Goodbye, Year 3 **Hello, Year 4**

Name: _____

Place Value Puzzle

Work with a partner or in a group to solve this puzzle.

Use these clues to find the missing number.

The mystery number has been ordered with these numbers.	If you count in eights, you will count the mystery number.

178	?	297	312

smallest   greatest

If you add 10 to the mystery number, the answer will have a 0 in the tens place.	On an abacus, the mystery number will use 17 beads.
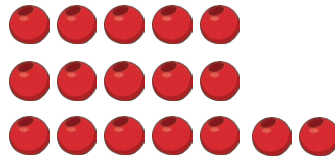
If you subtract 100 from the mystery number, the answer will have a 1 in the hundreds place.

The mystery number is _____.

Think of your own mystery number. Can you write clues about your mystery number?

How did you feel when solving this puzzle?

Calculation Course

William and Louise are going to school. They both set off from their homes with a number. Their numbers change as they make their way along the paths. What number will they have when they reach school?

William's starting number:

$4 \times 9 =$ ▢

Louise's starting number:

$8 \times 8 =$ ▢

Add 5

Multiply by 8

Add 300

Subtract 60

Subtract 87

Add 300

Subtract 64

William's new number + Louise's new number

How did you feel when solving this puzzle?

Fraction Flags

Shade each flag using the given fractions.

$\frac{1}{10} + \frac{2}{10}$ = green $\frac{7}{10} - \frac{3}{10}$ = yellow

The rest will be blue.

$\frac{2}{2} - \frac{1}{2}$ = red $\frac{3}{4} - \frac{2}{4}$ = yellow

The rest will be white.

$\frac{1}{6} + \frac{2}{6}$ = green $\frac{5}{6} - \frac{4}{6}$ = yellow

The rest will be blue.

$\frac{2}{3} - \frac{1}{3}$ = green $\frac{5}{6} - \frac{4}{6}$ = red

The rest will be yellow.

$\frac{1}{8} + \frac{2}{8}$ = blue $\frac{7}{8} - \frac{3}{8}$ = yellow

The rest will be green.

$\frac{1}{5} + \frac{2}{5}$ = green $\frac{3}{10} - \frac{1}{10}$ = yellow

The rest will be red.

Can you give a fraction for each of the 'remaining' colours?

How did you feel when solving this puzzle?

Making Measures Game

Each player will need:

0 – 9 digit cards

Instructions

Shuffle your set of cards and place them face down.

The first player must turn over a digit card and place it on their grid. The second player will take their turn.

Repeat this until both players have a mass.

The aim of the game is to make the greatest mass. The player with the greatest mass scores one point.

The winner is the first player to score five points.

g

Want to try something different? Why not decide on a target mass and the winner is the person who gets closest to the number. For example, try to make a mass closest to 250g.

How did you feel when solving this puzzle?

0

1

2

3

4

5

6

7

8

9

Telling the Time

Roll two dice and find the clock on the grid. If you read the time correctly, you can claim that square and colour it in. If you read it incorrectly, you cannot take the square and the turn passes over. The winner is the first player to connect four in a row, horizontally, diagonally or vertically.

How did you feel when solving this puzzle?