

ARBs collections - Maths Level 4

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Collection of Mathematics ARBs at Level 4

The ARBs are an online repository of resources designed for teachers to use in the classroom for Maths, English, and Science.

Here is a collection of formative assessment resources for learning at Level 4.

Resources can be downloaded (to be completed on paper), or students can complete them online. At the end of the task, students can email or download their results.

Number	Measurement	Transformation, Maps and Coordinates	Statistics and probability
Buying some gear <i>Paper/Digital</i> Add up amounts of money including dollars and cents.	Fencing paddocks <i>Paper/Digital</i> Work out the perimeter of different polygon shapes.	Compass points <i>Paper/Digital</i> Identify towns and cities on a map using compass points.	Who is using social media <i>Paper/Digital</i> Interpret bi-variate data on a bar graph to answer questions about social media and age of users.
Comparing prices <i>Paper/Digital</i> Use addition and multiplication to work out the cheapest of several price options.	Finding area and perimeter <i>Paper/Digital</i> Calculate the perimeter and area of three composite shapes.	Distance and bearing <i>Paper/Digital</i> Record, in a table, the compass bearings of objects shown on a submarine radar screen.	Stopping distances <i>Paper/Digital</i> Interpret a bar chart that shows the stopping distance of cars and are asked which car is safe and why.
On the Job <i>Paper</i> Show how to calculate multiplication problems with multi-digit numbers.	Different sized capacities <i>Digital</i> Order litre and millilitre capacities from smallest to largest, compare given capacities and explain how they know whether one is larger/smaller or the same.	Decoding co-ordinate references <i>Paper/Digital</i> Use co-ordinates to identify a coded message.	Camp dinners <i>Paper/Digital</i> Work out and count the different meal combinations available as shown in a tree diagram.
Farm animals <i>Paper</i> Find fractions of numbers of different farm animals and put them in their simplest form.	Changing weights <i>Paper/Digital</i> Convert units of weight - grams and kilograms - to answer questions a range of food items.	Symmetrical objects <i>Paper/Digital</i> Draw lines of symmetry on everyday objects.	Streets or roads <i>Paper/Digital</i> Decide if a graph is suitable to display category data and explain the reasons.
Eating fractions of a cake <i>Paper</i> Answer questions involving adding and subtracting fractions of cake.	Sending soccer balls	Scale factor enlargements <i>Paper - practical task</i> Enlarge shapes by whole number scale factors.	Coin throws <i>Paper/Digital</i> Identify the most likely combination of throws
Building		Enlarging shapes II <i>Paper - practical task</i>	

Percentages II

Paper

Convert heights of a building into the percentage of the given total height, explaining how they solved some conversions.

Paper/Digital

Calculate the weight for different numbers of soccer balls and calculate the weight for a given number of soccer balls.

Area Section II

Paper/Digital

Use the scaled plan of a property to calculate the area of the pool, house, and lawn.

Soccer and netball

Paper/Digital

Use a diagram of a netball court and soccer field to calculate area.

Enlarge the net for a box by a scale factor of 3.

for a fair coin, and explain their reasons.

Two dice games I

Paper - Practical task

Predict whether two dice games are fair and give their reasons. They then play each game (investigate) fifty times and explain their results.

Four dice games I

Paper - Practical task

Play a game with four dice, calculate the probability of winning the game, comment on how to get a more accurate estimate of the probability, and explain whether the game is fair based on their results.