

## Future Grade 4 July Activities

<p>Go on a scavenger hunt around your house or outside. Find items that are 6 inches, 3 feet, 6 cm, and 1 meter long</p>	<p>Play Close to 100. (directions attached)</p>	<p>How many lessons can you complete on Dreambox today?</p>	<p>Look at your family grocery or clothes shopping bill. Round the total to the nearest ten or hundred</p>	<p>Help make dinner or bake something yummy. What fractions do you notice? Can you order them from smallest to largest?</p>
<p>Find 4 numbers larger than 1,000 in a newspaper. Put them in order from least to greatest</p>	<p>How many lessons can you complete on Dreambox today?</p>	<p>Play a board game with your family</p>	<p>Choose one activity for a day and record the start and stop time. How much time went by in minutes or hours?</p>	<p>How many lessons can you complete on Dreambox today?</p>

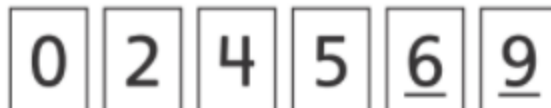
## Future Grade 4 August Activities

<p>Draw a 6-inch number line that begins with 0 and ends with 1. Roll a die. Divide your number line into this number of equal segments. Label the segments.</p>	<p>Select ten items from a grocery flyer and find the total cost of the items. Calculate how much change you would receive from a one hundred dollar bill.</p>	<p>How many lessons can you complete on Dreambox today?</p>	<p>A farmer has chickens and cows. What combination of animals could total 24 legs? Is there more than one combination?</p>	<p>Play a board game with your family</p>
<p>Use sidewalk chalk to draw a square, rhombus, trapezoid, triangle, rectangle, and hexagon.</p>	<p>How many lessons can you complete on Dreambox today?</p>	<p>Measure the length of your bed in centimeters. About how many meters is it?</p>	<p>Roll 2 dice and multiply to find the product. Record the products. Do this 25 times. Create a bar graph with the results. What do you notice?</p>	<p>How many lessons can you complete on Dreambox today?</p>

## Close to 100

Use a deck of cards with the face cards removed. (Aces become #1)

Play with a partner. Work together.



1 Deal six Digit Cards.

2 Use the cards to make 2-digit numbers; for example, 6 and 5 could make 56 or 65. Try to make two 2-digit numbers that, when added, give you a total that is close to 100.

3 Write these two numbers and the total on the *Close to 100* Recording Sheet.

Game 1	Score
Round 1: <u>42</u> + <u>56</u> = <u>98</u>	_____
Round 2: _____ + _____ = _____	_____
Round 3: _____ + _____ = _____	_____
Round 4: _____ + _____ = _____	_____
Round 5: _____ + _____ = _____	_____
TOTAL SCORE _____	

4 Find the score. The score is the difference between the total and 100. For example, if the total is 98, the score is 2. If the total is 105, the score is 5.

5 Put the used cards in a discard pile. Keep the two unused cards.

6 Deal four new cards. Make two 2-digit numbers that come close to 100. (If you run out of cards, shuffle the discard pile, and use them.)

7 Five rounds make one game. Total the scores for the five rounds.

## *Close to 100* Recording Sheet

<b>Game 1</b>	<b>Score</b>
Round 1: _____ + _____ = _____	_____
Round 2: _____ + _____ = _____	_____
Round 3: _____ + _____ = _____	_____
Round 4: _____ + _____ = _____	_____
Round 5: _____ + _____ = _____	_____
TOTAL SCORE _____	