## Year 4 Maths Summer Week 1

5 days of problem solving	Day 1 Activity	Day 2 Activity	Day 3 Activity	Day 4 Activity	Day 5 Activity
Factual fluency (to aid fluency)	https://www.topmarks.co.u k/maths-games/daily10 Level 4-Multiplication Mixed tables up to x12	https://www.topmarks.co.u k/maths-games/daily10 Level 4-Multiplication Mixed tables up to x12	https://www.topmarks.co.u k/maths-games/daily10 Level 4-Multiplication Mixed tables up to x12	https://www.topmarks.co.u k/maths-games/daily10 Level 4-Multiplication Mixed tables up to x12	https://www.topmarks.co.u k/maths-games/daily10 Level 4-Multiplication Mixed tables up to x12
Problem/activity of the day	During half term, my friend baked some cupcakes.  Monday – 80 cakes Tuesday – 64 cakes Wednesday – 48 cakes Thursday – 48 cakes Friday – 24 cakes. Show this information in a table and then draw a graph to represent the information.	My friend is a Year 4 teacher. He collected data about the eye colour of each child in his class. He thinks it would be a good idea to represent the data using a line graph but I am not sure this is the most efficient way to represent the data. I think a bar graph would be better. What do you think? Why?	Look carefully at the Olympic results table. How much longer did it take to run 1500m than 100m in 2012?  How much quicker did they run 100m in 2012 than in 1908?  Think of your own questions for someone in your family to answer.	The Olympic games have been held three times in London: 1908, 1948 and again in 2012.  Look carefully at the results table. What do you notice about the results over time? Is it possible to predict the results for the same races in the next Olympics? How do you know?	I am 9 years and 3 months old.  How many months old am I? Can you calculate how old I am in weeks, days and hours?  Do the same for a member of your family and record all of the calculations you make.
Resources you will need	Paper and pencil. Types of graph support.	Paper and pencil. Types of graph support.	Olympic games results table, paper and pencil.	Olympic games results table, paper and pencil.	Paper and pencil.
Tips, clues or methods to help	Look at the types of graph support. Which graph would be most suitable?	Look at the types of graph support. What are the advantages or disadvantages of a line and a bar graph?	Notice how the results are given as decimals. Use a place value chart to help you subtract the numbers.	Look for patterns in the different times. Are they increasing/decreasing?	Look at the times tables support to help you convert.
Checking	Types of graphs checklist	No checking required	Calculator to check	Check the answer support	Check the answer support.
Theme	Graphs	Graphs	Time	Graphs and Time	Time

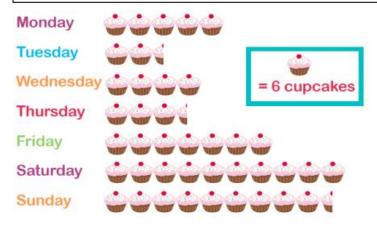
**See below for:** types of graph support,



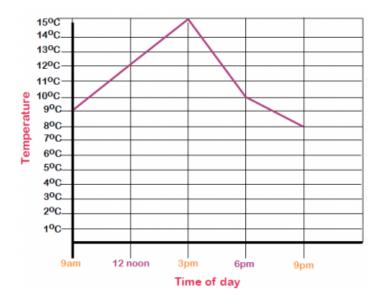
## Day 1 and Day 2 – Types of Graphs

**Pictograms** use pictures to show data.

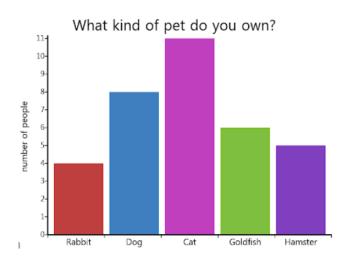
They are set out in the same way as bar charts, but instead of bars they use columns of pictures to show the numbers involved.

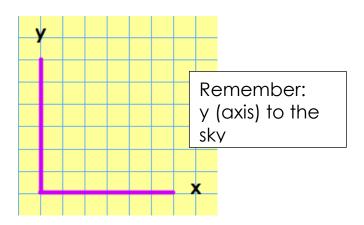


**Line graphs/charts** uses a line to show the value of something over time. A **line graph** consists of a horizontal x-axis and a vertical y-axis



**Bar charts/graphs** use bars to show data. You use a bar chart to compare the values of several numbers at once.







## Day 3 and day 4 - Table of Olympic Races

999	London - 1908	London - 1948	London - 2012
100 metres	10.8 seconds	10.3 seconds	9.63 seconds
200 metres	22.6 seconds	21.1 seconds	19.3 seconds
400 metres	50.0 seconds	46.2 seconds	43.9 seconds
800 metres	112.0 seconds	109.0 seconds	100.9 seconds
1500 metres	240.0 seconds	229.2 seconds	214.8 seconds

Day 3 - Place value chart

Tens	Ones	Tenths	Hundredths

## <u>Day 4 – Converting time:</u>

1 x 6 = 6	1 x 60 = 60
$2 \times 6 = 12$	2 x 60 = 120
$3 \times 6 = 18$	$3 \times 60 = 180$
4 x 6 = 24	4 x 60 = 240
5 x 6 = 30	5 x 60 = 300
6 x 6 = 36	6 x 60 = 360
7 x 6 = 42	$7 \times 60 = 420$
$8 \times 6 = 48$	$8 \times 60 = 480$
9 x 6 = 54	9 x 60 = 540
10 x 6 = 60	10 x 60 = 600
11 x 6 = 66	11 x 60 = 660
12 x 6 = 72	12 x 60 = 720

