4th Grade Math Board

Name: _____

Use a deck of cards with 10s and Face Cards removed to complete the activities below.
Complete one activity each weekday. When finished, play multiplication war with your deck of cards.

	Week 1	Week 2	Week 3	Week 4
Monday	**4.N.2.7 Place Value** Separate your cards into sets of hearts, clubs, spades, diamonds. Create 4 different 6-digit numbers using the digits 1, 2, 3, 4, 5, 6. Order from least to greatest. Repeat several times.	**4.N.2.7 Place Value** Separate your cards into sets of hearts, clubs, spades, diamonds. Create 4 different 6-digit numbers using the digits 1, 2, 3, 4, 5, 6. Order from greatest to least. Repeat several times.	**4.N.2.6 Decimals** Create a decimal using 3 cards. Use a penny for the decimal point. Read and write the number name for each decimal . *Example….3.46 Three and forty-six hundredths or 34.6 Thirty-four and 6 tenths.* Repeat several times.	**4.N.2.7 Decimals** Separate your cards into sets of hearts, clubs, spades, diamonds. Create 4 decimals using the digits 3, 4, 5, and 6. Use pennies for the decimal. (example: 34.56, 345.6) Order from greatest to least. Repeat several times.
Tuesday	**4.N.1.5 Computation (-,+)** Create three 5-digit numbers . Add the first two and then subtract the third. Ex. (12,345 + 54,321) - 32,465 Record solutions. Repeat four times.	**4.N.1.5 Computation (-,+)** Create three 6-digit numbers . Add the first two and then subtract the third. Ex. (127,345 + 564,321) - 382,465 Record solutions. Repeat four times.	**4.N.1.4 Estimation (x)** Create a 3-digit number. Round to the nearest 100. Multiply by a 1- digit number and estimate the product. Repeat four times.	**4.N.1.4 Estimation (x)** Create two 2-digit numbers. Round and estimate the product. Repeat 4 times.
Wednesday	**4.N.1.3 Multiply** Create two 2-digit numbers and multiply . Record. Repeat 4 times.	**4.N.1.3 Multiply** Create a 3-digit number and a 1-digit number. Multiply. Record. Repeat 4 times.	**4.N.1.6 Divide** Create a 2-digit number and divide by a 1-digit number. Check your work with multiplication. Record. Repeat 4 times.	**4.N.1.6 Divide** Create a 3-digit number and divide by a 1-digit number. Check your work with multiplication. Record. Repeat 4 times.
Thursday	**4.N.2.2 Fractions** Turn over 2 cards and create a fraction. Locate and place the fraction on a number line. Repeat 4 times.	**4.N.2.1 Modeling Fractions** Turn over 2 cards and create a fraction. Model the fraction using a length or area model. Create an equivalent fraction with a model. Repeat 4 times. $\frac{3}{4}$   $\frac{6}{8}$	**4.N.2.3 Decompose Fractions** Turn over 2 cards and create a fraction. Decompose the fraction by writing as an addition sentence in two different ways. Repeat 4 times. $\frac{3}{4} = \frac{1}{4} + \frac{1}{4} + \frac{1}{4}$ $\frac{3}{4} = \frac{2}{4} + \frac{1}{4}$	**4.D.1.3 Line Plots** Shuffle Cards. Count out 15 cards. A) Sort by number and plot using X on a line plot. B) Ask a question about your line plot. Repeat 2 times.
Friday	**MULTI-DIGIT MULTIPLICATION NUMBER BATTLE** **(**With a Partner) Directions on back.	Make it Texas Size (With a Partner) Directions on back.	HIT THE TARGET (With a Partner) Directions on back.	I SPY PRODUCTS (With a Partner) Directions on back.

Week 5 is free choice. Select an activity each day to complete from the choice board.

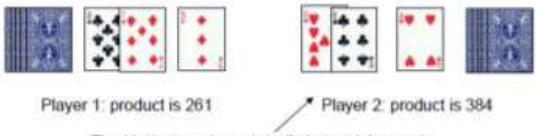
Laura Rogers TPS Elementary Instructional Math Coach

MULTI-DIGIT MULTIPLICATION NUMBER BATTLE

Players: 2

Materials: Deck of cards with the face cards and 10s removed, Ace worth one, scratch paper

How to Play: Players split a deck of cards and simultaneously flip over their top three (or four) cards. Make two of them a 2-digit number and multiply by the third. The highest product wins all the cards.



Player 1: product is 261 Player 2: product is 384

The highest product wins all six (or eight) cards.

Increase the number of cards to flip if you want to work on larger numbers.

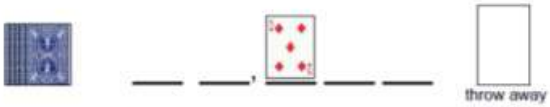
More card games:
http://www.pepnonprofit.org/uploads/2/7/7/2/2772238/acing_math.pdf

MAKE IT TEXAS SIZE

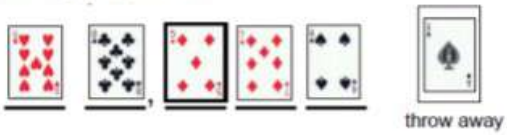
Players: 2

Materials: Deck of cards with the 10s removed, Ace worth 1, scratch paper

How to Play: Each player draws a game board like the one shown. Deal 6 cards to each player. This is a game of chance and strategy in which players are trying to create the largest number possible. Players must think carefully about where to place a card. ***Once placed, a card cannot be moved.***



Each player flips over one card at a time and decides where to place it to form the largest number possible. The throw away box is for any card they feel will not help in creating a large number.



The player with the largest number wins.

Variation: play to make the smallest number possible

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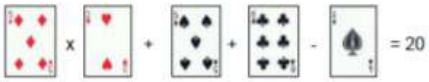
HIT THE TARGET

Players: 2

Materials: Deck of cards, Ace worth 1 or 11, Jack worth 12, Queen worth 13, King worth 14, scratch paper

How to Play: Select a target number from 1-30. One of the players turns five cards from the deck face up. Both players try to make a number sentence using all five cards with any operations to reach the target number.

For example, suppose the target number is 20 and the cards in play are 5, 5, 6, 2, and Ace (worth 1).



One winning combination is: 5 x 2 + 5 + 6 – 1 = 20. Other combination would also work. The first player to find a winning combination keeps the cards and chooses the next target number.

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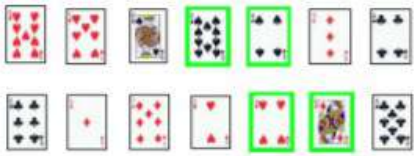
I SPY PRODUCTS

Players: 2

Materials: Deck of cards, face cards worth ten, Ace worth 1 or 11

How to Play: Deal out the entire deck of cards in a 13 x 4 array. *Example does not show the entire array due to space.*



One player challenges the other player to find two cards next to each other, either vertically or horizontally, that multiply to make a number by saying, "I spy two cards with a product of 40."

The other player looks for two cards that multiply to make the product and removes them. Players swap roles. *As large gaps appear, the size of the array may be reduced to help fill the gaps.*

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