

Get Ready!

Maths

Year 4

John Barwick & Jenny Barwick

SAMPLE PAGES



Published in 2011 by Teaching Solutions

PO Box 197, Albert Park 3206, Australia

Phone: +61 3 9636 0212

Fax: +61 3 9699 9242

Email: teachsol@optusnet.com.au

Website: www.teachingsolutions.com.au

Copyright © John Barwick & Jenny Barwick 2011

ISBN 978-1-92613-02-9

Get Ready to engage!

Every teacher knows that engagement is the key to learning. The most critical time for engagement is at the start of each lesson. **Get Ready Maths** and **Get Ready English** are designed to help teachers engage students at this key stage of learning.

Get Ready activities do more than just engage. They also develop literacy skills, numeracy skills and reasoning skills.

The activities provided are 'grabs' of work to be completed in about five minutes, capturing students' attention in a positive way and preparing them for learning by focusing their attention on the act of learning and, if possible, on a particular aspect of the subject area of the lesson to follow.

The **Get Ready** activities have the following common features:

- They contain a mix of closed response activities which hone in on a particular skill and open response activities which provide scope for different levels of response.
- There is an appropriate balance of consistency and variety in the structure and style of activities. Consistency is important as it will mean activities are introduced with minimum instruction so valuable time is not lost from the main lesson. However, an element of variety is also important to stimulate thinking and prevent disengagement and disinterested responses.
- Importantly, the activities are based on appropriate syllabus content.

The accompanying CD includes all the worksheets to facilitate use on an electronic whiteboard, plus answers to the worksheet activities.

How to use *Get Ready Maths*

The 40 weekly worksheets comprise a set of five 'workouts' to be completed over a week as preliminaries to five lessons. While these activities could be completed in the order they are presented, teachers could also alter the order to suit their own program. Each activity can be used in the following ways, to:

- engage learners in a positive and meaningful way prior to the start of major learning exercises
- act as '5-minute time filler' resources, suitable also as lesson breaks and to fill periods of time at the end of other lessons
- provide 'basic skills' resources to support literacy and numeracy
- provide 'enrichment / brain food' resources to support an enriched curriculum
- act as 'teacher timesavers' providing practical classroom strategies
- act as a valuable resource for casual teachers and inexperienced teachers to help engage students

Worksheets may be copied for and completed by each student each week (or one per group if the teacher wants to use the activities as a small group cooperative learning activity) or scanned for use on an electronic whiteboard and completed as a whole class activity.

Activities such as drawing and labelling may also be completed on separate paper.

The final 10 worksheets in each book are 'generic' and could be used for a variety of purposes. For example teachers can use them to create their own preparatory activity or for supplementary activities for gifted students.

Scope and sequence

BLM	Number 1	Number 2	Measurement	Space / Geo / Data	Pat / Algebra
1	Whole numbers Numerals into words	Add / Subtract Add / subt no code	Length Measure	3D Draw view	No. patterns Find my rule
2	Add / Subtract Line in square for equal no's	Mult / Divide Auto recall	Area Measure	2D Angles	Shape patterns Missing shapes
3	Mult / Divide Mult / div number code	Fract / Dec Decimals	Volume Measure	Position Coordinates	No. patterns Sequences
4	Fract / Dec Diagrams	Chance Describe chance	Mass Grams and kilograms	Table Convert graph to table	Shape patterns Complete patterns
5	Chance Describe chance	Whole numbers Circle odd / even numbers	Time Digital time	Graph Interpret graphs	No. patterns Sequences
6	Whole numbers Ordering numbers	Add / Subtract Magic grids	Length Centimetres and millimetres	3D Painted faces	No. patterns Find my rule
7	Add / Subtract Line in square for equal no's	Mult / Divide Word problems	Area Find areas of shapes	2D Flipped shapes	Shape patterns Missing shapes
8	Mult / Divide Mult / div no code	Fract / Dec Identifying	Volume Find volumes of shapes	Position Reading grids	No. patterns Algebraic equations
9	Fract / Dec Diagrams	Chance Describe chance	Mass Units	Table Interpret table	Shape patterns Complete patterns
10	Chance Describe chance	Whole numbers Mystery numbers	Time Calendar	Graph Interpret graphs	No. patterns Algebraic equations
11	Whole numbers Numerals into words	Add / Subtract Add / subt no code	Length Measure	3D Draw view	No. patterns Find my rule
12	Add / Subtract Line in square for equal no's	Mult / Divide Auto recall	Area Measure	2D Angles	Shape patterns Missing shapes
13	Mult / Divide Mult / div number code	Fract / Dec Decimals	Volume Measure	Position Coordinates	No. patterns Sequences
14	Fract / Dec Diagrams	Chance Describe chance	Mass Grams and kilograms	Table Convert graph to table	Shape patterns Complete patterns
15	Chance Describe chance	Whole numbers Circle odd / even numbers	Time Digital time	Graph Interpret graphs	No. patterns Sequences
16	Whole numbers Ordering numbers	Add / Subtract Magic grids	Length Centimetres and millimetres	3D Painted faces	No. patterns Find my rule
17	Add / Subtract Line in square for equal no's	Mult / Divide Word problems	Area Find areas of shapes	2D Flipped shapes	Shape patterns Missing shapes
18	Mult / Divide Mult / div no code	Fract / Dec Identifying	Volume Find volumes of shapes	Position Reading grids	No. patterns Algebraic equations
19	Fract / Dec Diagrams	Chance Describe chance	Mass Units	Table Interpret table	Shape patterns Complete patterns
20	Chance Describe chance	Whole numbers Mystery numbers	Time Calendar	Graph Interpret graphs	No. patterns Algebraic equations

21	Whole numbers Numerals into words	Add / Subtract Add / subt no code	Length Measure	3D Draw view	No. patterns Find my rule
22	Add / Subtract Line in square for equal no's	Mult / Divide Auto recall	Area Measure	2D Angles	Shape patterns Missing shapes
23	Mult / Divide Mult / div number code	Fract / Dec Decimals	Volume Measure	Position Coordinates	No. patterns Sequences
24	Fract / Dec Diagrams	Chance Describe chance	Mass Grams and kilograms	Table Convert graph to table	Shape patterns Complete patterns
25	Chance Describe chance	Whole numbers Circle odd / even numbers	Time Digital time	Graph Interpret graphs	No. patterns Sequences
26	Whole numbers Ordering numbers	Add / Subtract Magic grids	Length Centimetres and millimetres	3D Painted faces	No. patterns Find my rule
27	Add / Subtract Line in square for equal no's	Mult / Divide Word problems	Area Find areas of shapes	2D Flipped shapes	Shape patterns Missing shapes
28	Mult / Divide Mult / div no code	Fract / Dec Identifying	Volume Find volumes of shapes	Position Reading grids	No. patterns Algebraic equations
29	Fract / Dec Diagrams	Chance Describe chance	Mass Units	Table Interpret table	Shape patterns Complete patterns
30	Chance Describe chance	Whole numbers Mystery numbers	Time Calendar	Graph Interpret graphs	No. patterns Algebraic equations
31	Whole numbers Numerals into words	Add / Subtract Add / subt no code	Length Measure	3D Draw view	No. patterns Find my rule
32	Add / Subtract Line in square for equal no's	Mult / Divide Auto recall	Area Measure	2D Angles	Shape patterns Missing shapes
33	Mult / Divide Mult / div number code	Fract / Dec Decimals	Volume Measure	Position Coordinates	No. patterns Sequences
34	Fract / Dec Diagrams	Chance Describe chance	Mass Grams and kilograms	Table Convert graph to table	Shape patterns Complete patterns
35	Chance Describe chance	Whole numbers Circle odd / even numbers	Time Digital time	Graph Interpret graphs	No. patterns Sequences
36	Whole numbers Ordering numbers	Add / Subtract Magic grids	Length Centimetres and millimetres	3D Painted faces	No. patterns Find my rule
37	Add / Subtract Line in square for equal no's	Mult / Divide Word problems	Area Find areas of shapes	2D Flipped shapes	Shape patterns Missing shapes
38	Mult / Divide Mult / div no code	Fract / Dec Identifying	Volume Find volumes of shapes	Position Reading grids	No. patterns Algebraic equations
39	Fract / Dec Diagrams	Chance Describe chance	Mass Units	Table Interpret table	Shape patterns Complete patterns
40	Chance Describe chance	Whole numbers Mystery numbers	Time Calendar	Graph Interpret graphs	No. patterns Algebraic equations

1 Whole numbers

Write these numerals.

twenty-four _____ forty-seven _____ seventy-five _____

one hundred and ten _____ three hundred and nineteen _____

Write these numerals in words.

98 _____

123 _____

2 Addition and subtraction

Use the code to work out the name of an Australian animal.

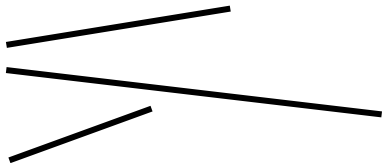
A = 2	B = 4	C = 6	D = 17	E = 16	F = 14	G = 12
H = 11	I = 26	J = 8	K = 7	L = 9	M = 10	N = 13
O = 15	P = 18	Q = 23	R = 25	S = 20	T = 19	U = 22
V = 21	W = 24	X = 5	Y = 3	Z = 1		

14 + 10 20 - 5 15 - 5 12 - 8 11 - 9 14 + 5 _____

3 Length

Measure these lines.

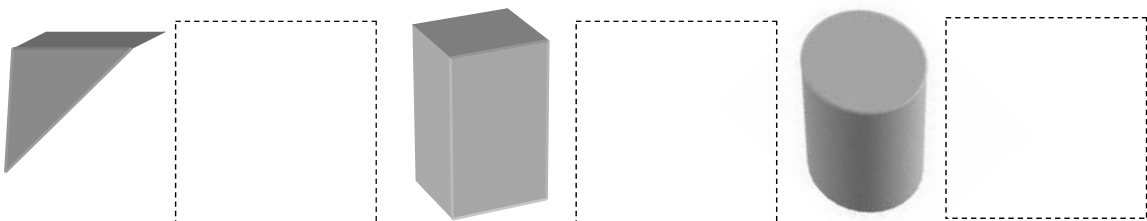
A _____ cm
 B _____ cm
 C _____ cm



Which is the total length of the three lines? _____

4 3D shapes

Draw the top view of each object (the view looking from above).



5 Number patterns

1. Find the pattern and complete the table.

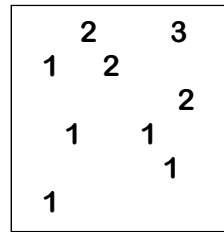
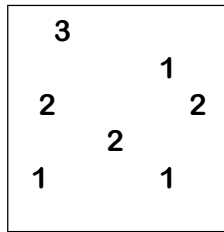
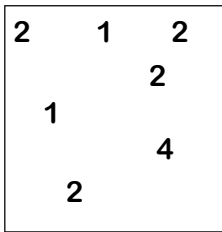
first number	1	2	3	4	5	6	7	8
second number	2	4	6					

2. Look at the pattern you have made. What can you say about it?

3. What would the second number be if the first number was 10? _____

1 Addition

Draw a single straight line through each square so the sum of the numbers on each side of the line is the same.



2 Multiplication and division

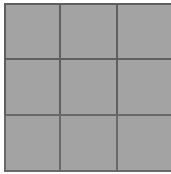
Fill in this multiplication table as quickly as you can.

The first one is done for you.

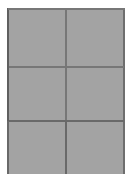
Number	x 2	x 3	x 4	x 5	x 10
2	4				
3					
4					

3 Area

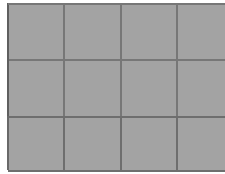
What is the area of each shape if  = 1 cm²?



1. _____ cm²



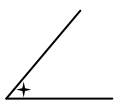
2. _____ cm²



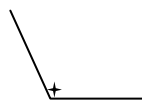
3. _____ cm²

4 2D shapes

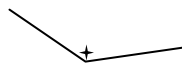
1. Label each angle as acute angle, right angle or obtuse angle.



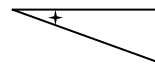
1. _____



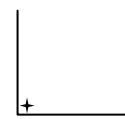
2. _____



3. _____



4. _____



5. _____

5 Shape patterns

Draw the shapes to complete this pattern.



Colour your pattern to make it more interesting.

1 Multiplication and division

Use the code to work out the name of a national park in the Northern Territory.

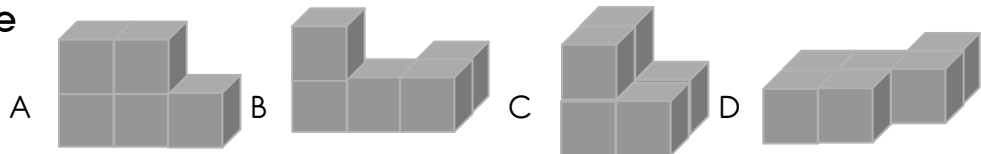
A = 2	B = 4	C = 6	D = 27	E = 16	F = 14	G = 12
H = 28	I = 26	J = 8	K = 36	L = 9	M = 10	N = 30
O = 15	P = 18	Q = 32	R = 25	S = 20	T = 33	U = 22
V = 21	W = 24	X = 5	Y = 3	Z = 1		

6 x 6 12 ÷ 6 3 x 12 20 ÷ 10 9 x 3 2 x 11 _____

2 Fractions and decimals

- 0.4 = _____ tenths
- 0.6 = _____ tenths
- 0.9 = _____ tenths
- 0.1 = _____ tenths
- 0.25 = _____ tenths and _____ hundredths
- 0.67 = _____ tenths and _____ hundredths
- 0.48 = _____ tenths and _____ hundredths
- 0.21 = _____ tenths and _____ hundredths
- 0.09 = _____ tenths and _____ hundredths
- 0.03 = _____ tenths and _____ hundredths

3 Volume



- Which shape has the same volume as A? _____
- Which shape has the same volume as D? _____
- How many more cubes are needed to give shape D a volume of 9 cm³? _____
- How many more cubes are needed to give shape B a volume of 12 cm³? _____

4 Position

5		32		A	
4	45		10		8
3					
2	4		B		7
1			Y		
	A	B	C	D	E

- Shade A5 blue.
- Which squares are shaded grey? _____
- Shade C5 green.
- Which squares contain odd numbers? _____
- Draw an apple in the square above D1.
- Which square contains the 2nd letter of the alphabet?

5 Number patterns

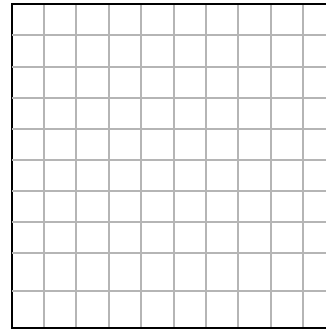
What number is missing from each pattern?

- 1, 2, 3, _____, 5
- 2, 4, 6, _____, 10
- 4, 8, 12, _____, 20
- 3, 6, 9, _____, 15
- 10, 8, 6, _____, 2
- 1, 3, 5, _____, 9
- 6, 12, 18, _____, 30
- 18, 14, 10, _____, 2

1 Fractions

This grid represents one whole.

1. Shade five tenths of this grid.
2. How many tenths are shaded? _____
3. How many tenths are unshaded? _____
4. The shaded area shows:
 - 0.05
 - 0.5
 - 5
 - 50



2 Chance

1. What is the chance of Talia picking a black marble?
 - 1 in 2
 - 1 in 3
 - 2 in 3
 - 2 in 2
2. What is the chance of Talia picking a white marble?
 - 1 in 2
 - 1 in 3
 - 2 in 3
 - 2 in 2
3. What is the most likely event?
 - Talia will pick a white marble
 - Talia will pick a black marble



3 Mass

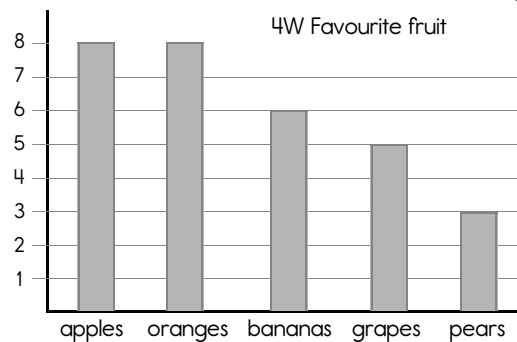
1. How many grams in a kilogram? _____
2. How many grams in half a kilogram? _____
3. How many grams in 2 kilograms? _____
4. How many grams in 1.5 kg? _____

4. Draw an object that weigh about a kilogram.

4 Tables and graphs

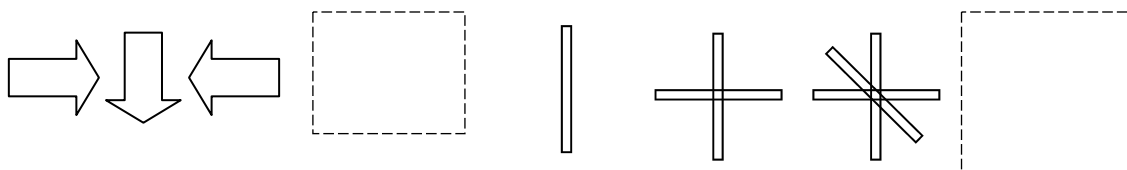
Jessica surveyed the children in her class about their favourite types of fruit, and made this graph.

On the back of this sheet, draw up a table to show the same information.



5 Shape patterns

Draw a shape to complete each pattern.



1 Chance

Write **certain** or **uncertain** for each of these.

- The sun will set this afternoon. _____
- I will fly to the moon. _____
- It will rain next Christmas eve. _____
- Somewhere in the world it will rain some time next year. _____
- Now write something that is **certain** to happen.

2 Whole numbers

- Circle the three odd numbers.

43 100 30 64 50 34 1 92 6 15

- Write all the odd numbers between 8 and 20.

3 Time

- Write each time and show it on the clockface.



6:00



4:30

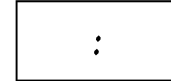


3:20



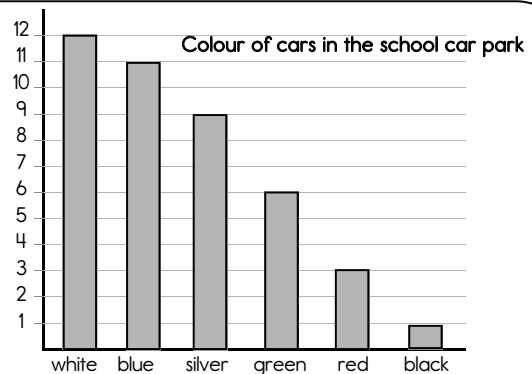
8:45

- On this clock face, show the time it will be one hour after ten o'clock.



4 Graphs

- Which is the second most common car colour? _____
- Which colour has twice as common as green? _____
- Which two colours combined are as common as silver?



5 Number patterns

Complete these number patterns.

- 2, 4, 6, _____, 10
- 13, 12, 11, _____, 9
- 4, 8, _____, 16, 20
- 6, 8, _____, 12, _____
- 12, 10, _____, 6, _____
- 4, 10, 16, _____, 28