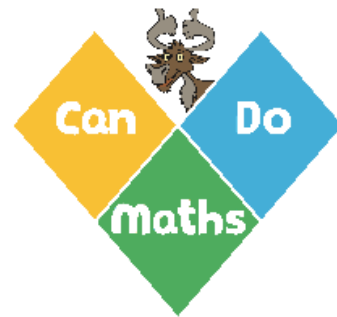
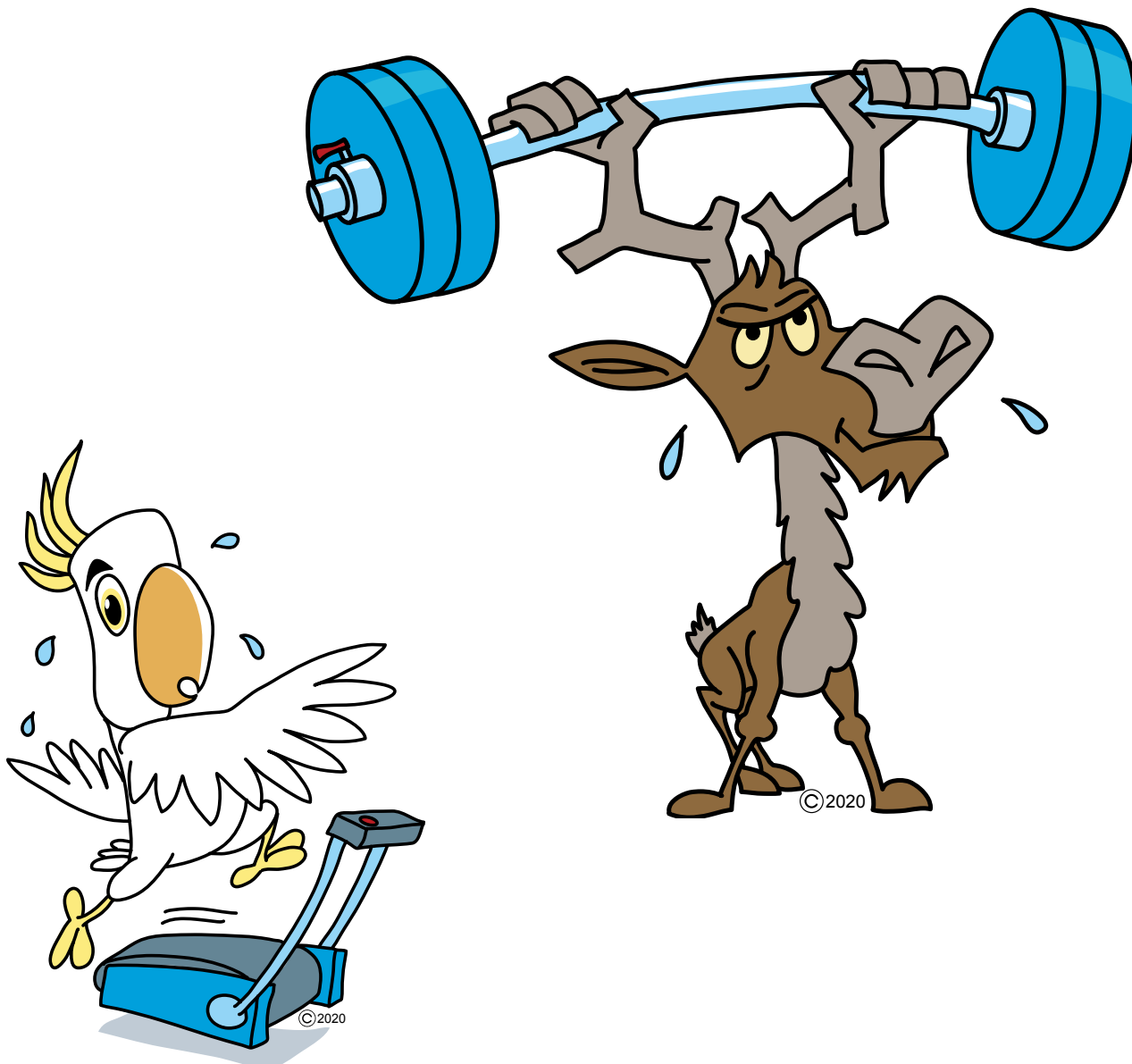




Colin and Coco's Deliberate Practice

Year 4 Unit 1

Number and Place Value





Contents

This pack of deliberate practice is designed to be used flexibly to secure the manageable steps of this unit.

The table below indicates which activities are linked to which manageable steps.

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Round 3-digit numbers to the nearest 100	8	8	
Round 3 and 4-digit numbers to the nearest 100	8, 9	8	8, 9
Round 4-digit numbers to the nearest 1000	9	9	9
Count backwards through zero to include negative numbers	10		10
Read Roman numerals to 100		10	



Do It 1

Represent the numbers.

1000s	100s	10s	1s
			1221
			2431
			1542
			2081
			3504
			1040

What is the value of the underlined digit?

41 <u>3</u> 1	
<u>6</u> 284	
370 <u>9</u>	
<u>3</u> 450	
63 <u>0</u> 4	
<u>2</u> 501	
53 <u>1</u> 7	
75 <u>6</u> 2	

Challenge It 1

Match the description of the digit to a correct number.
Fill in the missing buddies.

3 tens		4356
3 thousands		5463
3 ones		4635
		3546
7 tens		8079
7 thousands		9807
7 ones		
7 hundreds		8790



Digits Game

Play It 1

You need:

Pencil and paper each

To play:

Each player writes two 4-digit numbers using the digits 1, 2, 3, 4, 5, 6, 7 and 8 once each, without showing their opponent.

Take it in turns to choose a column and number to request from your opponents' numbers.

Player 1: "Can I have the hundreds digit from your second number please?"

Player 2: "My second number has three hundreds so you score 3"

Player 2: "Can I have the thousands digit from your first number please?"

Player 1: "My first number has five thousands, so you score 5"

Have three goes each, then add your three digits together. The player with the largest total scores a point.

Write two new numbers and play again.

To win:

The winner is the first player to score 5 points.



Do It 2

Write these using numerals.

eight thousand, six hundred and forty-two

two thousand, one hundred and fifty-six

three thousand, nine hundred and thirty-one

four thousand, two hundred and sixty-one

six thousand, three hundred and twelve

five thousand, four hundred and eighteen

nine thousand, seven hundred and thirteen

Write these numbers in words.

1,342

2,557

3,938

4,871

9,154

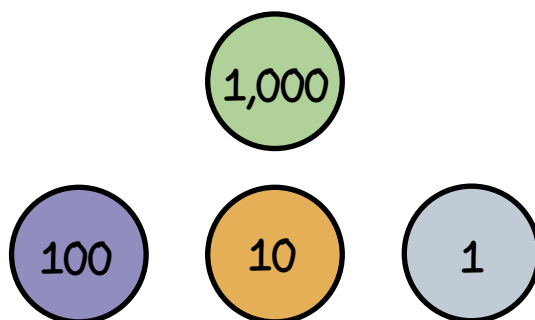
8,219

7,612

6,715

Challenge It 2

Use 6 Place Value Counters to create different 4-digit numbers. You must use at least one counter of each value each time.



Write each number using words and numerals.

Investigate possible numbers you can make.



Say it, Write It Game

Play It 2

You need:

A bag of 1000, 100, 10 and 1 place value counters.

To play:

Grab a handful of place value counters.

Say the number aloud.

Your partner writes the number your place value counters represent, using numerals.

Swap roles.

For example:

Player 1 grabs five 1000 counters, two 100 counters, six 10 counters and three 1 counters. They say the number "five thousand two hundred and sixty-three."

Player 2 writes: 5263

Play it several times.



Do It 3

Write these using numerals.

Write these numbers in words.

six thousand, eight hundred and forty

1,340

two thousand, one hundred and six

2,507

three thousand, nine hundred and thirty

3,038

four thousand, two hundred and one

4,801

six thousand and twelve

9,054

five thousand and eight

8,006

nine thousand and thirty

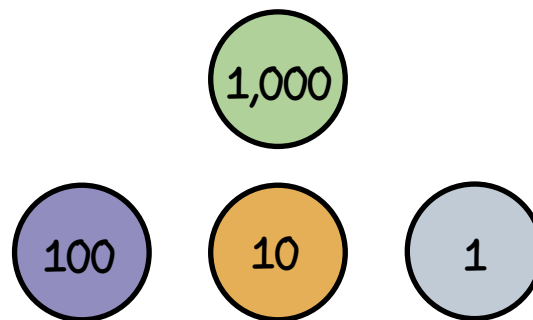
7,050

6,400

Challenge It 3

Use 4 Place Value Counters to create different 4-digit numbers.

You are only allowed to use a maximum of two counters with the same value in each number.



Write each number using words and numerals.

Investigate possible numbers you can make.



Say it, Write It Again Game

Play It 3

You need:

A bag of 1000, 10 and 1 place value counters.

To play:

Grab a handful of place value counters.

Say the number aloud.

Your partner writes the number your place value counters represent, using numerals.

Swap roles.

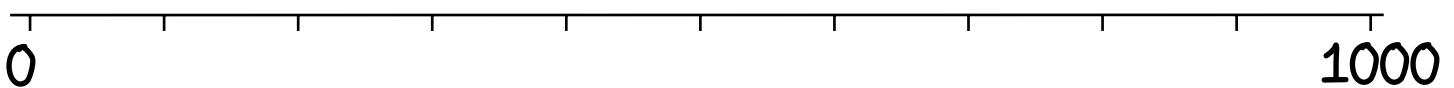
For example:

Player 1 grabs four 1000 counters, two 10 counters and three 1 counters. They say the number "four thousand and twenty-three."

Player 2 writes: 4023

Play it several times.

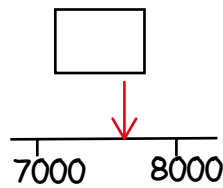
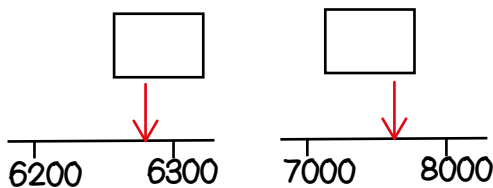
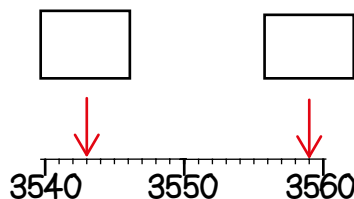
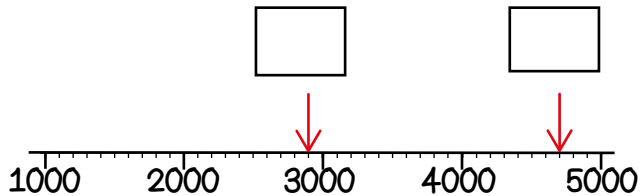
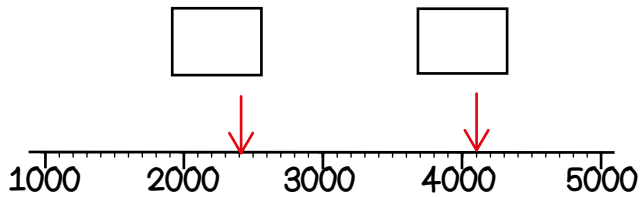
Play it again including hundreds counters but no tens counters.





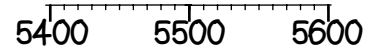
Do It 4

What numbers are the arrows pointing to?

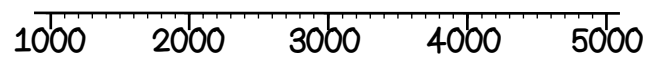


Represent these numbers on the lines.

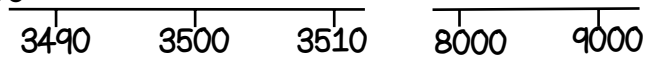
- a. 5410
- b. 5550



- c. 1700
- d. 2300
- e. 3900



- f. 3499
- g. 3507
- h. 8750



Challenge It 4

You must count in steps of 25 or 50 for both parts of this challenge.

Take 8 steps from zero. where might you finish your steps?
Find all the possible finishing numbers.

You need to finish on 300

Find all the possible combinations of steps you can take from zero.



Same Thousands Game

Play It 4

You need:

0 - 9 dice

0 - 10,000 Landmarked number line

To play:

Take it in turns to throw the dice to get 4 digits and make a 4-digit number.

Plot your number on the number line convincing your opponent you are plotting it in the correct place.

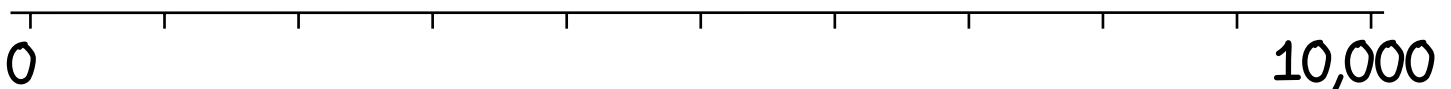
Player 1: Digits thrown 2, 3, 5 and 7

Number created 2,537

Plot 2,537 on the number line. It goes between 2000 and 3000, just past the centre, because it is just more than 2,500

To win:

The winner is the first player to get 4 of their points plotted within the same thousands.





Do It 5

Count up three steps of two thousand from:

1340

150

2270

8

3435

46

2788

3009

Find 1000 more than:

3500

2100

8700

8270

3770

1870

5475

7075

6363

Challenge It 5

Match numbers, so the first number is 1000 less than the middle number, and the last number is 1000 more than the middle number. Find the missing buddies.

1000 less



1000 more



1201
2310
1098
2103
3101
3310
2301

2098
3310
3103
1230
2201
4101
3301

5310
4103
3201
3098
4301
2230
5101



1000 More Game

Play It 5

You need:

0 - 9 dice (or cards)

0 - 10,000 blank or landmarked number line

To play:

Throw the dice to get 4 digits and make a 4-digit number.

Find 1000 more than your number and plot it on the number line.

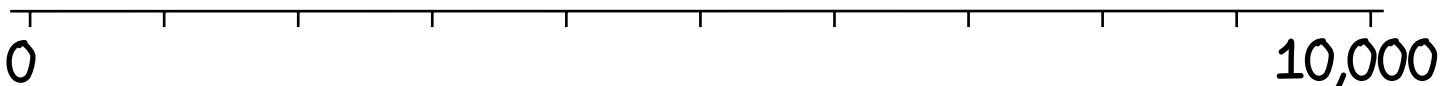
For example:

Player 1: Digits thrown 5, 4, 2, 7
Number created 5274
1000 more than 5274 is 6274
Plot 6274 on the number line.

Now it is player 2's turn.

To win:

The winner is the first player to plot four of their points without any of their opponent's points in between.





Do It 6

Insert < or >

9000		8000	4020		5020	5926		5923
1300		1800	8318		8636	4719		4714
6005		5006	6301		6201	7695		7691
1080		1090	9715		9625	5559		5560

Challenge It 6

Put a number in the box so the numbers are in order from smallest to largest.

7500		8500
3500		3900
5640		6000
4300		4440

If possible, solve each one using:

1. four odd digits
2. only 2 different digits
3. four consecutive digits (not necessarily in order)



In Between Game

Play It 6

You need:

0 - 9 dice (or cards)

To play:

Player 1 throws the dice to get 4 digits and makes a 4-digit number. This number cannot be changed.

Player 1 throws the dice again to get 4 digits and makes another 4-digit number.

Player 2 throws the dice to get 4 digits and tries to make a number that will go between player 1's numbers.

For example:

Player 1: Digits thrown 3, 4, 2, 7
Number created 2743
Digits thrown 5, 8, 0, 1
Number created 1508

Player 2: Digits thrown 6, 8, 3, 2
Number created 2386

Player 2 scores a point. If they cannot make a number that is between player 1's numbers they do not score a point.

Players swap roles.

To win:

The winner is the first player to score 5 points.



Round each number to the nearest ten.

13

132

321

22

228

275

34

554

598

56

519

704

62

625

605

87

943

98

A three-digit number has been rounded to the nearest 10

rounded to 3 0

Make the statement true in several ways.

If possible, solve it using:

1. 4 different digits.
2. 4 odd digits
3. only 2 different digits
4. 4 consecutive digits (not necessarily in order)



Rounding to the Nearest Ten Game

Play It 7

You need:

0 - 9 dice (or cards)

To play:

Throw the dice to get 3 digits and make a 3-digit number.

Round your number to the nearest ten.

Score the tens digit.

For example:

Player 1: Digits thrown 4, 2, 7
 Number created 274
 Rounded to the nearest ten 270
 Score 7

Now it is player 2's turn.

To win:

The winner is the first player to score a total of 30 or more.



Round each number to the nearest ten.

Round each number to the nearest hundred.

1323

1324

321

4322

2283

275

3476

5549

998

5687

2519

1704

6995

6925

8997

8797

9453

908

Match the numbers with the correct rounding.
Fill in the missing buddies.

Challenge It 8

Round 3,657 to the nearest 10		2,000
Round 3,657 to the nearest 100		3,000
Round 2,957 to the nearest 10		3,700
Round 2,957 to the nearest 100		
Round to the nearest 100		2960
Round 2,007 to the nearest 10		3,660
Round 2,007 to the nearest 100		1,000
Round 3,007 to the nearest 10		300
Round 349 to the nearest 100		3,010



Rounding to the Nearest 100 Game

Play It 8

You need:

0 - 9 dice (or cards)

To play:

Throw the dice to get 4 digits and make a 4-digit number.

Round your number to the nearest hundred.

Score the hundreds digit.

For example:

Player 1: Digits thrown 1, 4, 2, 7
 Number created 2741
 Rounded to the nearest hundred 2700
 Score 7

Now it is player 2's turn.

To win:

The winner is the first player to score a total of 30 or more.



Do It 9

Round each number to the nearest hundred and the nearest thousand.

nearest hundred

nearest thousand

nearest hundred

nearest thousand

1340

1010

2327

2903

5487

5549

2546

2450

6949

6970

9453

653

Challenge It 9

A four-digit number has been rounded to the nearest 1000.

rounded to 3000

Use the digits 2, 9, 3, and 6 make the statement true in several ways.

If possible, solve it using:

1. 4 different even digits
2. 4 different odd digits
3. only 2 different digits
4. 4 consecutive digits (not necessarily in order)



Rounding Game

Play It 9

You need:

0 - 9 dice (or cards)

To play:

Throw the dice to get 4 digits and make a 4-digit number.

Round your number to the nearest ten, the nearest hundred and the nearest thousand.

You score the smallest of the three rounded numbers.

For example:

Player 1: Digits thrown 1, 4, 2, 7
 Number created 1,274
 Rounded to the nearest 10: 1270
 Rounded to the nearest 100: 1300
 Rounded to the nearest 1000: 1000
 Score 1000

To win:

The winner is the player with the lowest total score after three goes each.



Count back in ones 4 steps from:

1

3

0

2

What numbers do these Roman Numerals represent?

LX XXX

XX IXX

C XXIV

XC XL

I I V X X L

Choose any three letters from the list to make a Roman Numeral.
What number does it represent?

Investigate the numbers you can make.



Back Through Zero Game

Play It 10

You need:

- 0 - 9 dice (or cards)
- 10 to 10 number line

To play:

Throw the dice twice to get two numbers.

Choose the smaller number as the starting number.

Use the larger number as the number of steps to count back.

Mark the number you end on, on the number line.

To win:

The winner is the first player to end on the same number three times.

