



Makes Maths Fun

Level 4

ADDITION AND

SUBTRACTION

Bloomsmath is a comprehensive mathematics program which provides a fun way for every student to be learning to the best of their ability.

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Addition and Subtraction

Level 4 is designed for students in their fourth year at school often called Year 3. Students will use mental and written strategies for addition and subtraction involving two, three, and four digit.

Knowledge: Students will complete a crossword using sums instead of words.



Students who demonstrate proficiency in this activity move on to Comprehension.



Students stop here as they require additional teacher support to master this activity.

Comprehension: Students will convert their own and classmate's names into numbers and add these.



Students who demonstrate proficiency in this activity move on to Application.



Students stop here if time has run out or they require additional support with this activity.

Application: Students will play the game "Counting Down".



Students who demonstrate proficiency in this activity move on to Analysis.



Students stop here if time has run out or they require additional support with this activity.

Analysis: Students will play the game "Six Sums".



Students who demonstrate proficiency in this activity move on to Synthesis.



Students stop here if time has run out or they require additional support with this activity.

Synthesis: Students will play the game "Double Dice".

Evaluation: Suggested questions provide a starting point for discussions related to Addition and Subtraction.



Students may complete more or fewer activities for each learning outcome depending on the time allocated and their strength in the area being covered.

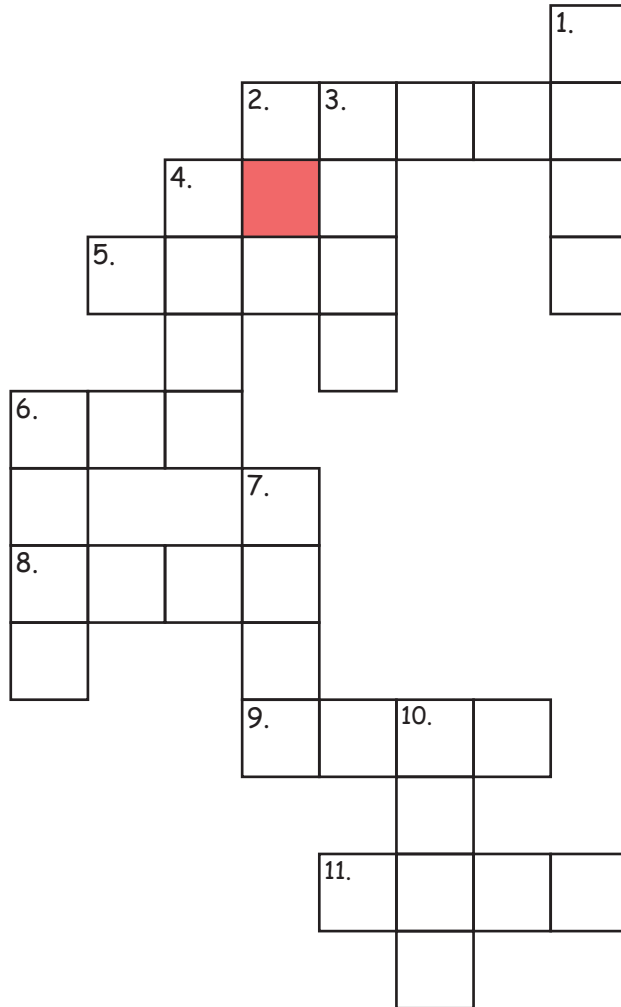


All students should participate in the Evaluation discussion to encourage the use of mathematical language, logical reasoning and reflection on that which they have completed.

Name: _____

Knowledge

Complete each equation below to be able to solve the cross-number.



Across: (Addition)

- 2. $5254 + 1855$
- 5. $2410 + 4897$
- 6. $260 + 105$
- 8. $1853 + 2889$
- 9. $3058 + 3862$
- 11. $4209 + 421$

Down: (Subtraction)

- 1. $4267 - 2304$
- 3. $2509 - 1035$
- 4. $9783 - 398$
- 6. $6085 - 2344$
- 7. $9270 - 974$
- 10. $3661 - 1098$



Let's Try This Again



Progress To Comprehension



Name: _____

Comprehension

Convert your own and 10 of your classmate's first and last names into numbers and add these to get their total name score.

A	B	C	D	E	F	G	H	I	J	K
1	2	3	4	5	6	7	8	9	10	11
L	M	N	O	P	Q	R	S	T	U	V
12	13	14	15	16	17	18	19	20	21	22
			W	X	Y	Z				
			23	24	25	26				

P	A	T	R	I	C	K		M	O	R	R	I	S
16	1	20	18	9	3	11		13	15	18	18	9	19

PATRICK
+ MORRIS

16120189311
+ 13151818919

29272008230

Extension activity:

See if you can invent a name with a higher score than anyone in your class.



Let's Try This Again



Progress To Application

Name: _____

Application

Play the game "Counting Down".

You Will Need:
10 Counters

How To Play:

Each player takes it in turn to remove 1, 2 or 3 counters.

The player to take the last counter loses.

Play at least 10 rounds and record your games to see if there is a pattern to winning.

Player 1 or 2	Counters Taken	Counters Left	Winner

Addition and Subtraction - Level 4 - Students will add and subtract one, two, three and four digit numbers.

Knowledge

Comprehension

Application

Analysis

Synthesis

Evaluation



Let's Try This Again



Progress To Analysis

Name: _____

Analysis

Play the game "Six Sums".

You Will Need:

- A score sheet each.
- A die per group.

	Sum 1	Sum 2	Sum 3	Sum 4	Sum 5	Sum 6
Numbers	<input type="text"/> <input type="text"/> +	<input type="text"/> <input type="text"/> +	<input type="text"/> <input type="text"/> +	<input type="text"/> <input type="text"/> +	<input type="text"/> <input type="text"/> +	<input type="text"/> <input type="text"/> +
Total						

How to play:

1. The die is rolled 12 times and for each roll the number is recorded into the boxes on the score sheet - once recorded, it can not be changed.
2. You complete each sum you have created.
3. Any score which appears more than once is crossed out ie. $5 + 4$ and $7 + 2$.
4. The remaining scores are totalled.
5. The player with the lowest score wins.

Variation:

Students can increase or decrease the number of rolls required and can choose to let the highest or lowest scoring student be the winner.



Let's Try This Again



Progress To Synthesis

Name: _____

Synthesis

Play the game "Double Dice".

You Will Need:

- 2 dice
- The scoresheet below.

How to play:

1. You each get 6 rolls of the dice.
2. You can choose to add or subtract the numbers rolled and then place them in any blank space on the score sheet for your game.
3. Select the operation (+ or -) between each number to create 6 equations.
4. Complete all computations and the person whose total after all the equations are solved is closest to 100 without going over 100 wins.

	+/-					
		+/-				
			+/-			
				+/-		
					+/-	= Total:

	+/-					
		+/-				
			+/-			
				+/-		
					+/-	= Total:

	+/-					
		+/-				
			+/-			
				+/-		
					+/-	= Total:

	+/-					
		+/-				
			+/-			
				+/-		
					+/-	= Total:



Let's Try This Again



Progress To Evaluation



Evaluation

The following questions and activities are provided as a starting point for fun discussions related to Addition and Subtraction. During these conversations students will have an opportunity to use appropriate mathematical language in its correct context, to engage in reflection on the Addition and Subtraction activities they have completed and to use logical reasoning to tie their in-class mathematics to its everyday context.



What names did students come up with for the Comprehension activity and can they work together to suggest an even larger scoring name?



What was the trick to winning Counting Down?



Is there a trick to winning Double Dice?



Have a play off and see if there is an ultimate winner for Double Dice?

