
Math Mammoth Place Value 3

Contents

Introduction	4
Thousands	6
Four-Digit Numbers and Place Value	10
Which Number is Greater?	14
Mental Adding and Subtracting	16
Add Four-Digit Numbers with Regrouping	20
Subtract Four-Digit Numbers with Regrouping	22
Rounding to the Nearest Hundred	26
Rounding	29
Estimating	32
Word Problems	35
Review	38
Answers	40
More from Math Mammoth	49

Introduction

Math Mammoth Place Value 3 covers 4-digit numbers (numbers with thousands), and adding and subtracting them. We also study rounding and estimating, which are very important skills for everyday life.

First, students learn 4-digit numbers, place value—breaking numbers such as 3,498 into thousands, hundreds, tens, and ones—and comparing 4-digit numbers. Next, they practice some mental addition and subtraction with 4-digit numbers. The lesson stresses the similarities between adding and subtracting 4-digit numbers and adding and subtracting smaller numbers. Practicing mental math also helps to build number sense.

We also study regrouping in addition and subtraction, using 4-digit numbers. If you purchased the download version, you can make more worksheets for addition and subtraction using the accompanying worksheet maker.

The last major topics in this chapter are rounding numbers to the nearest hundred and estimating. Students also get to do some more word problems.

I wish you success with math teaching!

Maria Miller, the author

Helpful Resources on the Internet

Use these free online resources to supplement the “bookwork” as you see fit.

Base 10 Blocks from National Library of Virtual Manipulatives

Place enough thousand cubes, hundred-flats, ten-sticks, and one-blocks in the work area to show given numbers. Choose “Columns = 4” to restrict the program to four-digit numbers.

http://nlvm.usu.edu/en/nav/frames_asid_152_g_1_t_1.html?from=category_g_1_t_1.html

Maths Teacher's Toolkit

Use the place value calculator for this level to practice place value with 4-digit numbers. Some of the other tools are too easy for the focus of this chapter.

<http://www.crick.northants.sch.uk/Flash%20Studio/cfsmaths/Toolkit/Toolkit.htm>

Cookie Dough

Practice naming big numbers.

<http://www.funbrain.com/numwords/index.html>

Can you say really big numbers?

Enter a really big number, try to say it out loud, and see it written.

<http://www.mathcats.com/explore/reallybignumbers.html>

Line Dry Game

Fill in a missing number on the clothesline based on different skip-counting patterns.

<http://www.fuelthebrain.com/Game/play.php?ID=15>

Maximum Capacity

Drag as many gorillas as you can into the elevator without exceeding the weight capacity of the elevator. You will have to use your quick addition, estimation, and number sense skills.

<http://www.mrnussbaum.com/maximumcapacity.htm>

Place Value Puzzler

Place value or rounding game. Choose “easy” place value or “easy” rounding for this level. You will need to click on the required place value in a number, or type in the answer for rounding.

<http://www.funbrain.com/tens/index.html>

Rounding Sharks

You will be asked to round numbers in the thousands to the nearest hundred. Click on the shark that has the number rounded correctly.

<http://www.aaamath.com/B/est.htm>