

# MATHS BOX 6 Levels 3 and 4

**KEY**

- ✓ – New Zealand Curriculum Mathematics focus
- – Additional curriculum links

	NUMBER AND ALGEBRA					GEOMETRY AND MEASUREMENT				STATISTICS							
	Number Strategies	Number Knowledge	Equations and Expressions	Patterns and Relationships		Measurement	Shape	Position and Orientation	Transformation	Statistical Investigation	Probability						
	Use a range of additive and simple multiplicative strategies with whole numbers, fractions, decimals, and percentages	Apply simple linear proportions including ordering fractions	Know how many tenths, tens, hundreds, and thousands are in whole numbers	Know basic multiplication and division facts	Know the equivalent decimal and percentage forms for everyday fractions	Know the relative size and place value structure of positive and negative integers and decimals to three places	Record and interpret additive and simple multiplicative strategies; using words, diagrams and symbols, with an understanding of equality	Generalise the properties of addition and subtraction with whole numbers	Generalise the properties of multiplication and division with whole numbers	Connect members of sequential patterns with their ordinal position and use tables, graphs and diagrams to find relationships between successive elements, numbers and spatial patterns	Use linear scales and whole numbers of metric units for length, area, volume and capacity, weight (mass), angle, temperature, and time	Find areas of rectangles and volumes of cuboids by applying multiplication	Identify classes of two- and three-dimensional shapes by their properties	Use a co-ordinate system or the language of direction and distance to identify locations and describe paths	Describe the transformation (reflection, rotation, translation, or enlargement) that have mapped one object onto another	Conduct investigations using the statistical inquiry cycle – gathering, sorting, and displaying multivariate category and whole number data and simple time-series to answer questions – identifying patterns and trends in context, within and between data sets – communicating findings, using data displays	Investigate simple situations that involve elements of chance by comparing experimental results with expectations from models of all the outcomes, acknowledging that samples vary
<b>NUMBER AND ALGEBRA</b>																	
1. Our Solar System		✓	✓														
2. Happy Holidays	✓		✓														
3. Geography Facts and Figures	✓	✓	✓														
4. Prime and Composite	✓			✓													
5. Powers of Ten	✓			•													
1. Addition and Subtraction Strategies	✓			•					✓								
2. Maths Test Marking	✓			✓													
3. Planet Paluzorb's Population Problem	✓			✓						•							
4. Swimming Sums	✓			✓						•							
5. Long Multiplication	✓			•						✓							
6. Long Division	✓			•						✓							
7. Calculation Time Crunch	✓			✓						•							
8. Pinball Partitioning	✓			•						✓							
9. Fishing for Factors	✓			✓						•							
10. Factor Forest	✓			✓						•							
11. Bracket Buddies	✓			•			✓										
12. Who Comes First?	✓			•			✓										
1. Could You Beat the World?	✓	✓			✓												
2. Fraction Farming	✓	✓			✓												
3. Fearless Fractions	✓				✓												
4. Council Planning	✓				✓												
5. Fearsome Fractions	✓	✓			✓												
6. How Many Passengers?	✓			✓	•												
7. Multiplying Fractions	✓			✓	•												
8. Dividing Fractions	✓			✓	•												
9. Hen Ten	✓			✓													
10. The Equivalent Fractions and Decimals Pot	✓								✓								
11. x and ÷ by 10, 100 and 1000	✓				✓												
12. Animal Rounding	✓		✓														
13. House Rules	✓	✓			✓												
14. Domino Dilemma	✓				✓												
15. Equivalent Fractions, Decimals and Percentages	✓				✓												
1. Use the Formula							✓		•		✓						
2. Pancake Patterns							✓		✓		✓						
3. Sequence, Sequenced, Sequences		✓					✓		✓								
4. Turning Problems in Equations	•						✓		✓								
5. Equations to Solve	•						✓		✓								
6. Hidden Values	•						✓		✓								
7. Pairs of Numbers and Equations	•						✓		✓								
8. Temperature Trouble						✓											
9. Lotto Line-up						✓											
<b>GEOMETRY AND MEASUREMENT</b>																	
1. 2-D Shapes												✓					
2. Skyscrapers												✓					
3. Perfect Pyramids		•										✓					
4. Angry Aliens												✓					
5. Who Am I?												✓					
6. Pepe's Pepperoni Pizzas												✓					
7. Aeroplane Angles												✓					
8. Angles in Communication Symbols												✓					
9. Mystery Island													✓				
10. Follow that Track!													✓				
11. Get me out of Here!													✓				
12. Link Four													✓				
13. Battleships													✓				
<b>MEASUREMENT – LENGTH, WEIGHT AND CAPACITY</b>																	
1. Half-job Harry											✓						
2. Bricklayer Bridget											✓						
3. Peaceful Park											✓						
4. Fish Tank Fun											✓						
5. Rainforest Trek	•			•							✓						
6. Calculating Capacity	•			•							✓						
7. Pesky Parallelograms and Tricky Triangles											✓						
8. Ruben's the Rubik's Cube Champ											✓						
<b>MEASUREMENT – TIME</b>																	
1. Television Guide											✓						
2. Wacky Water Guide											✓						
3. Andrea's Adventure											✓						
<b>STATISTICAL INVESTIGATION</b>																	
1. Decision Making																	✓
2. Sports Shed	•				•												✓
3. Movie Survey																	✓
4. Amusing Data																	✓
5. How Tall Am I?																	✓
6. Where would you Live?																	✓
7. Interschool Talent Show																	✓
8. Truthful or Misleading?																	✓
9. Which Graph?																	✓
10. Viva Espana!																	✓