MATH

GRADE 4-6

CATHOLIC DISTRICT SCHOOL BOARD OF EASTERN ONTARIO

LEARN AT HOME

DAY 1

NUMBER CURIOSITIES

Multiply the number 99 by any single digit number. Add the numbers of the result. Repeat this with 5 other single digit numbers of your choice.

What do you notice?

ADDITION/SUBTRACTION WAR

Each player flips 2 cards at a time. The first person to say the (correct) sum (adding) or difference (subtraction) of the two flipped cards wins the set. If desired, assign these values to face cards: Jack: 11, Queen: 12 King: 13

DAY 2

GROCERY FLYER MATH

Review your current grocery flyers. Staying within a $150 spending limit, purchase the food required for a family for one week. Total up the cost of the food, make up sample meals and their costs, and check the total cost of "junk food" that you buy. Make a collage of the items you've purchased.

CLOSE CALL

To play Close Call, each player deals themselves four cards then determines how to arrange them, so they make 2 two-digit numbers that add up close to 100 without going over. For a subtraction version, work to get as close to zero as possible.

DAY 3

MEASURING MOMENT

Find at least three items in your house that are used for measuring.

What does each item measure? What units does each item use for measuring (e.g., millimetres, centimetres, kilograms, etc).

BOUNCY MATH

Material: Sticky notes or paper and tape, and a bouncy ball. Objective: place sticky notes on a wall with numbers. Bounce the ball against the wall to tap sticky notes and multiply/or add those numbers together.

DAY 4

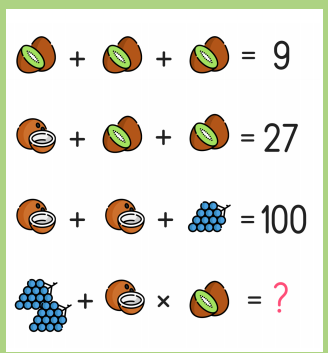
SYMMETRICAL THINKING

Materials: Popsicle sticks or spaghetti sticks, and tape.

Objective: Place tape in the middle of the table. One person creates image on their side of the line of symmetry, and their partner re-creates on their side.

PICTURE PUZZLE

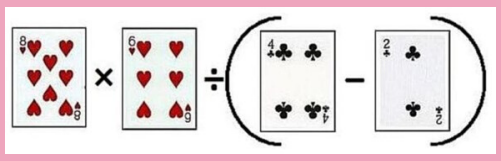
Determine the value of the "?" .



DAY 5

BEDMAS 24

Deal each player 4 playing cards; use mathematical operations to yield an answer closest to 24.



TARGET 75

Each player takes exactly 6 turns, alternating each time.
On their turn, each player rolls a number cube and chooses to multiply the number by 2, 5, 7 or 10. They keep a running total of each roll. The goal is to get as close to 75 without going over at the end of 6 turns. Remember, you must use all 6 turns.

** You can change the total or change the numbers you multiply by to change the game.