

Continuation of Learning Outline

YEAR 4 - MATHS

Learning set for week beginning 15/06/20

Link to view this week's Y4 videos:

<https://photos.app.goo.gl/DJU995mzccNriJaZ9>

Link to view general videos including assemblies, announcements and celebrations:

<https://photos.app.goo.gl/LstTxkdnDfXuQG47A>

Day	What is the video about?	What is the activity for today?	What will you need? (Including attached resources)	Notes
Mon	11x table: Number facts, patterns and reasoning	- write out the 11x table from 0 to 12. Note down any patterns or tricks that you have noticed. - Complete the 11x table number fact questions and reasoning.	- Activity 1 example (PDF) - 11x table activity sheet (PDF) - key slides (PDF) - multiplication square (PDF)	You can use a multiplication square to help you if you do not feel confident with your 11x table, but it is one of the easier ones to learn and remember... get practising!
Tues	12x table: Number facts, patterns and reasoning	- write out the 12x table from 0 to 12. Note down any patterns or tricks that you have noticed. - Complete activity 2- using partitioning to help with the 12x table. - Complete the 12x table number fact questions and reasoning.	- Activity 1 example (PDF) - Activity 2 table (PDF) - 12x table activity sheet (PDF) - key slides (PDF) - multiplication square (PDF)	
Weds	Multiplying three numbers: fluency and reasoning questions Introducing the Associative law	- practise your times tables by completing the multiplication questions on the slide (see PDF)- use a multiplication square if you need to - Complete the activity sheet for multiplying three numbers. - If you are feeling confident, try the two challenge questions.	- Activity sheet for multiplying three numbers (PDF) - key slides (PDF) - multiplication square (PDF)	<u>Associative Law</u> = when you can regroup numbers in any order (that best suits you) and get the same answer. E.g. $1 \times 2 \times 3 = 6$ or $3 \times 1 \times 2 = 6$ <u>Commutative Law</u> = when you can move numbers (like a commuter) in a calculation and get the same result in any order. E.g. $1 \times 2 = 2$ and $2 \times 1 = 2$ are commutative operations

Thurs	Multiplying three numbers: problem solving and word problems	<ul style="list-style-type: none"> - practise your times tables by completing the multiplication questions on the slide (see PDF)- use a multiplication square if you need to - Complete word problems by multiplying three numbers. Record the calculation and find the answer. - Challenge: write some of your own word problems that involve x 3 numbers. 	<ul style="list-style-type: none"> - Activity sheet for word problems involving multiplying three numbers (PDF) <i>(You can record the calculations and show your working on paper.)</i> - key slides (PDF) - multiplication square (PDF) 	<p>Tips:</p> <p>Underline the key facts in the word problem and read it twice. Remember you can record the numbers in any order when you are multiplying!</p>
Fri	<p>Factor pairs: How to make a factor bug</p> <p>Times table games you can play at home</p>	<ul style="list-style-type: none"> - Make your own factor bugs for the given numbers - Create your own times table game or try ours! -Online: we have set you 10 garage games and 10 studio games on TT Rockstars. Please make sure these are completed by the end of today! 	<ul style="list-style-type: none"> - optional Factor Bug template (PDF) - key slides (with example factor bugs and numbers to use for your own factor bugs) (PDF) - multiplication square (PDF) - Pack of cards, or make your own number cards. 	<p><u>Square number</u> = a number that results from multiplying an integer by itself. E.g. 4 is a square number because $2 \times 2 = 4$</p> <p><u>Prime number</u> = numbers with only 2 factors, itself and 1. E.g. 3 can only be made when multiplying 1×3</p>

Online homework: This week is a TT Rockstars week! Please complete 10 garage games and 10 studio games over the week.

If you have any questions, please email year4@kingslea.org.uk and teachers will be checking this address to respond to in the morning.