# Parent Fluency Workshop Year 3 & 4



The aims of this workshop are to:

\* Help you understand what fluency in Maths is.

\*Games and ideas on how you can help your child at home to improve these skills.

## In Year 3

# Mathematics: Place Value & 4 Operations - by the end of the year:

- Compare & order numbers up to 1000.
- Read & write all numbers to 1000 in digits and words.
- Find 10 or 100 more/less than a given number.
- Count from 0 in multiples of 4, 8, 50 and 100.
- Recall & use multiplication & division facts for 3, 4, 8 tables.
- Recognise place value of any 3-digit number.
- Add and subtract:
  - o 3-digit no's and ones
  - 3-digit no's and tens
  - 3-digit no's and hundreds
- Add and subtract:
  - Numbers with up to 3-digits using written columnar method.
- Estimate and use the inverse to check.
- Multiply:
  - o 2-digit by I-digit
- · Count up/down in tenths.
- · Compare and order fractions with same denominator.
- Add and subtract fractions with same denominator with whole
- Tell time using 12 and 24 hour clocks; and using Roman numerals.
- Tell time to nearest minute.
- Know number of days in each month and number of seconds in a minute.



These are all the skills you can help develop at home.

# In Year 4 Mathematics: Place Value & 4

#### Operations - by the end of the year:

- Count backwards through zero to include negative numbers.
- Compare and order numbers beyond 1,000.
- Compare and order numbers with up to 2 decimal places.
- Read Roman numerals to 100.
- Find 1,000 more/less than a given number.
- Count in multiples of 6, 7, 9, 25 and 1000.
- Recall and use multiplication and division facts all tables to 12×12.
- Recognise PV of any 4-digit number.
- Round any number to the nearest 10, 100 or 1,000.
- Round decimals with Idp to nearest whole number.
- Add and subtract:
  - Numbers with up to 4-digits using written columnar method.
- Multiply:
  - o 2-digit by 1-digit
  - o 3-digit by I-digit
- · Count up/down in hundredths.
- · Recognise and write equivalent fractions
- · Add and subtract fractions with same denominator.
- Read, write and convert time between analogue and digital 12 and 24-hour clocks.



These are all the skills you can help develop at home.

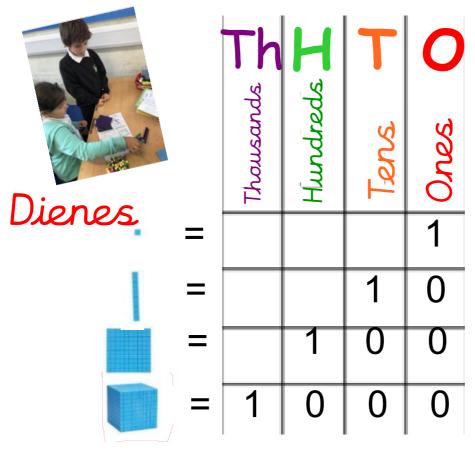
# Place Value is key to children's understanding of all aspects of Maths.

essential skill

| hundred<br>thousands<br>100,000 | ten<br>thousands<br>10,000 | thousands<br>1,000 | hundreds<br>100 | tens<br>10 | units/ones<br>1 | decimal point | tenths<br>0.1 | hundredths<br>0.01   |
|---------------------------------|----------------------------|--------------------|-----------------|------------|-----------------|---------------|---------------|--|
|                                 |                            | 4                  | 5               | 6          | 8               | •             |               |  |
|                                 |                            |                    |                 |            |                 |               |               | A SA   |
|                                 |                            |                    |                 |            |                 |               |               |  |
|                                 |                            |                    |                 |            |                 | •             |               | Control of the contro |
| par                             | titionin                   | g                  |                 |            |                 | •             |               |  |
|                                 | titionin<br>bers in        |                    |                 |            |                 | •             |               | N H H  |
| place                           | value i                    | s an               |                 |            |                 |               |               |  |

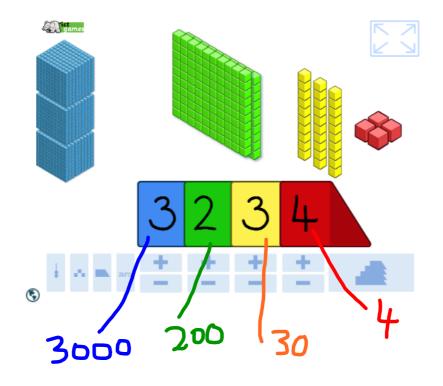
4000 + 500 + 60 + 8 = 4568place holders

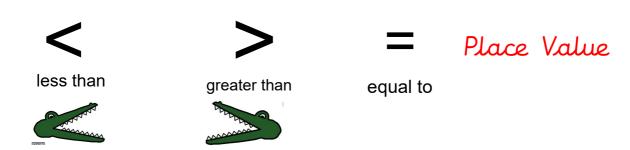
**December 09, 2019** 





Place Value is key to children's understanding of all aspects of Maths





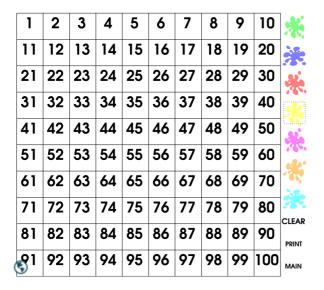
Use these mathematical symbols to

compare and talk about place value 
$$78 < 87$$

$$13 + 6 = 19 \times 1$$

$$80 + 3 + 7 > 89$$

## Using a 100 Sqaure



Lots of work on:

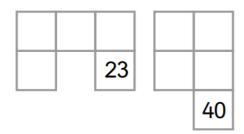
- \* reading and then writing the number
- \* 10 more, 10 less
- \* Support with times tables
- \* Counting backwards and forwards

The aim is for children to be able to visualise the number square in their minds.

| 1  | 2  | 3  | 4  | 5  | 6  | 7  | 8  | 9  | 10  |
|----|----|----|----|----|----|----|----|----|-----|
| 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20  |
| 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30  |
| 31 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40  |
| 41 | 42 | 43 | 44 | 45 | 46 | 47 | 48 | 49 | 50  |
| 51 | 52 | 53 |    | 55 | 56 | 57 | 58 | 59 | 60  |
| 61 | 62 | 63 |    | 65 | 66 | 67 | 68 | 69 | 70  |
| 71 | 72 | 73 |    |    |    |    | 78 | 79 | 80  |
| 81 | 82 | 83 | 84 | 85 | 86 | 87 | 88 | 89 | 90  |
| 91 | 92 | 93 | 94 | 95 | 96 | 97 | 98 | 99 | 100 |

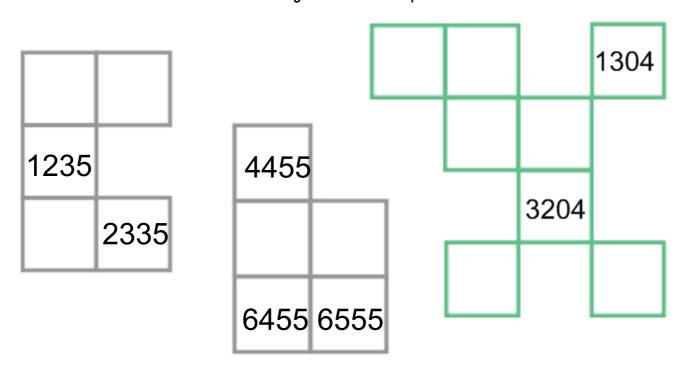
Can you help me identify the numbers that I have covered?

How do you know?



## Challenge...

Think carefully about place value and what the rule is for each problem.



Use the 100 Square to support times tables

| 1  | 2  | 3  | 4  | 5  | 6  | 7  | 8  | 9  | 10  |
|----|----|----|----|----|----|----|----|----|-----|
| 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20  |
| 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30  |
| 31 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40  |
| 41 | 42 | 43 | 44 | 45 | 46 | 47 | 48 | 49 | 50  |
| 51 | 52 | 53 | 54 | 55 | 56 | 57 | 58 | 59 | 60  |
| 61 | 62 | 63 | 64 | 65 | 66 | 67 | 68 | 69 | 70  |
| 71 | 72 | 73 | 74 | 75 | 76 | 77 | 78 | 79 | 80  |
| 81 | 82 | 83 | 84 | 85 | 86 | 87 | 88 | 89 | 90  |
| 91 | 92 | 93 | 94 | 95 | 96 | 97 | 98 | 99 | 100 |

What's special about all the nubmers I have highlighted so far? What will the next 8 be in the sequence? How do you know? Can you see a pattern forming?

Who can explain it?

## Times Tables



Make times table memory cards.

Year 2

2, 5, 10

Year 3:

Revise Y2

3, 4, 8 and 11

Year 4

revise Y3

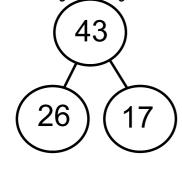
6, 7 and 9

12- through the other the times tables

Not just
about
multiplication,
also need to
know the
relevant
division facts

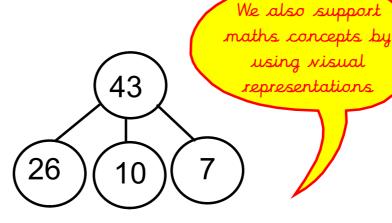


cherry diagram



$$17 + 26 = 43$$

$$17 = 43 - 26$$



$$26 + 10 + 7 = 43$$

and so many more number sentences

## Bar Model

23 12 11 We also support maths concepts by using visual representations

What could the parts be now?

| 23 |  |
|----|--|
|    |  |

What is the whole? How do you know?

| 23 | 45 |
|----|----|

## Estimation

34 + 59 =

Being able to estimate is a mathematical skill that children will be able to apply to all calculations.

 $4 \times 21 =$ 

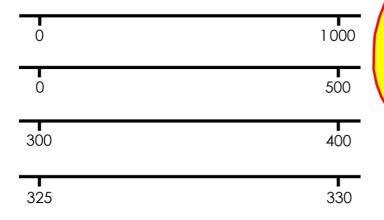
1000 - 562=

It demonstrates their understanding of all operations.

## Reasoning & Explanation

#### Number lines

Show the position of **328** on each number line.

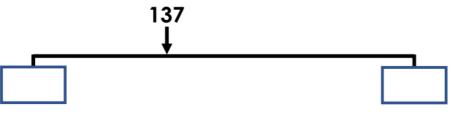


Get children talking about what they know by applying their mathematical understanding.

## Reasoning & Explanation

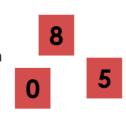
#### Different ways

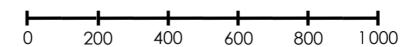
What could the start and end numbers be?



#### Different ways

Make different 3-digit numbers using the digits 0, 5 and 8. Position your numbers accurately on the number line below:





# Reasoning & Explanation

| Investigate   |   |
|---|---|
|   |   |
| Using the digits 0, 1, 2, 3 and 4 make a 3-digit number and a 2-digit number. | 0 |
| Make the difference between the two numbers as small as possible.             |   |
| You can use each digit only once.   |   |



### MAKE IT FUN!

## Using Dice for Games

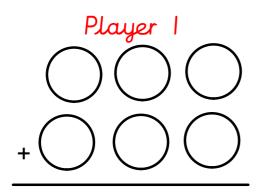
- rolling dice and asking about number bonds
  - adding together
    - subtracting
    - multiplying
  - 2 digits + 2 digits
  - 2 digits 2 digit
  - 3 digit + 3 digit

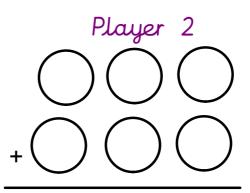
So many ways to use and support fluency!



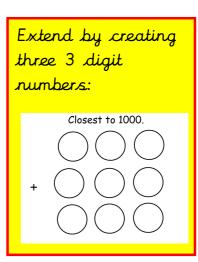


## Closest to 1000.





- Each player draws the game board.
- Roll the dice you must place it in one of the circles
- Once you have rolled 6 times add up the scores. Closest to 1000 wins.



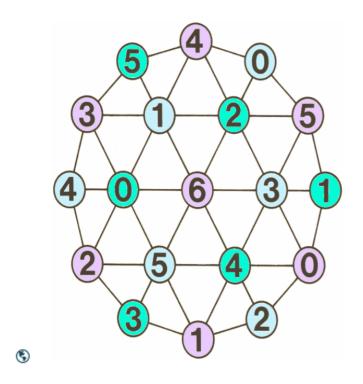
#### Multiple Madness

#### **Rules / Instructions:**

- \* Before the game decide on a times table to use, for example: 4 times tables
- \* Use a 1-100 Square
- \* Each player chooses a counter
- \* Take it in turns to roll the dice and move the counter along the 100 Square, for example if you roll 7, move 7 spaces.
- \* When a player lands on a number from the chosen times table, then they get another turn.
- \* The winner is the first to pass 100 you can change this according to the times tables / child's confidence in identifying multiples.

| 1  | 2  | 3  | 4  | 5  | 6  | 7  | 8  | 9  | 10  |
|----|----|----|----|----|----|----|----|----|-----|
| 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20  |
| 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30  |
| 31 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40  |
| 41 | 42 | 43 | 44 | 45 | 46 | 47 | 48 | 49 | 50  |
| 51 | 52 | 53 | 54 | 55 | 56 | 57 | 58 | 59 | 60  |
| 61 | 62 | 63 | 64 | 65 | 66 | 67 | 68 | 69 | 70  |
| 71 | 72 | 73 | 74 | 75 | 76 | 77 | 78 | 79 | 80  |
| 81 | 82 | 83 | 84 | 85 | 86 | 87 | 88 | 89 | 90  |
| 91 | 92 | 93 | 94 | 95 | 96 | 97 | 98 | 99 | 100 |





#### **Rules / Instructions:**

- 2 players & 1 counter
- Choose a target number, for example 24
- Start at 0
- Each player moves the counter and mentally adds -one at a time. *If it helps to jot down the answers, that's fine*
- The aim of the game is to NOT be the person who gets over that total.
- This game can be played with subtraction too, start with 24 and subtract. First person who gets to 0 or below is out!

## DOUBLING DICE



Aim: I can DOUBLE numbers

#### What you need:

- 2 players.
- 20-sided dice. or use 1-20 cards
- · 2 sets of different colour counters.

#### What to do.

- 1) Take turns to throw the dice and double the number thrown.
- 2) Cover the answer on the grid.
- 3) The winner is the person who covers the most squares.

| 2  | 40 | 20 | 8  | 32 | 24 | 12 |
|----|----|----|----|----|----|----|
| 24 | 38 | 18 | 36 | 30 | 2  | 36 |
| 30 | 22 | 12 | 20 | 16 | 16 | 10 |
| 14 | 40 | 34 | 6  | 14 | 4  | 12 |
| 28 | 16 | 6  | 14 | 28 | 10 | 22 |
| 26 | 2  | 20 | 4  | 26 | 6  | 8  |
| 4  | 38 | 18 | 8  | 32 | 34 | 10 |

# An example of how we use dice games to support learning objectives...

Tuesday 1st October 2019

L.I. To campare and order numbers up to 1000

LI. To solve a problem by finding all the possibilities

| Independent / Guided T / Guided TA / Paired / Group                |            |
|--|------------|
| Self-Assessment & Marking / Conferencing I-I / Paired Mar.         | king       |
| * I can work systematically to solve a problem                     | <b>(3)</b> |
| * I can use a strategy to find all the possibilities for a problem | <b>(3)</b> |
| * I can order numbers up to 1000                                   | <b>o o</b> |

Roll your dice three times.

How many different three digit numbers can you make with your three digits?

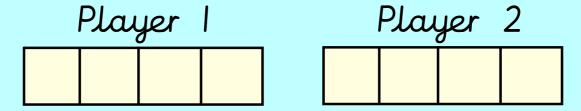
NEXT, put all the numbers you've made in order from smallest to largest.

Repeat these steps!
Think about the strategies you are using to find all the possibilities each time.

This can be modified to 2 digit numbers or 4 digit numbers

## Same game, adjusted for Y4

## High Number



Find a partner and draw a set of boxes on your whiteboards as above.

Take turns to throw the dice and decide which of your four boxes to fill. Do this four times until your boxes are full.

Whoever has the biggest number gets a point. Then repeat.

#### Key Vocabulary:

### ADDITION

add addition and plus count on more makes total altogether increase sum

Year 2 & 3

Column partitioning Partitioning both numbers into tens and ones where ones are placed under ones and tens under tens to prepare children for formal columnar methods.

13 + 46 = 10 + 340 + 650 + 9 = 59

67

10 (7+3)

126

Year 3

Expanded column method adding the +43 ones first, then tens. then the hundreds 100 (60+40) 110

ecord mental calculation

+54 10 (6+4) 70 (20+50)

100 (100+0) 180

- continue to

use in Y4

Use expanded column method when adding money, beginning with decimals that require no carrying and then move onto carrying the tenths or hundredths only

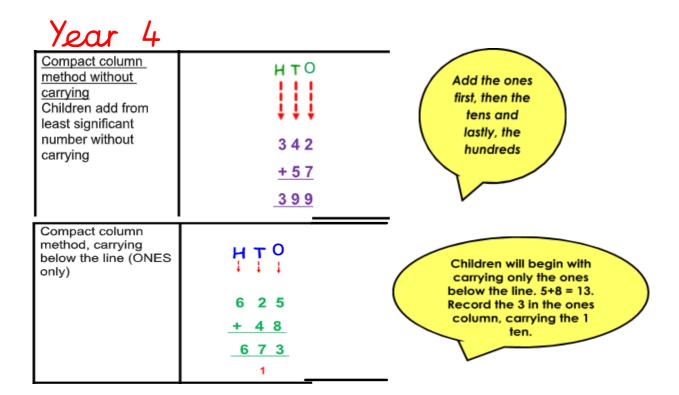
+£ 1.75 5(5p + 0p)

£ 1. 20 (50p + 70p)

£ 3. 00 (£2.00 + £1.00)

£ 4. 25

£ 2.50



#### Reminders...

#### Interactive Resources

username: primrose

password: primrosehill

Google Classroom

Home Learning Activities

Maths Frame

- free for times

table practice





# Thank you for coming!

Questions?