



Getting to the Core

Grade 4 Unit of Study

Division

Pages for Group Work

Hundred Chart

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100

Tim's Number	Tim's Number	
Tim's number is a multiple of three.	Tim's number is a multiple of five.	
Help your group find Tim's number on the Hundred's Chart.	Help your group find Tim's number on the Hundred's Chart.	
Tim's Number	Tim's Number	
If you add the digits of Tim's number, you get an odd number.	Tim's number is odd.	
Help your group find Tim's number on the Hundred's Chart.	Help your group find Tim's number on the Hundred's Chart.	
Tim's Number	Tim's Number	
If you multiply the digits of Tim's number together, you get an even number.	Tim's number is near the center of the chart.	
Help your group find Tim's number on the Hundred's Chart.	Help your group find Tim's number on the Hundred's Chart.	

Meg's Number	Meg's Number	
The sum of the digits of Meg's number is greater than ten. Help your group find Meg's number on the Hundred's Chart.	The difference between the two digits of Meg's number is greater than three. Help your group find Meg's number on the Hundred's Chart.	
Meg's Number	Meg's Number	
Meg's number is a multiple of seven.	The first digit of Meg's number is larger than the second.	
Help your group find Meg's number on the Hundred's Chart.	Help your group find Meg's number on the Hundred's Chart.	
Meg's Number	Meg's Number	
Meg's number is not odd.	Both digits of Meg's number are even.	
Help your group find Meg's number on the Hundred's Chart.	Help your group find Meg's number on the Hundred's Chart.	

Paul's Number	Paul's Number		
Paul's number is not located on an edge or a corner.	Paul's number is not an even number.		
Help your group find Paul's number on the Hundred's Chart.	Help your group find Paul's number on the Hundred's Chart.		
Paul's Number	Paul's Number		
The difference of the digits in Paul's number is three.	Paul's number is not a multiple of three, five, or seven.		
Help your group find Paul's number on the Hundred's Chart.	Help your group find Paul's number on the Hundred's Chart.		
Paul's Number	Paul's Number		
Paul's number is less than fifty.	The sum of the digits in Paul's number is eleven.		
Help your group find Paul's number on the Hundred's Chart.	Help your group find Paul's number on the Hundred's Chart.		

Kelly's Number	Kelly's Number
Kelly's number is a multiple of three.	The sum of the digits of Kelly's number is even.
Help your group find Kelly's number on the Hundred's Chart.	Help your group find Kelly's number on the Hundred's Chart.
Kelly's Number	Kelly's Number
Kelly's number is the largest number on the chart that fits all of the other clues.	Kelly's number is a multiple of five.
Help your group find Kelly's number on the Hundred's Chart.	Help your group find Kelly's number on the Hundred's Chart.
Kelly's Number	Kelly's Number
When you multiply the digits of Kelly's number together, you get an odd number.	Kelly's number is larger than 50.
Help your group find Kelly's number on the Hundred's Chart.	Help your group find Kelly's number on the Hundred's Chart.

Sets A and B

Set A		
	5 X 3 =	
	5 X 10 =	
	10 X 3 =	
	30 X 5 =	
	50 X 3 =	
	55 X 3 =	
Set B		
	2 X 5 =	
	3 X 5 =	
	10 X 5 =	
	30 X 5 =	
	32 X 5 =	

Sets C and D

Set C		
	5 X 7 =	
	10 X 7 =	
	2 X 7 =	
	20 X 7 =	
	25 X 7 =	
Set D		
	3 X 5 =	
	2 X 5 =	
	10 X 5 =	
	20 X 5 =	
	23 X 5 =	

Sets E and F

Set E		
	3 X 6 =	
	3 X 3 =	
	3 X 10 =	
	6 X 10 =	
	3 X 60 =	
	63 X 3 =	
Set F		
Set r		
	2 X 5 =	
	2 X 4 =	
	2 X 10 =	
	10 X 5 =	
	2 X 50 =	
	2 X 54 =	

Sets G and H

Set G		
	7 X 2 =	
	3 X 2 =	
	7 X 10 =	
	2 X 10 =	
	7 X 20 =	
	2 X 73 =	
Set H		
	5 X 3 =	
	6 X 2 =	
	10 X 6 =	
	6 X 5 =	
	60 X 5 =	
	6 X 52 =	

Sets I and J

Set I		
	8 X 2 = 8 X 10 = 20 X 8 = 10 X 2 = 80 X 2 = 81 X 2 =	
Set J		
	2 X 6 10 X 6 3 X 6 13 X 6 23 X 6	

How to Play Multiplication Pairs

Materials

- Set of array cards
- Paper and pencil

Players: 1, 2, or 3

How to Play

- 1. Spread out all the array cards in front of you. Some should be turned up, showing the dimensions. Others should be turned over to show the total.
- 2. Choose an array card and put your finger on it. (Don't pick it up until you say the answer.) If the dimensions are showing, you must give the total. If the total is showing, you must say the dimensions of the grid. The shape of the array will help you!

For example: Suppose you pick an array with total 36 showing. The dimensions could be 6×6 , or 9×4 , or 12×3 . You must decide which is right. The shape of the array is a good clue.

- 3. Turn the card over to check your answer. If your answer is correct, then pick up the card.
- 4. If you are playing with a partner, take turns choosing and identifying cards. Play until you have picked up all the cards.

While you are playing, make lists for yourself of "pairs that I know" and "pairs that I don't know yet." Keep these lists in your math folder.

How to Play Count and Compare

Materials: Set of array cards

Players: 2 or 3

How to Play

- 1. If you are playing with a partner, sit across from each other. If three people are playing, sit in a circle.
- 2. Deal out the array cards with the total sides face down. Players should all have the same number of cards. Set aside any that are left over.
- 3. Place your cards in a stack in front of you, with the total side face down.
- 4. Players take the top card from their stacks and place these cards side by side (total sides still face down).
- 5. Decide which array is largest. You can do this just by looking, or by skip counting by rows to find the total of each. Counting the squares by 1's is not allowed.
- 6. The player with the largest array takes the cards, after proving that it is the largest.
- 7. Sometimes arrays of the same size may be played in one turn—like this:





When this happens, the players decide together who will get the cards. Once a rule is decided, it cannot be changed until the game is over.

8. The game is over when time is up or one player runs out of cards.

How to Play Small Array/Big Array

Materials: Set of array cards

Players: 2

How to Play

- 1. Deal out 10 array cards to each player with the dimensions side up. Spread out the cards in front of you.
- 2. Spread out 6 more cards, dimensions side up, in the center of the table. Place the remaining cards in a deck in the center of the table.
- 3. The goal is to make a "match" by covering a big array with two or three smaller arrays. Players take turns.
- **4.** From your smaller arrays, choose one that matches one dimension of a big array in the center of the table.
- 5. If none of your array cards matches, you can choose a card that matches a dimension of the big array from the center of the table. Or you can pick the top card from the deck and play it if you can.
- 6. If you use an array from the center of the table to cover another array, you can either replace it with a card from the deck, or discard one of your array cards. There should always be 6 cards in the middle.
- 7. When you cover a big array, you can collect the "match." While playing, keep a list of the dimensions of the large array and the smaller arrays:

 $7 \times 6 = 3 \times 6 + 4 \times 6$ 42 = 18 + 24

8. If you run out of cards, take 4 cards from the deck. The game is over when there are no more cards or no more matches can be made.

Hungry Ants

1. Figure out what would happen if 20 ants tried to group themselves into 1 line, 2 lines, 3 lines, and so on up to 10 lines. How many ants would be in each line?

Record your answers like this:

20 Hungry Ants

1	line of
2	lines of
3	lines of
4	lines of
5	lines of
6	lines of
7	lines of
8	lines of
9	lines of
10	lines of

2. Choose another number of ants and do the activity again.

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The Game of Leftovers

You need: A partner One die 15 Color Tiles One cup to hold the tiles Six paper plates or 3-inch paper squares ("plates")

- 1. Take turns. On your turn, roll the die, take that number of paper plates or squares, and divide the tiles among them. Keep any leftover tiles.
- 2. Both players record the math sentence that describes what happened.

For example: $15 \div 4 = 3$ R3

In front of each sentence write the initial of the person who rolled the die.

- 3. Return the tiles on the plates to the cup before the next player takes a turn.
- 4. Play until all the tiles are gone. Then figure your scores by counting how many tiles each of you has. The winner is the player with the most leftovers. Add your scores to make sure that they total the 15 tiles you started with.
- 5. When you finish a game, look at each of your sentences with a remainder of zero (R0). Write on the class chart each sentence with R0 that isn't already posted.























