the question sets become more challenging.
- Each Mental Minute set takes one minute to complete.
- Each new set includes new questions while also revising previous facts.
- Students will be motivated to earn the colourful badges as they build number fact fluency.
- With one-, two- and three-star levels to earn, students are focused and challenged to improve their instant recall of essential maths facts.

Encourage your child to earn a badge or two every time they log in to Mathseeds.

This booklet is the third of ten weekly booklets. The **Mathseeds** Back On Track programme provides a great way to make sure that your child knows the essentials they need. We know your child will enjoy learning on **Mathseeds** because **Mathseeds** makes learning fun!

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Back On Track for Year 4

Week 3

Day 1 focus: Place Value

Online lesson: Lesson 161 – Partitioning Numbers **Worksheets:** Place Values, Place Value Investigation

Day 2 focus: Time to the Minute

Online lesson: Lesson 162 – Time to the Minute **Worksheets:** Time in Minutes, Passing Time

Day 3 focus: Equivalent number sentences

Online lesson: Lesson 163 – Equivalent Number Sentences **Worksheets:** Equivalent Number Sentences, Equivalence Problems

Day 4 focus: Coordinate Grid Maps

Online lesson: Lesson 164 – Reading a Map **Worksheets:** Map Reading, Map Problems

Day 5 focus: Division

Online lesson: Lesson 165 – Division **Worksheets:** Related Division Equations, Division Equation Work

Week 3 Bonus

Online: Mental Minute + – Badges 97, 98 101, and × ÷ Badges 93, 99, 100, 103, 104 Sheets: Time Problems, Equivalent Question, Puppy-Bot 3000 Hands-on: Battleship Game



Week 3 • Answers

Week 3 Day 1: Place Values

1	a	4	b 50	c 300	d 5000	e 70
	f	3000	g 8	h 700	i zero	
2	a	9000,	400, 70, 2	b 3000,	300, 20, 9	
	с	8000,	400, 10, 5	d 9000,	700, 30, 7	
3	a	7442	b 9850	c 5320	d 8631	e 2447
	f	5089	g 2035	h 1368		

Week 3 Day 1: Place Value Investigation

1	a 4321	b 9420	c 8751	d 9653	e 8760
	f 9630	g 8541	h 7720		
2	a 1234	b 2049	c 1578	d 3569	e 6078
	f 3069	g 1458	h 2077		
3	a 9812	b 9734	c 6530	d 8512	
4	a 2089	b 5665	c 1367	d 1483	

- 5 Parent to check
- 6 Zero represents a place value of nothing so it cannot go at the front of a number – if there are no thousands we don't put a digit there at all.

Week 3 Day 2: Time in Minutes

- **a** one minute past five
 - **b** thirty-eight past eleven or twenty-one to twelve
 - **c** thirteen past eight
 - d twenty-seven past nine
 - e forty-two past three or eighteen to four
 - f fifty-nine past seven or one minute to eight
- 2 Parent to check

Week 3 Day 2: Passing Time

- 1 a 2 hours, 28 minutes b 9 hours, 7 minutes
- c 2 hours, 38 minutes d 3 hours, 24 minutes
- 2 a 1 hour, 26 minutes b 6 hours, 25 minutes
- c 49 minutes d 3 hours, 43 minutes

Week 3 Day 3: Equivalent Number Sentences

1 a 🗸	b 🗙	c 🗙	d 🗸	e 🗸
f×	2 a 5	b 1	c 30	d 20
e 93	f 30	g 32	h 33	
3, 4 Parent	t to check			

Week 3 Day 3: Equivalence Problems

- **1 a** 10 **b** Max 16, Bella 9 **c** Lim 15, Yee 7
- **2 a** 9 4 = 3 + 2
 - **b** 12 minutes, 17 + 8 = 13 + 12

Week 3 Day 4: Map Reading

1	a A	۸5	b D3	c C1	d F2	e A3	f C4	
2	a f	lami	ngo	b ticket	booth	c squ	virrel	d gift shop
	e p	arro	t	f eleph	ant			
3	F1 8	& F6						
4	D1 (& A6)					
5	E1 8	& E6						
6	A1	& A2						

7 (b) a path

Week 3 Day 4: Map Problems

- 1 Parent to check
- **2** A4 \rightarrow D4 \rightarrow D2 \rightarrow F2 \rightarrow F1 \rightarrow C1 \rightarrow C3 \rightarrow A3
- **3 a** North **b** 16 **c** 1600 m **d** B2 **e** Parent to check

Week 3 Day 5: Related Division Equations

Week 3 Day 6: Division Equation Work

1	a 2	b 7	c 5	d 6	e 6	f 7
	g 3	h 3	i 4	j 4	k 7	15
2	a 🗸	b 🗙	c 🗸	d 🗙	e 🗸	
	fX	g 🗙	h 🗸	i X	i 🗸	
	k 🗙	∎ 🗸 👘				
3	a 5, 20 ÷ 5	= 4	b 4, 36	÷4 = 9		
	c 9, 63 ÷ 9	= 7	d 8, 48	÷ 8 = 6		
	e 9, 27 ÷ 3	= 9	f 6, 54 ÷	÷9=6		
	g 10, 40 ÷ •	4 = 10	h 9, 72	÷ 8 = 9		

Week 3 Bonus: Time Problems

- 1 a, b Parent to check
 - c Roller coaster 3 mins, Carousel 14 mins, Dodgem cars 20 mins
- 2 a 9 mins
 - **b** Walked from one ride to the next, joined the line, and paid to ride.
- 3 Parent to check

Week 3 Bonus: Equivalent Question

- 1 **a, b** Parent to check
 - **c** 0 + 16, 1 + 15, 2 + 14, 3 + 13, 4 + 12, 5 + 11, 6 + 10, 7 + 9, 8 + 8, 9 + 7, 10 + 6, 11 + 5, 12 + 4, 13 + 3, 14 + 2, 15 + 1, 16 + 0
 - d Yes e Parent to check]
- **2 a** 16 0, 17 1, 18 2, 19 3, 20 4, 21 5, 22 6, 23 7, 24 8, 25 9, 26 10 and so on

b No

- **c** There were only 17 ways to add, but there are lots of ways to subtract. The list could keep going forever.
- 3 Parent to check

Week 3 Bonus: Puppy-Bot 3000

- a, b Parent to check c (E, 5)
 d (C,1)
 - e Parent to check
- 2 Parent to check
- 3 a 5 squares b Parent to check c (B,2) (C,4) (D,4)
 d They are sand and water. I didn't want Puppy-Bot to get stuck or wet.

Week 3

Incentive chart for:



PLACE VALUES



PLACE VALUE INVESTIGATION

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WEEK 3 • DAY 1

		1 № n	1ake the <u>biggest</u> umber possible.	2	Make the <u>smallest</u> number possible using all 4 digits.
a	1234	_		-	
b	0942	_		-	
С	8571	_		-	
d	6935			-	
е	8067	_		-	
f	9630	_		-	
9	1845	_		-	
h	7207			-	
	 a 9281 c 3506 			b d	4 7 3 9 2 8 1 5
4	Make the <u>s</u>	malle	<u>st odd number</u> p	ossible	e using these digits.
	a 9280	. <u></u>		b	6565
	c 6173	<u> </u>		d	4183
5	How did yo think about	iu ma ?	ike these number	s? Wh	at did you need to
6	What is dif	ferent	about a zero co	mpare	d to other digits?

TIME IN MINUTES



BACK ON TRACK • WEEK 3

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PASSING TIME



EQUIVALENT NUMBER SENTENCES



EQUIVALENCE PROBLEMS

	Со	omplete the equivalent equations to	find the	answers.				
	a	Gina and Maria picked the same Gina picked five apples and seven Maria picked two apples and som How many oranges did Maria pic $5 \pm 7 = 2 \pm 1$	number o oranges. ne orange: k?	f pieces of fruit. s.				
	Ь	Max and Bella each get 30 minut Today Max had 14 minutes in the How much time does each child h	tes of scre e morning ave in the	en time a day. 1 and Bella had 21. 2 afternoon?				
		14 + = 21 +	Max	Bella				
	С	Lim had 40 chocolates. Yee had 3 their chocolates. Then they both h chocolates did they each eat?	32. They o nad 25 le [.]	each ate some of ft. How many				
••••	•••••	40 = 32	LIIII	Tee				
2	Fir	nd the equivalent number sentences	5.					
	a	Roshi had nine cards and Adit had three. They were supposed to both have five cards. Write equivalent number sentences to show how they end up with five cards each.						
	h	Abdul and Issy have two jobs each, taking the same amount of time. Abdul vacuums for 17 minutes and dusts for 8 minutes. Issy mops for 13 minutes and cleans the sinks. How long does Issy take to clean the sinks?						
	D	Abdul and Issy have two jobs eac amount of time. Abdul vacuums f for 8 minutes. Issy mops for 13 m sinks. How long does Issy take to minutes	h, taking or 17 mir ninutes an clean the	the same nutes and dusts d cleans the e sinks?				

6 Image: Amage: Ama												
5 Image: Second state stat		6	24/7			ر ک	Y					
4 2		5						Bird				
3 3												
2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 3 4		3 970 63 69 2473										
1 Image: Second state in the initial initinitial initinitial initialininitial initial initial in		2 23 2015										
A B C D E F 1 Write the coordinates for these items. a monkey b owl c fox e lion f koala 2 What is at these coordinates? a A4 c C3 d D6 e B1 f F4-5 3 Where are the restrooms located?		1	A.C.		IS A	24/7	۳ſ					
1 Write the coordinates for these items. a monkey b owl c fox d bear e lion f koala 2 What is at these coordinates? a A4 b B6 c C3 d D6 e B1 f F4-5 3 Where are the restrooms located? & 4 Where can you go for first aid? &			Α	В	C	D	Ε	F				
 2 What is at these coordinates? a A4 b B6 c C3 d D6 e B1 f F4-5 3 Where are the restrooms located? & 4 Where can you go for first aid? & 	a c e	a monkey b owl c fox d bear e lion f koala										
a A4 b B6	2 What is at these coordinates?											
 a Do e B1 f F4-5 3 Where are the restrooms located? & 4 Where can you go for first aid? & 	a	A4	<u> </u>			b B6 _						
 3 Where are the restrooms located? & 4 Where can you go for first aid? & 	e	B1			(E E4-5						
 3 Where are the restrooms located?& 4 Where can you go for first aid?& 	E DI I I T ⁻ J											
4 Where can you go for first aid? &	3 Where are the restrooms located? &											
J J	4 Where can you go for first aid? & &											
5 Where can you go to eat?&	5 W	here	can you	go to eat	?		&_					
6 Where are the hippos?&	6 W	here	are the h	ippos?			&_					
7 What are the empty squares for?	7 W	hat o	are the en	npty squa	ares for?							
(a) mana animala (b) a nath (a) it's a mistales	(a)	moi	re animals	s (b) c	a path	(c) it's a	mistake					

MAP PROBLEMS



RELATED DIVISION EQUATIONS



DIVISION EQUATION WORK

WEEK 3 • DAY 5



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TIME PROBLEMS

WEEK 3 • BONUS •

is the timeta low long was	ble for Waldo and each ride?	Dizzy's morning							
low long was	each ride?								
		c How long was each ride?							
Ride	Start time	End time	Time taken						
Roller coaster	11:05 am	11:08 am							
Carousel	11:17 am	11:31 am							
Dodgem Cars	11:40 am	12:00 pm							
Ride	Start time	End time	Time taken						
	Roller coaster Carousel Dodgem Cars Te is a gap be low long is th Vhat do you te your own :00 pm. Ride	Roller coaster11:05 amCarousel11:17 amDodgem Cars11:40 amre is a gap between one ride arlow long is the gap between thVhat do you think Waldo andate your own timetable for Dizz:00 pm.RideStart time	Roller coaster11:05 am11:08 amCarousel11:17 am11:31 amDodgem Cars11:40 am12:00 pmTe is a gap between one ride and the next.Iow long is the gap between the rides?What do you think Waldo and Dizzy did betweenThe your own timetable for Dizzy and Waldo frestorCO pm.RideStart timeEnd time						

EQUIVALENT QUESTION

1	Ru Sh Da Ha	by writes this number sentence: 7 + 9 = ne asks Doc to write an equivalent number sentence. noc says, "There are too many to choose from!" now many equivalent number sentences are there?							
	 a <u>Underline</u> the question. b Circle the facts. Write as many equivalent addition number contenses as 								
	C	Write as many equivalent <u>addition</u> number sentences as you can.							
		7 + 9 =							
	d	Is it possible to find <u>every</u> addition sentence that is equivalent to 7 + 9?							
	e	Have you found <u>every</u> addition number sentence that is equivalent to 7 + 9?							
2	a	Write as many equivalent <u>subtraction</u> number sentences as you can.							
		7 + 9 =							
	b	Is it possible to find <u>every</u> subtraction sentence that is equivalent to $7 + 9$?							
	C	Have you found <u>every</u> subtraction number sentence that is equivalent to 7 + 9?							
3	Co Se	an you write your own heads and legs problem? e if anyone in your family can find the answer.							

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PUPPY-BOT 3000

1 You have You can j using coc Puppy-Bo	a Puppy-Bot 3000. program it to move ordinates. Program ot to get to the gate	5 4			<pre></pre>	۲/ کے ///					
on this m different	ap. Can you find two paths?	3									
a <u>Under</u>	<u>line</u> the question.	2		Sand box	•						
b Circle	b Circle the facts.				2"S						
c Where (c Where is the gate?			В	C	D	E				
d Where (is Puppy-Bot?	Key:	? = <u>}</u> =	Puppı	y-Bot	X =	Gate				
e One p	e One path has been drawn for you. Can you draw two more paths?										
2 Now fill done for	in the table with the co you.	ordina	ites. T	he firs	t path	has b	been				
Path 1	(C,1) (C,2) (C,3) (B,3)	(B,4) (B,5) (C,5) (D,5) (E,5)									
Path 2 (C,1) Path 3 (C,1)											
<pre>3 a How long is the shortest path? b How long is the longest path? c Which squares did you avoid? d Why?</pre>											

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You will need a partner, 2 coordinate grids each and 2 pencils.

- 1 Hide your grids from each other. Colour a series of squares on one of your grids to make 'battleships' of 2, 3, 4 and 5 squares. The other grid will be for tracking your opponent's ships.
- **2** Player A says a pair of grid coordinates, e.g., F5. If Player B has that square coloured in as part of one of their ships it is a 'hit'. Both players should put a tick on that square. If the square is not a hit, the players should put a cross on it so they know it has been asked already.
- 3 Now it is Player B's turn to say a pair of coordinates.Keep taking turns.
- When someone has hit all the other player's ships a 2, a 3, a 4 and a 5 square ship they win.









Great work!

You can now start Week 4!



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