Cranston Public Schools
Summer Math Activities
Entering Grade 4

	Monday	Wednesday	Friday
Week 1	Look at advertisements for cars in the newspaper or online. Choose a car you like. Can you round the price to the nearest 1000? How about 10,000?	Play Close to 100*. 	Time how long it takes you to do a specific chore, like making the bed. See if you can do it faster the next day.
Week 2	Make a list of all doubles multiplication facts with products up to 100. (ex. 1 x 1 = 1)	Collect data about your family's or friends' favorite type of music. Show it on a bar graph. What did you discover from your graph?	Read a recipe. What fractions does the recipe use? 
Week 3	Create a multiplication and/or division math game. Then, play the game with a partner. 	Read the weight in grams of different food items in your kitchen. Round the weights to the nearest 10 or 100 grams. 	Find, draw, and/or create different objects to show one-fourth.
Week 4	Go on scavenger hunt. Find as many quadrilaterals in your neighborhood or house as you can. 	Find the sum and difference of 453 mL and 379 mL.	If your family ordered two, 8-sclice pizzas for dinner, what is the maximum number of equal pieces each member could eat? 
Week 5	Measure the **perimeter** of the room where you sleep in feet. Then, calculate the area.	Write a story problem for **7 x 6 = Y**	Solve **15 x 4 = Y** Draw a model to show your thinking. 
Week 6	Use string to measure the **perimeter** of circular items in your house to the nearest quarter inch.	Build a 4 by 6 array with objects from your house. Write 2 multiplication and 2 division sentences for your array.	Write a story problem for: **72 ÷ 8 = X**
Week 7	Play close to 100.	Measure the weight of different produce at the grocery store. What unit did you measure in? What are the lightest and heaviest objects you weighed?	Draw and label a floor plan of your dream tree house.
Week 8	Find the perimeter of a different room in your house. How much smaller or larger is it compared to the perimeter of the room where you sleep?	Show someone your strategy to solve **8 x 16 = Y** 	Go on a shape scavenger hunt. Find as many triangles and hexagons in your neighborhood as you can. 

*In this game Aces are one, Queens are zero, and Kings and Jacks are wild cards. To play, deal six cards to each player. Players choose any four of the cards to make two double-digit numbers that when added come as close as possible to the total of 100. Players record their numbers and the sums on a score sheet. The players score for each round is the difference between the sum and 100 (for example sums of 95 and 105 both score 5 points). The used cards are discarded and the two cards remaining in each hand are kept for each round. For rounds 2 through 5, deal four cards to each player. At the end of five rounds, the player with the lowest score wins.