11 5 × 4

2 1

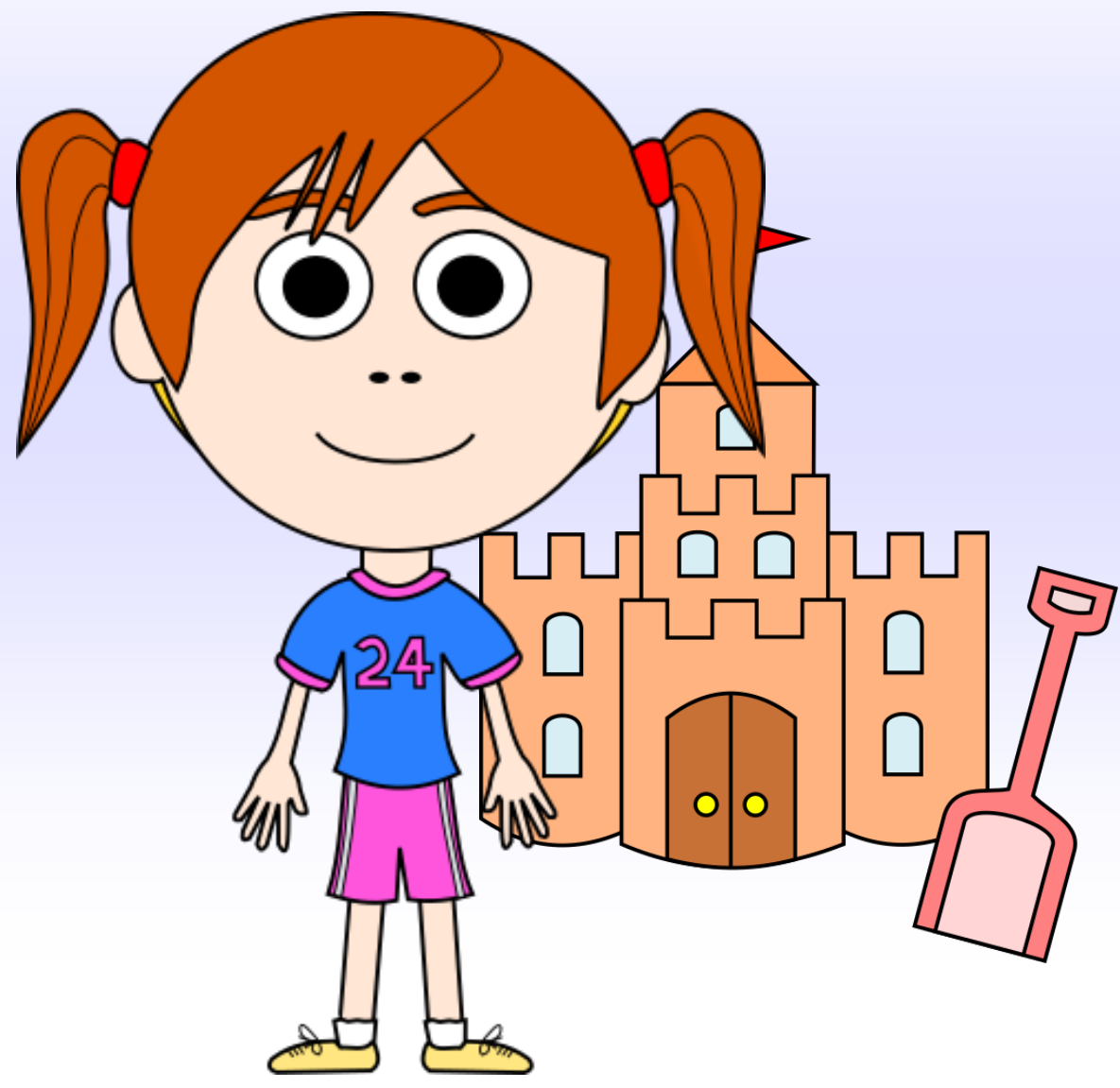# Summer
Math Puzzles
for Fourth Grade

8 12

9 +

- 3

Yvonne and Brian Crawford

13 6

0 7 14

2   x   5   1

Summer Math Puzzles
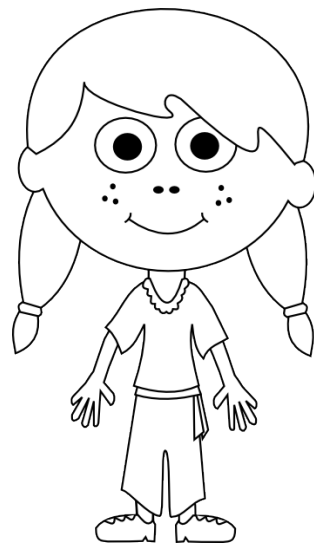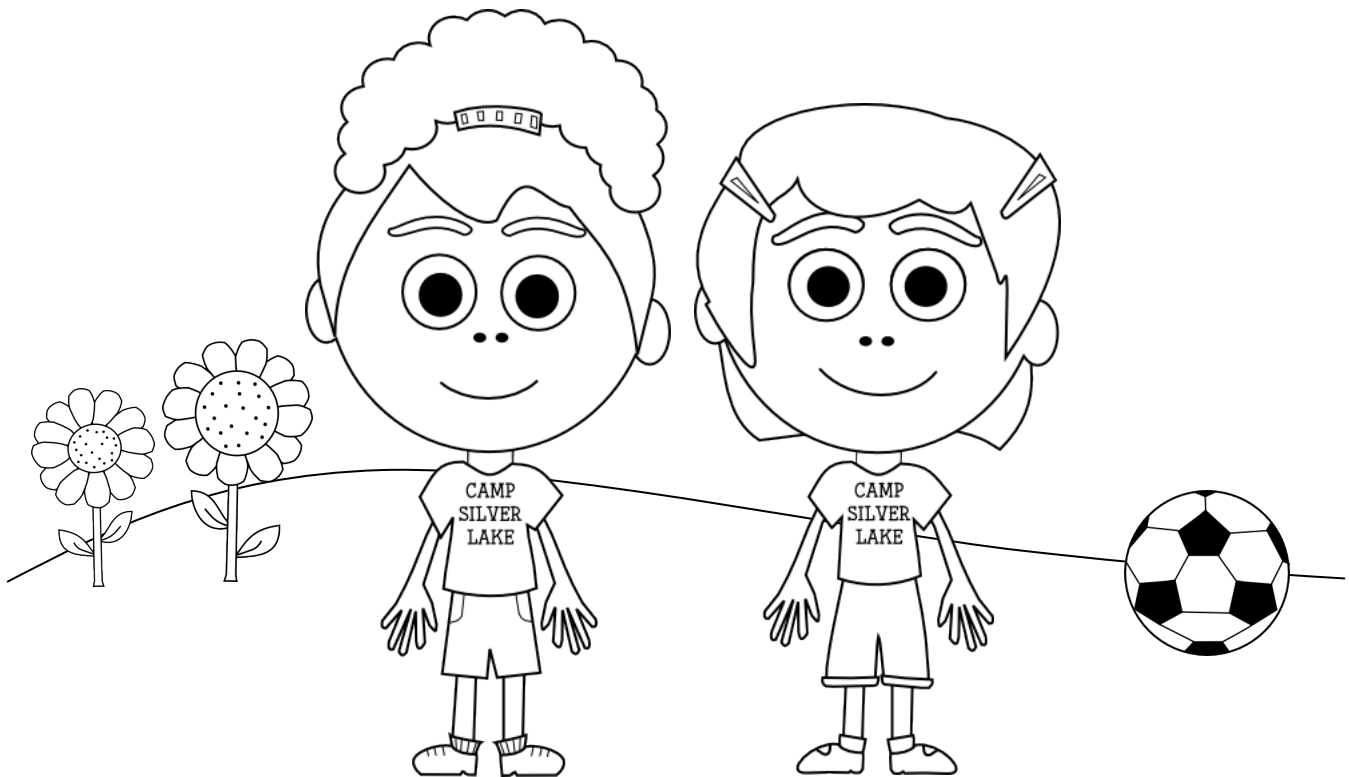# Table of Contents

8   4   9   +   3   -

7   0   ÷   6

Math Stories

4.NBT.5 Multiply a whole number of up to four digits by a one-digit whole number, and multiply two two-digit numbers, using strategies based on place value and the properties of operations. Illustrate and explain the calculation by using equations, rectangular arrays, and/or area models.

4.NBT.6 Find whole-number quotients and remainders with up to four-digit dividends and one-digit divisors, using strategies based on place value, the properties of operations, and/or the relationship between multiplication and division. Illustrate and explain the calculation by using equations, rectangular arrays, and/or area models.

Math Stories

Math Stories combine reading and mathematics in a fun and silly way! Until you solve the math problems, you'll never know how the story goes… only by using math can you find out what words you need to use to fill in the blanks and complete the story.

Instructions

1. Read the stories aloud.

2. When you come to a blank, answer the math problem for the blank in question. For example, if the blank is labeled "1.", answer the math problem labeled "1."

3. When you find the answer to the math problem, look to see what line of text that answer corresponds to. For example, if you solve the problem 12 ÷ 3 and find the answer to be 4, look underneath the problem for the word or words that are listed beside the answer of 4.

4. Enter the word in the blank in the story.

5. Continue reading the story until you reach the next math problem.
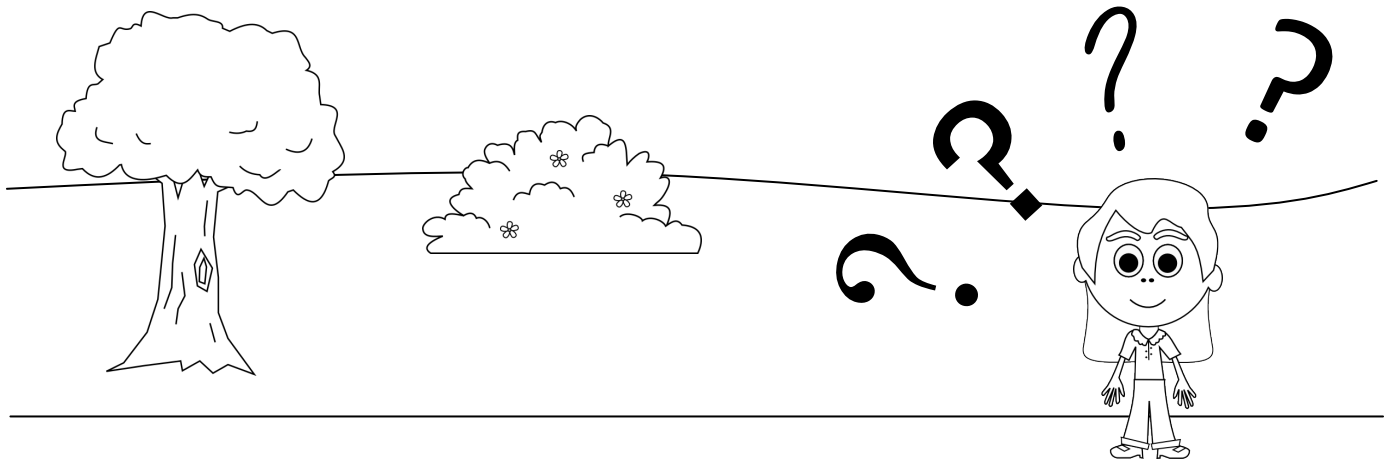
Math Story #1
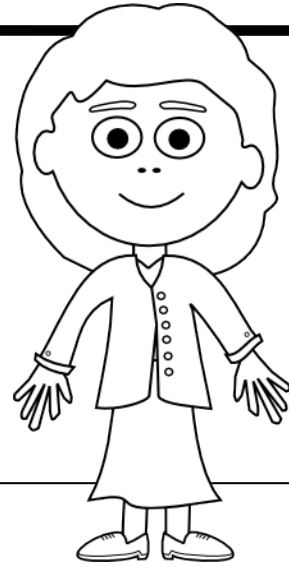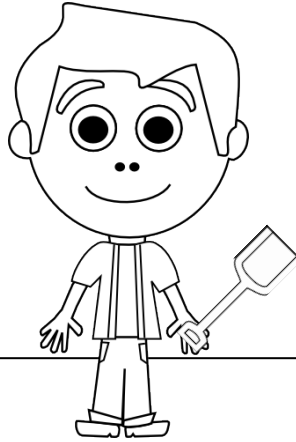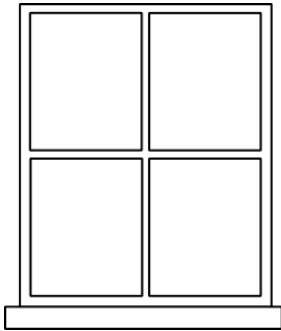
A Day at the Beach

"Get ready," said Noah's mom. "We're going to go to the _____ !"
                                    1

Noah was very excited. The _____ was out
                              2
and the weather was beautiful. He was going to

have a wonderful day playing in the _____ !"
                                        3

① 210 ÷ 10 =	② 245 ÷ 7 =	③ 99 ÷ 9 =
29 - store	35 - sun	12 - cookie dough
21 - beach	31 - moon	10 - slime
28 - garbage dump	37 - pizza	11 - sand
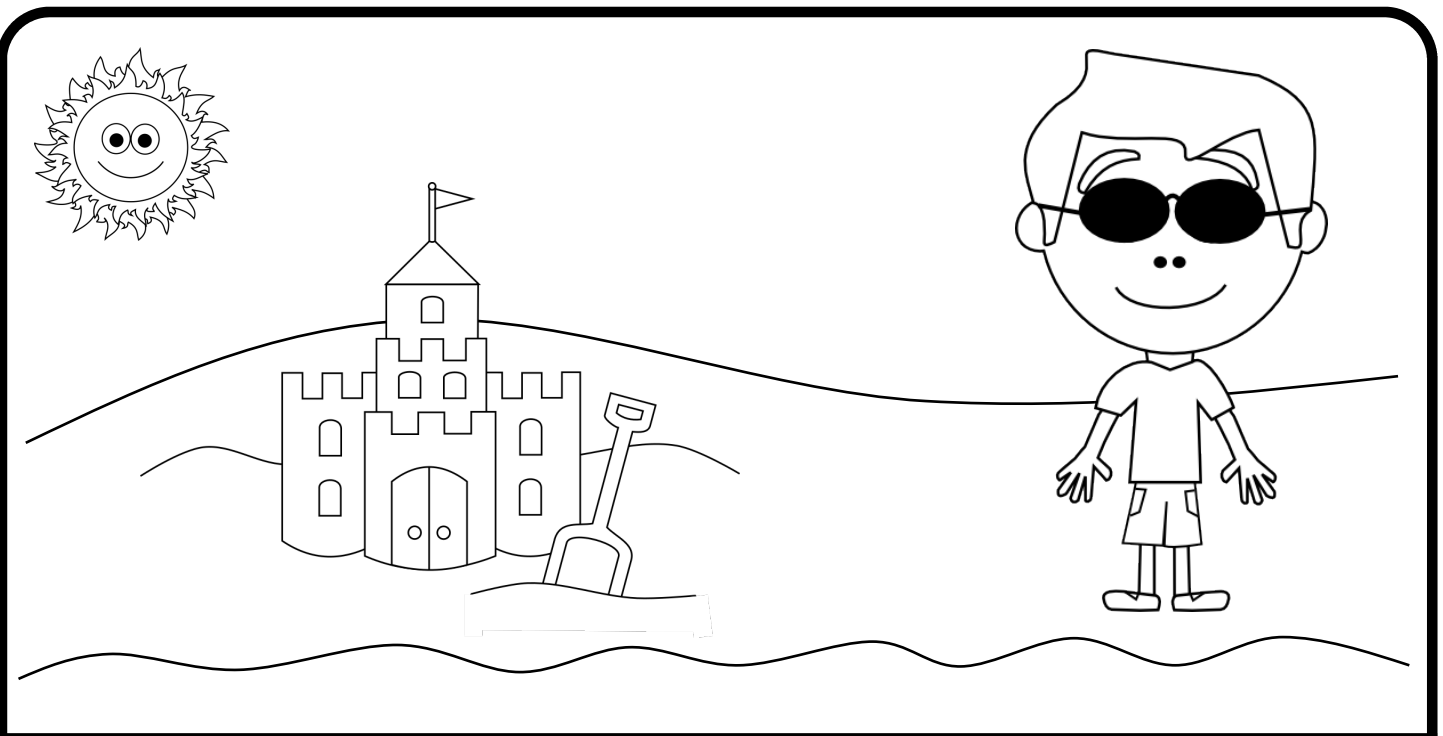
When they got to the beach, it was very hot.

Noah's mom put _____ on Noah to protect
4

him from the sun. Then Noah ran and jumped

into the biggest _____ . He felt very happy!
5

He was so glad to be having fun in the sun in

the _____ !"
6

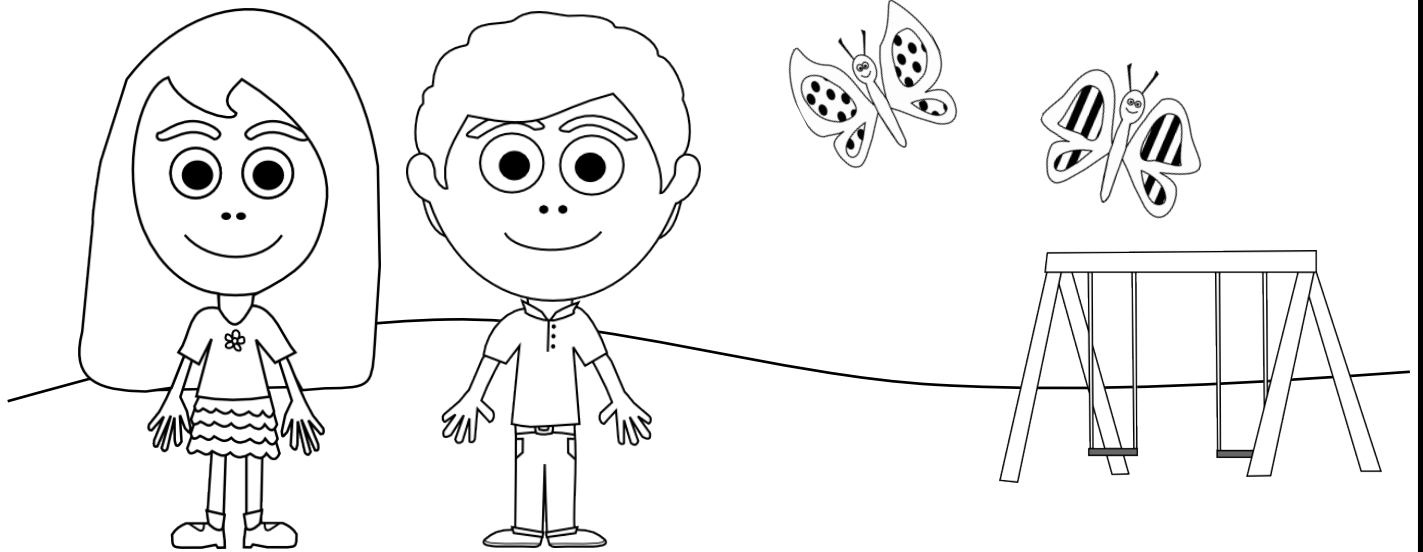| ④ 210 ÷ 6 =	⑤ 352 ÷ 8 =	⑥ 234 ÷ 9 =
35 - sunscreen	43 - puddle	35 - parking lot
33 - toothpaste	44 - wave	31 - wintertime
34 - pickle juice	41 - pile of leaves	26 - summertime

Draw a picture of how your story **A Day at the Beach** turned out after you had solved all of the math problems. Did you like the story? Did it end like you thought it would?
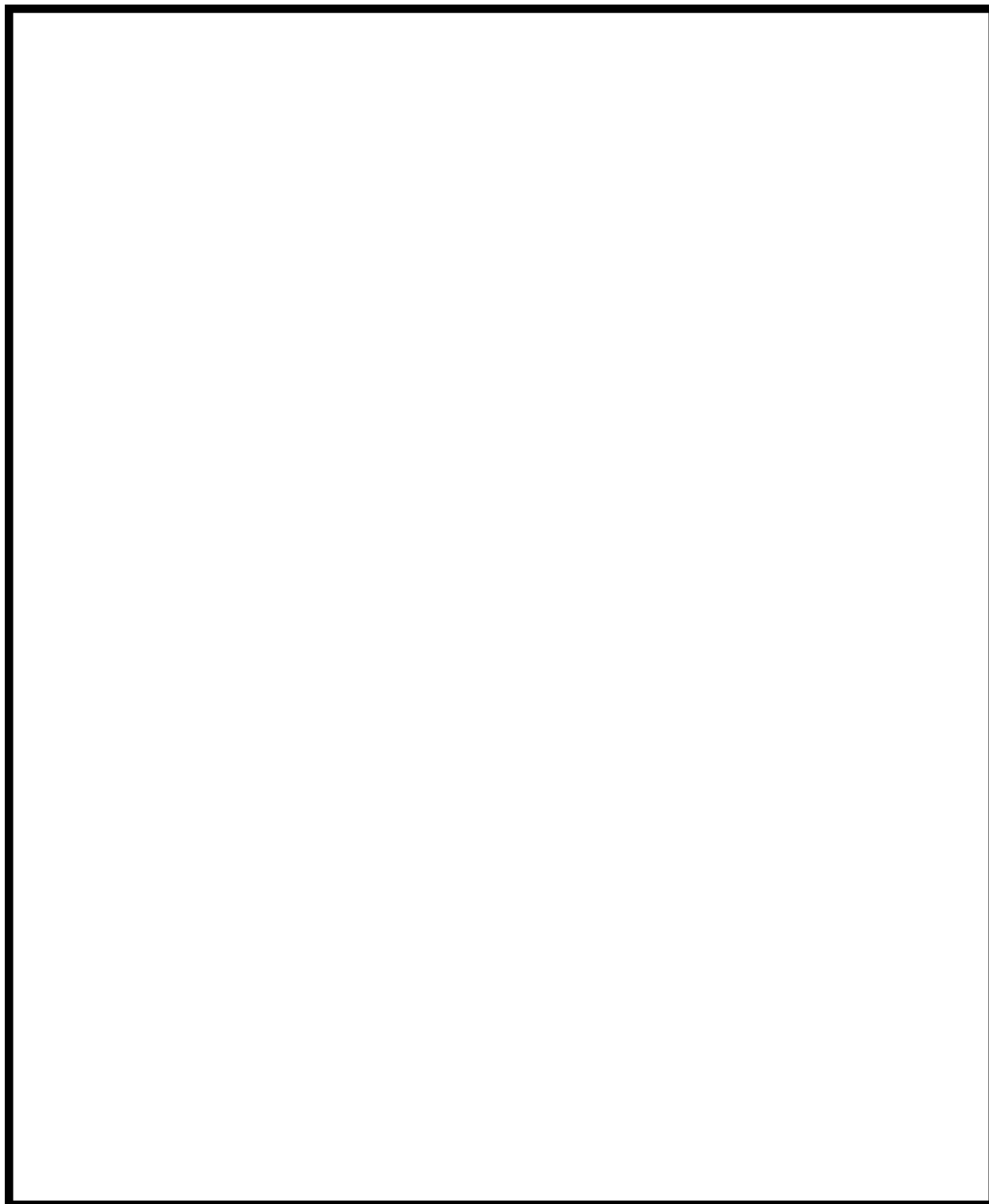
Playing at the Park

Adelaide and Brendan were playing in the _____.
                                                1

They had just finished having fun on the swings when

Adelaide saw something small and _____ .
                                        2

" _____ " said Adelaide. "What's that?"
      3

1 36 x 6 =

216 - playground

256 - swimming pool
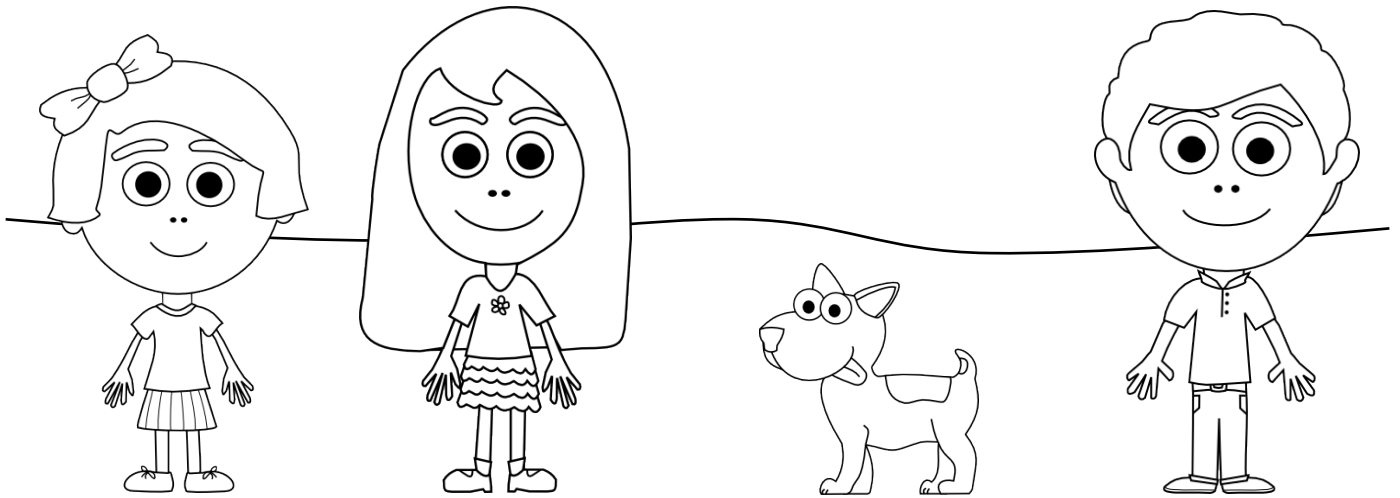
220 - forest

2 23 x 7 =

166 - slimy

161 - furry

149 - purple

3 8 x 23 =

189 - Jeepers!

195 - Pumpkins!

184 - Look!

Adelaide and Brendan ran over to see what they had found. It was a tiny _____ ! It started
4
licking their _____ . They played with it for a
5
while until a little girl walked up to them.

"You found my lost dog, _____ ! Thank
6
you!" She joined them and they played together for the rest of the afternoon.

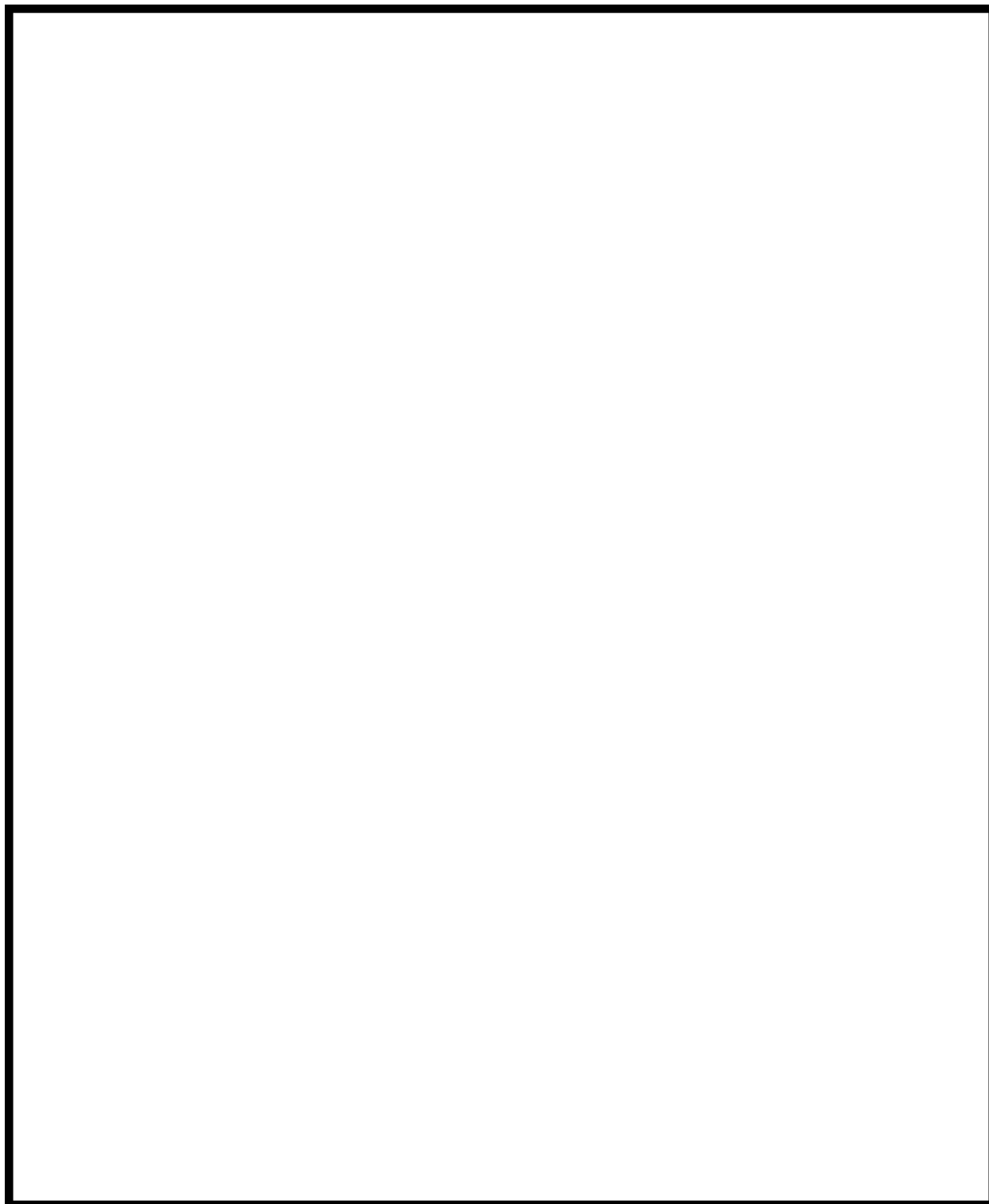| ④ 63 x 5 =	⑤ 51 x 4 =	⑥ 3 x 73 =
295 - kitten	216 - feet	219 - Spot
311 - alien	204 - fingers	217 - Peanut
315 - puppy	211 - popsicles	239 - Finklebop

Draw a picture of how **A Mysterious Math Story** turned out after you had solved all of the math problems. Did you like the story? Did it end like you thought it would?

Bubble Math
Comparing Numbers
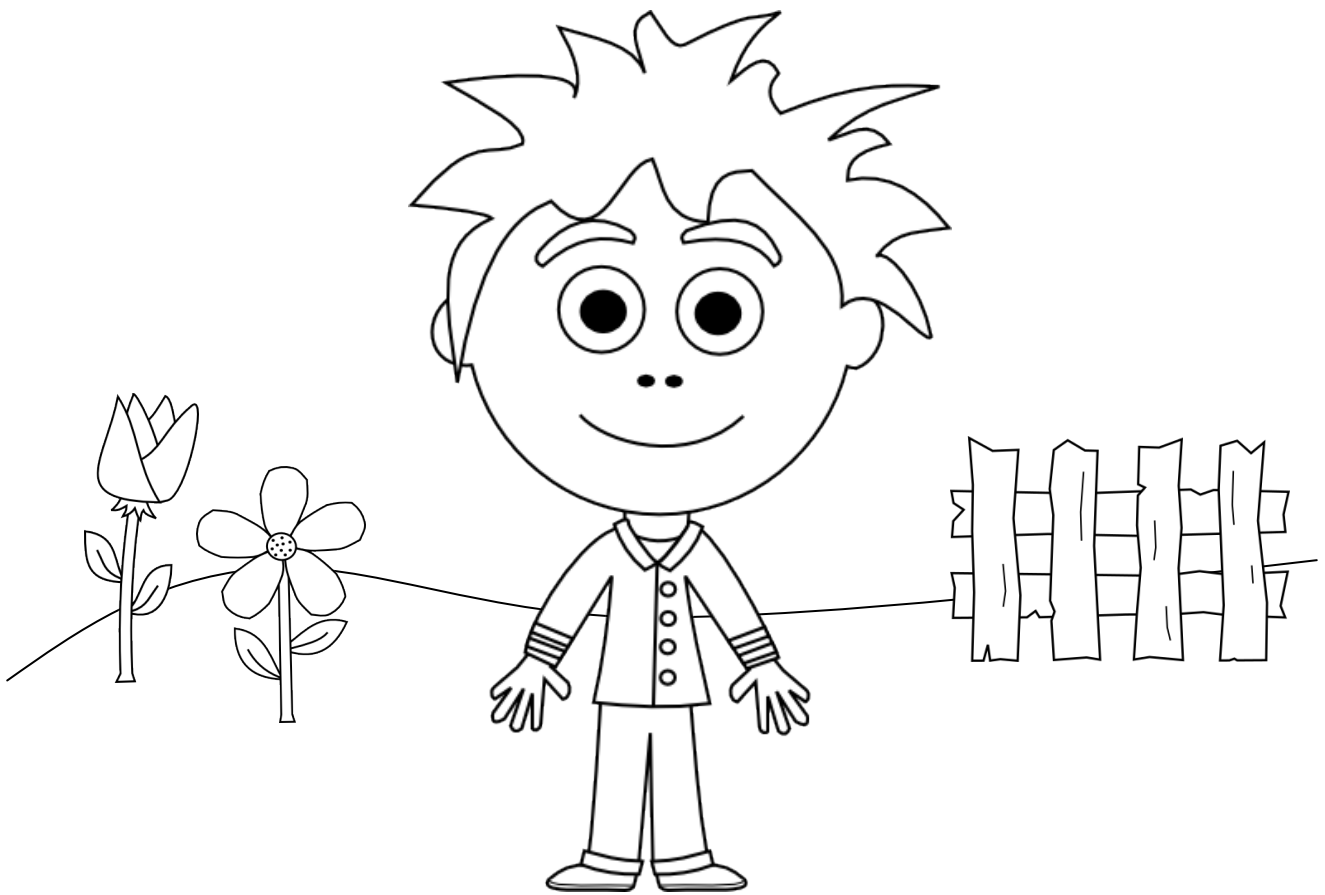
4.NF.2 Compare two fractions with different numerators and different denominators, e.g., by creating common denominators or numerators, or by comparing to a benchmark fraction such as 1/2. Recognize that comparisons are valid only when the two fractions refer to the same whole. Record the results of comparisons with symbols >, =, or <, and justify the conclusions, e.g., by using a visual fraction model.

# Comparing Numbers

Instructions

1. Compare the decimals on the basket to all of the decimals that are in the bubbles above the basket. Read the directions on the basket to figure out which bubbles you should color.

2. What picture did you create out of the bubbles?

Note: You can suggest for your students to color the bubbles on the first printable in **black**. For the second printable, you can suggest for your students to color in the bubbles in **brown**.
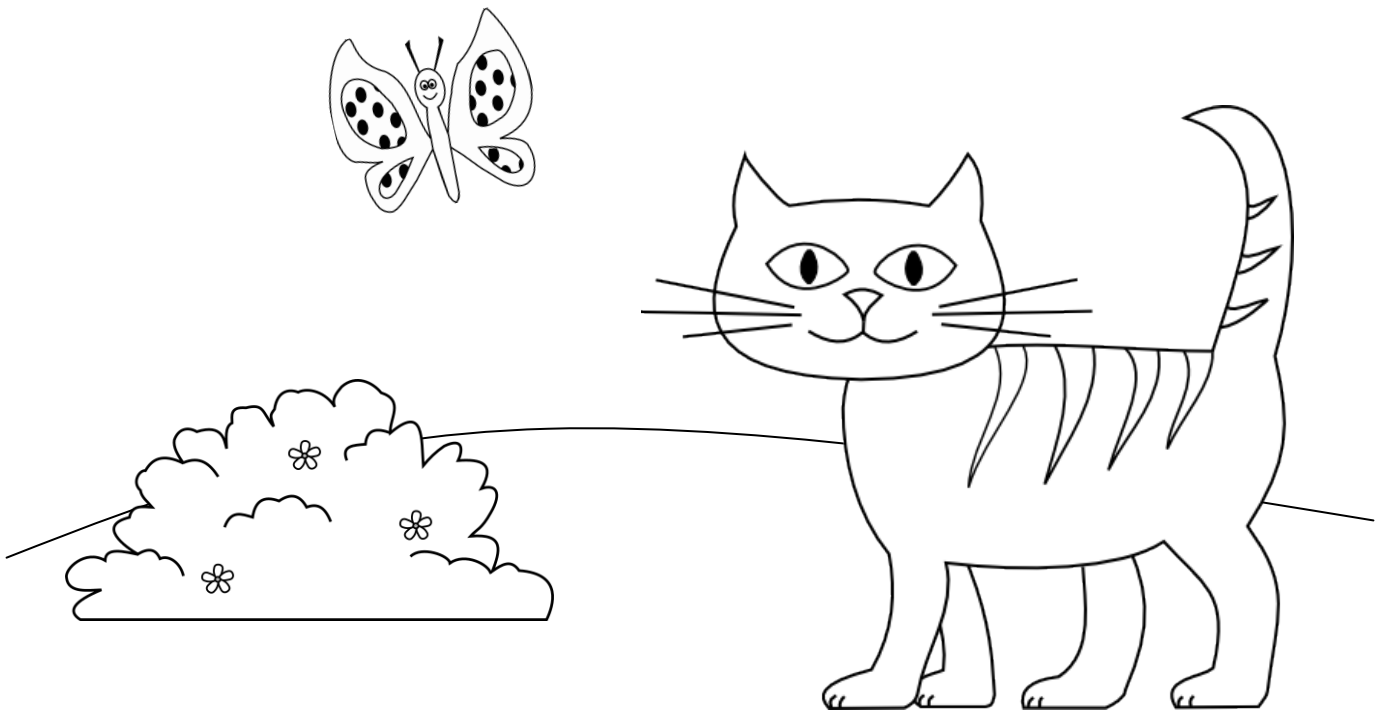
1/8	2/8	1/7	1/6	1/9	3/8
2/9	3/8	3/3	5/8	2/5	1/6
1/4	6/8	2/2	8/9	1/2	3/9
3/7	6/7	3/6	4/8	2/4	2/6
1/5	2/5	1/2	3/5	1/7	1/8
3/4	7/8	5/6	2/3	4/5	1/1
1/4	2/8	2/9	2/7	1/6	1/9

Color bubbles that are greater than or equal to:

1/2

11/12 1/1 5/5 4/7 6/7 8/9 6/11 6/8 8/8

9/11 4/7 7/8 8/10 3/3 4/9 3/11 1/8 2/2

2/3 4/6 2/2 5/8 5/6 2/10 2/12 2/7 6/9

6/6 5/9 7/9 3/3 9/10 3/8 1/5 1/12 1/1

6/7 7/11 5/5 3/4 7/7 9/9 6/8 4/4 6/6

6/10 5/6 7/9 6/8 11/12 7/10 8/9 5/8 5/7

2/3 1/10 4/6 1/7 8/11 1/3 9/10 1/11 2/2

3/9 1/1 2/8 4/4 3/12 1/1 2/6 4/7 1/6

5/9 3/9 6/6 2/11 3/3 4/9 7/7 2/9 9/10

1/4 5/9 2/5 5/8 2/9 6/9 6/11 9/11 1/9

Color bubbles that are less than or equal to:

1/2

Picture Math
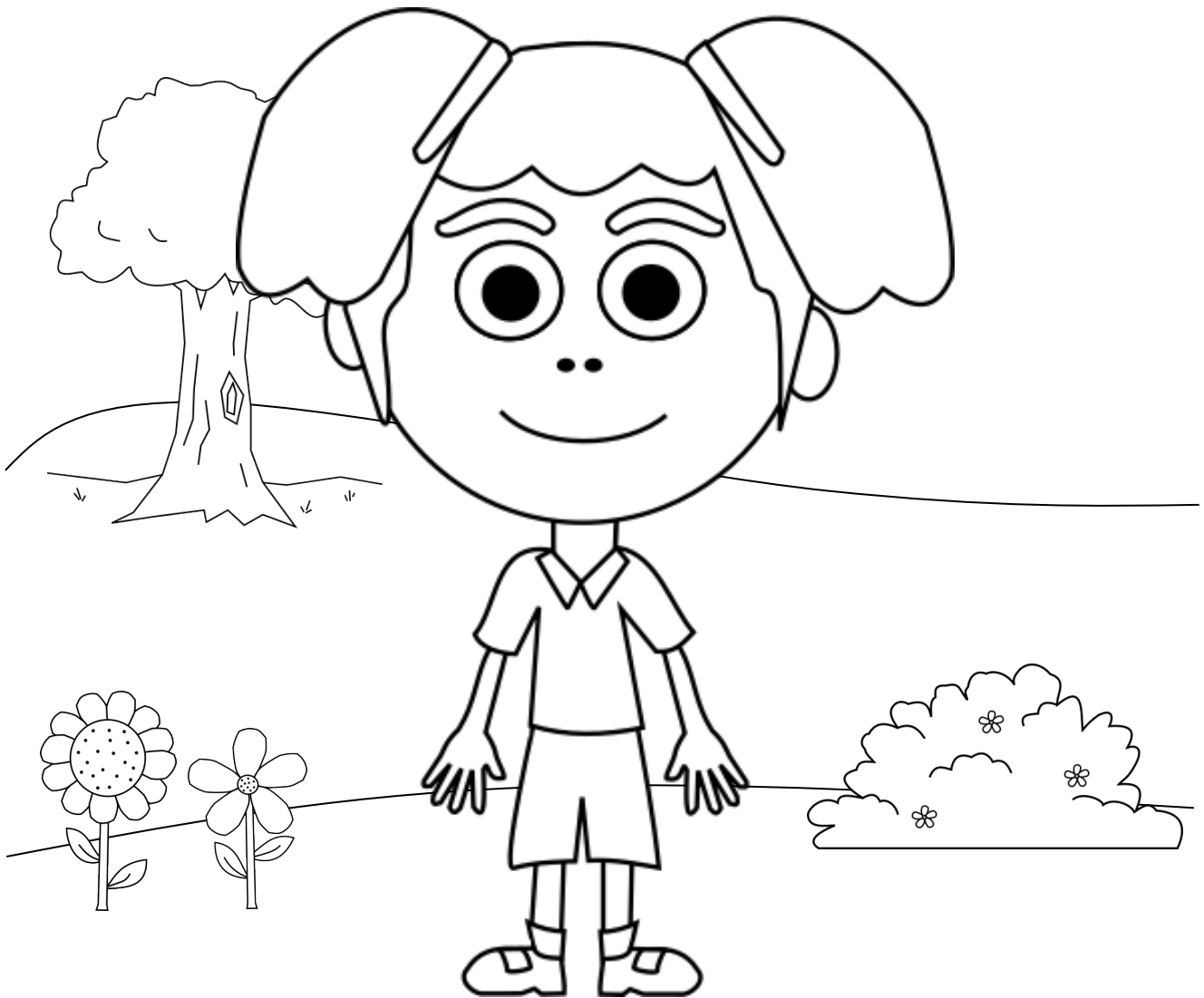
**4.NBT.6** Find whole-number quotients and remainders with up to four-digit dividends and one-digit divisors, using strategies based on place value, the properties of operations, and/or the relationship between multiplication and division. Illustrate and explain the calculation by using equations, rectangular arrays, and/or area models.

Picture Math

Draw a picture using equal parts imagination... and math!

Instructions

1. Solve the first math problem in the list.

2. Take a look at the scene where you are instructed to do your drawing. For each math problem, there will be a corresponding direction. For example, you might be directed to use the answer you come up with in a math problem to draw that number of plates in the math scene. So for example, if you solve 2 + 3 and get an answer of 5, you would draw 5 plates in the math scene.

3. Move on to the next math problem, and the next group of items to draw in your math scene!

4. Feel free to be creative and draw whatever else you'd like to draw in your math scene.
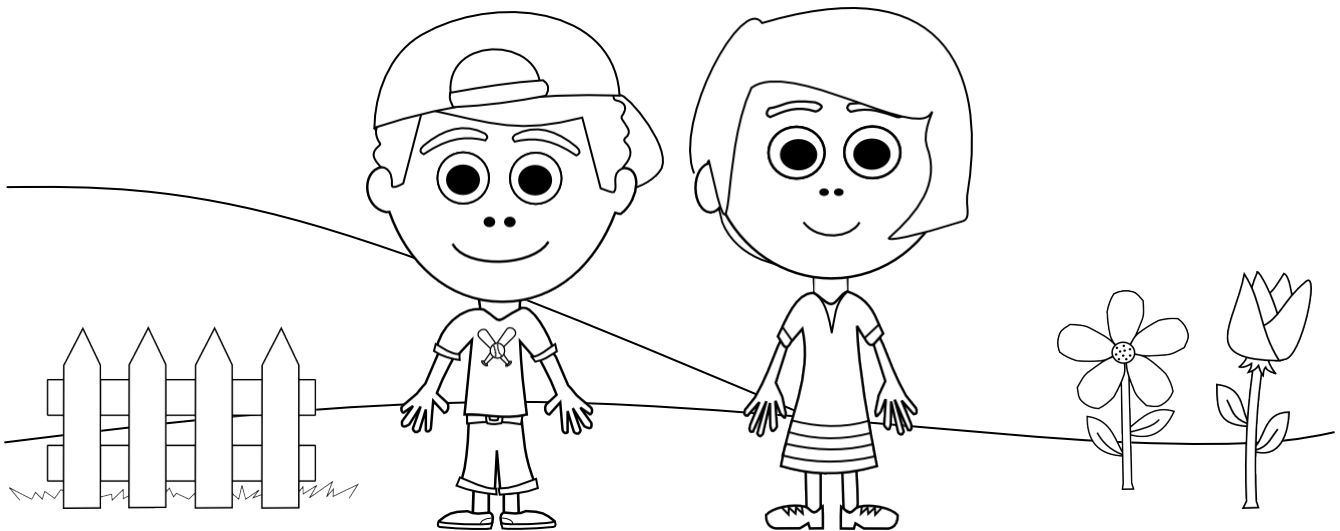
Picture Math
At the Beach

Solve the problems below and then draw that many of the item that is listed next to the problem on the beach scene on the next page.

$50 \div 10 =$ _____

beach balls

$95 \div 19 =$ _____

sailboats

$72 \div 18 =$ _____

birds in the sky

$90 \div 15 =$ _____

sand castles

$60 \div 15 =$ _____

palm trees

$36 \div 6 =$ _____

starfish

$75 \div 15 =$ _____

beach towels

$48 \div 2 =$ _____

shells

At the Beach
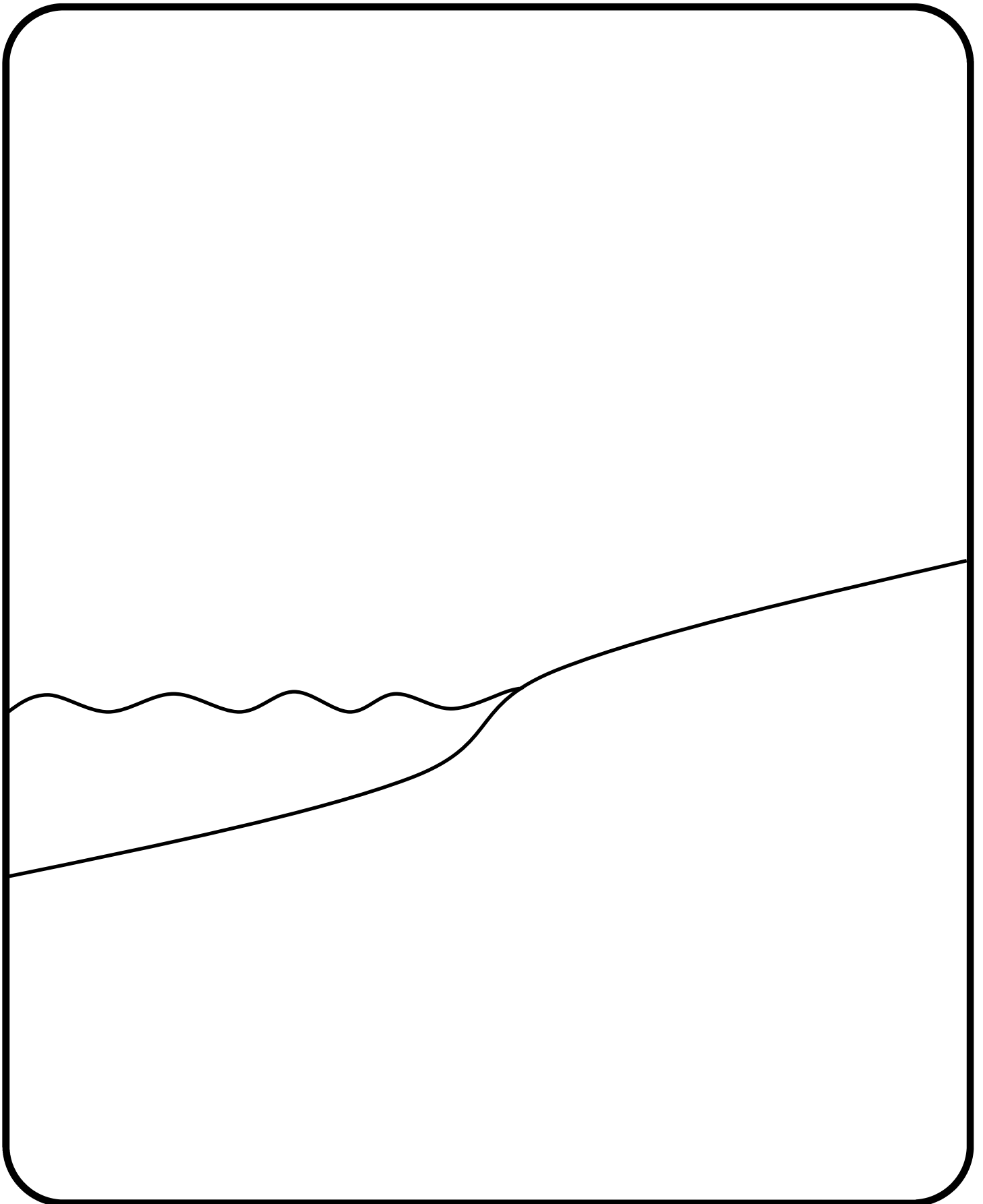
Picture Math
In the Park

Solve the problems below and then draw that many of the item that is listed next to the problem on the park scene on the next page.

108 ÷ 9 = _____

flowers

100 ÷ 50 = _____

kids

42 ÷ 14 = _____

trees

57 ÷ 19 = _____

dogs

63 ÷ 7 = _____

birds in the trees

70 ÷ 14 = _____

cats

46 ÷ 23 = _____

kites in the sky

20 ÷ 10 = _____

bicycles

In the Park
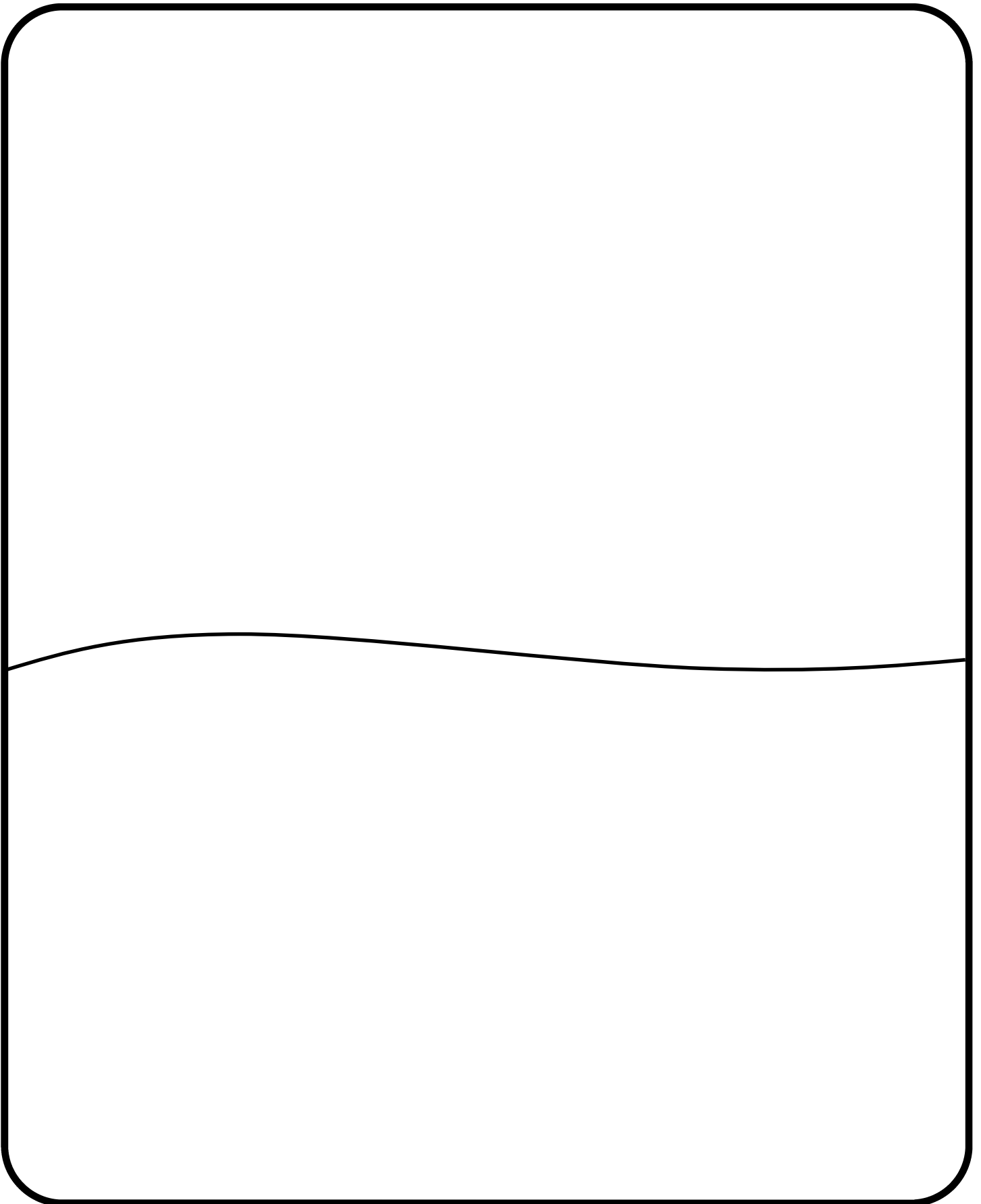
Math Grid Puzzles
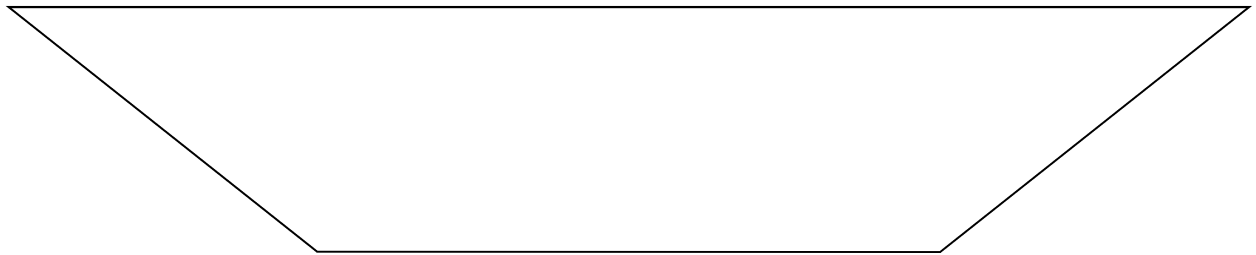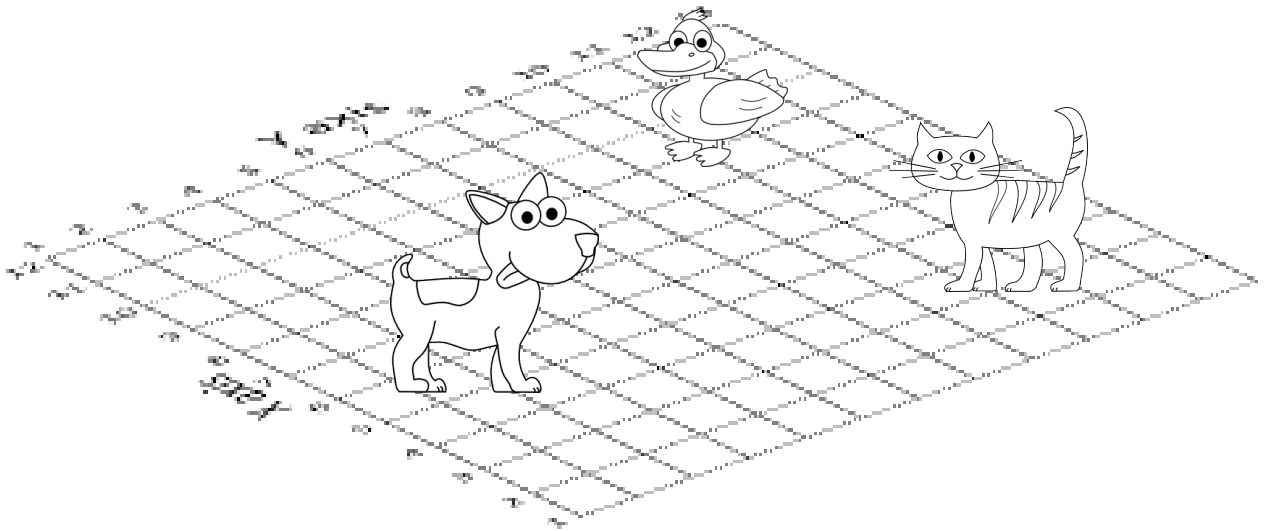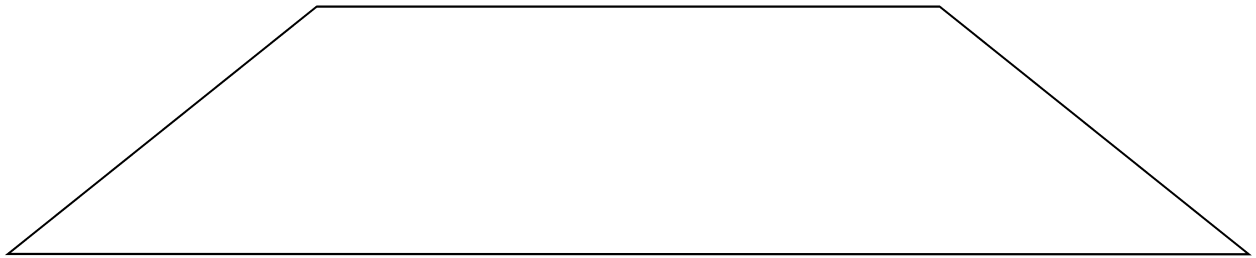
4.NBT.5 Multiply a whole number of up to four digits by a one-digit whole number, and multiply two two-digit numbers, using strategies based on place value and the properties of operations. Illustrate and explain the calculation by using equations, rectangular arrays, and/or area models.

Math Grid Puzzles

Draw different items onto a grid depending on the answers to math problems.

Instructions

1. Solve both of the math problems to find the X and Y coordinates of an item.

2. Find those coordinates on the math grid. For example, if the answer for the X coordinate is 2 and the answer for the Y coordinate is 5, move horizontally 2 blocks from the left hand side of the grid, and move vertically 5 blocks from the bottom of the grid. The block at (2,5) is the block you're going to use.

3. Draw the item that you've been asked to draw onto the grid in the location specified. Your drawing can be a little bigger than the grid block if you'd like to make it so, but make sure that your item is centered in the correct grid block.

4. Continue your work by drawing all of the different items onto the grid according to the X and Y coordinates you discover by solving the math problems.
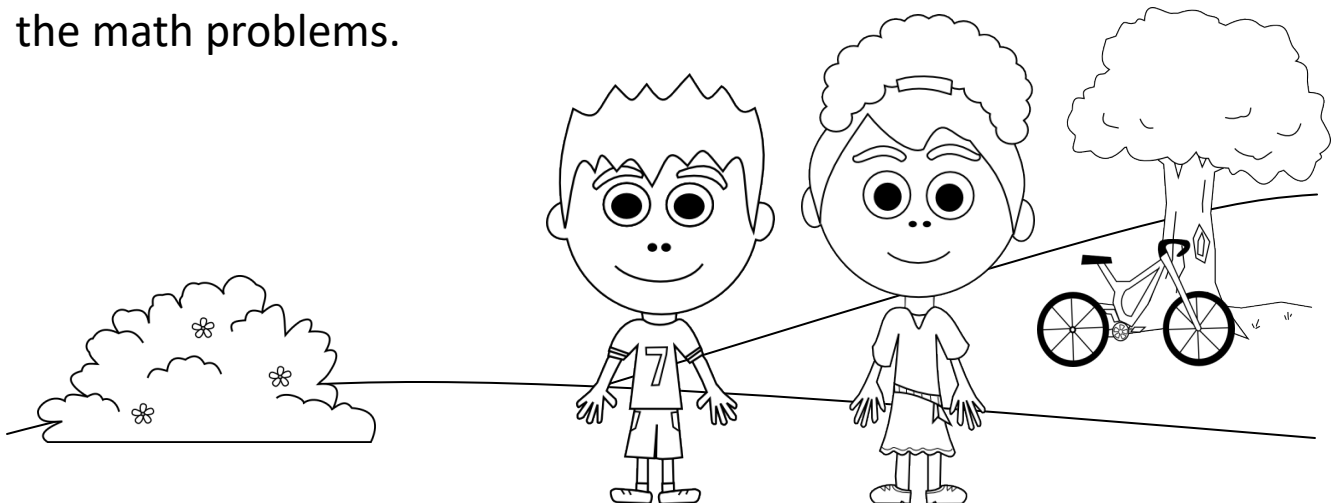
Lots of Animals Math Grid Puzzle

Answer the problems below and then draw the pictures onto the grid on the next page. The first answer gives the **x axis** and the second answer gives the **y axis**.

|	
6 x 11 = (x axis) 2 x 30 = (y axis) Draw a cat where these 2 coordinates meet.	5 x 13 = (x axis) 15 x 4 = (y axis) Draw a mouse where these 2 coordinates meet.
2 x 34 = (x axis) 33 x 2 = (y axis) Draw a dog where these 2 coordinates meet.	31 x 2 = (x axis) 62 x 1 = (y axis) Draw an elephant where these 2 coordinates meet.
71 x 1 = (x axis) 23 x 3 = (y axis) Draw a cow where these 2 coordinates meet.	16 x 4 = (x axis) 35 x 2 = (y axis) Draw a bird where these 2 coordinates meet.
31 x 2 = (x axis) 67 x 1 = (y axis) Draw a frog where these 2 coordinates meet.	10 x 6 = (x axis) 21 x 3 = (y axis) Draw a zebra where these 2 coordinates meet.

Lots of Animals Math Grid Puzzle
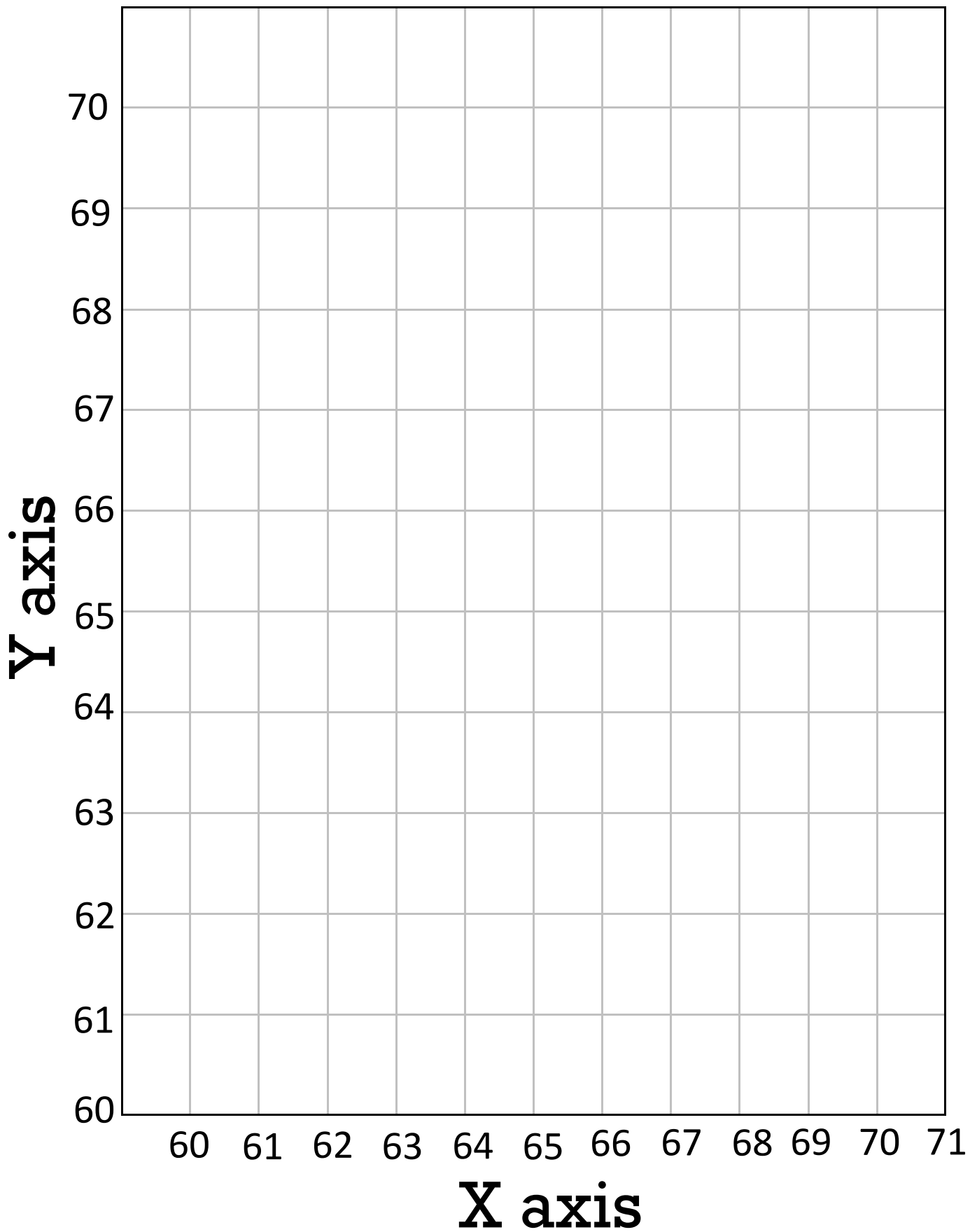
Summer Stuff Math Grid Puzzle

Answer the problems below and then draw the pictures onto the grid on the next page. The first answer gives the **x axis** and the second answer gives the **y axis**.

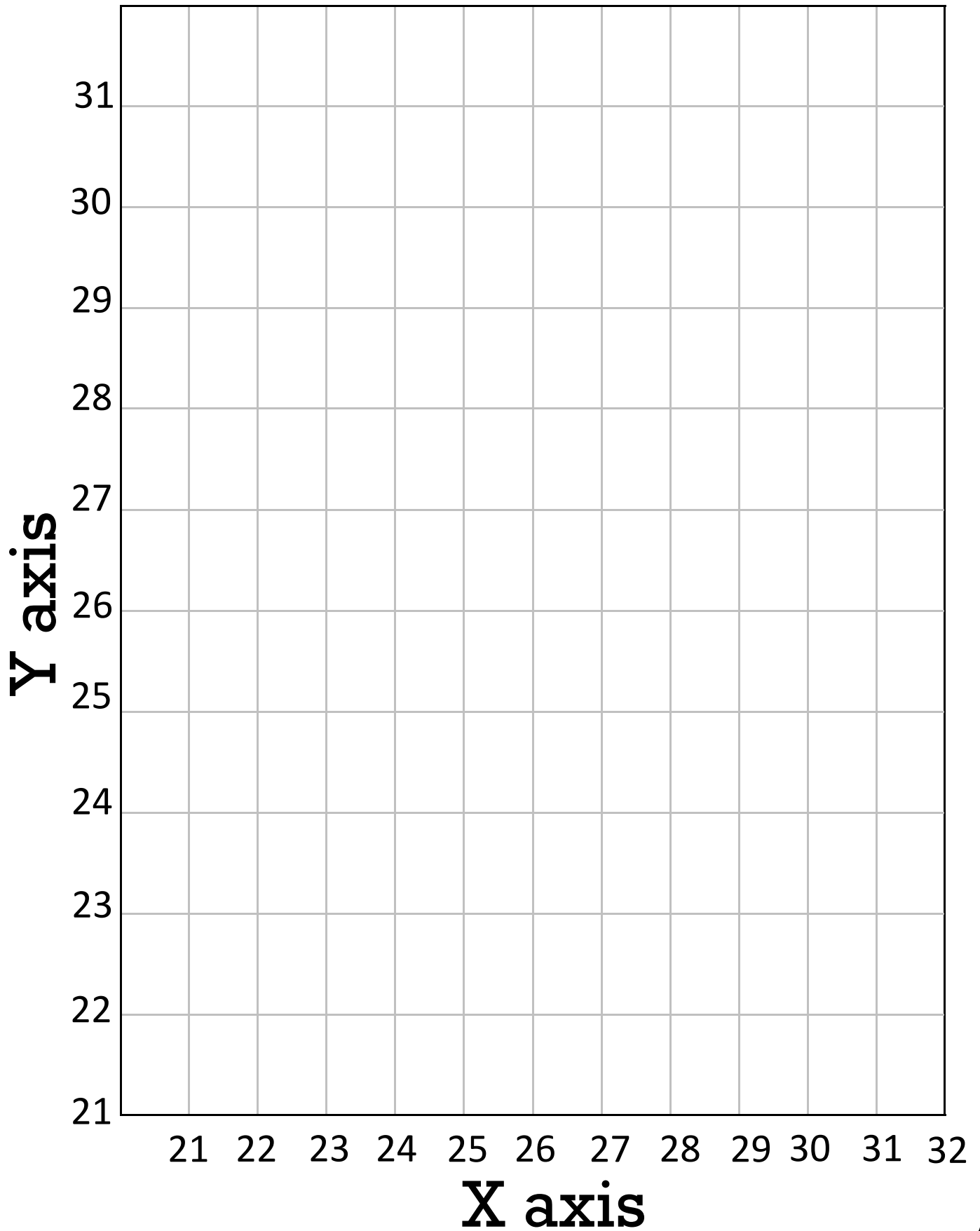|	
4 x 6 = (x axis) 15 x 2 = (y axis) Draw a popsicle at this intersection.	29 x 1 = (x axis) 3 x 10 = (y axis) Draw a sun at this intersection.
2 x 13 = (x axis) 1 x 27 = (y axis) Draw a beach ball at this intersection.	1 x 23 = (x axis) 10 x 3 = (y axis) Draw a flower at this intersection.
3 x 9 = (x axis) 2 x 11 = (y axis) Draw a bathing suit at this intersection.	9 x 3 = (x axis) 4 x 8 = (y axis) Draw a tent at this intersection.
3 x 7 = (x axis) 26 x 1 = (y axis) Draw a book at this intersection.	23 x 1 = (x axis) 1 x 23 = (y axis) Draw a glass of lemonade at this intersection.

Summer Stuff Math Grid Puzzle

Y axis

31
30
29
28
27
26
25
24
23
22
21

21 22 23 24 25 26 27 28 29 30 31 32

X axis
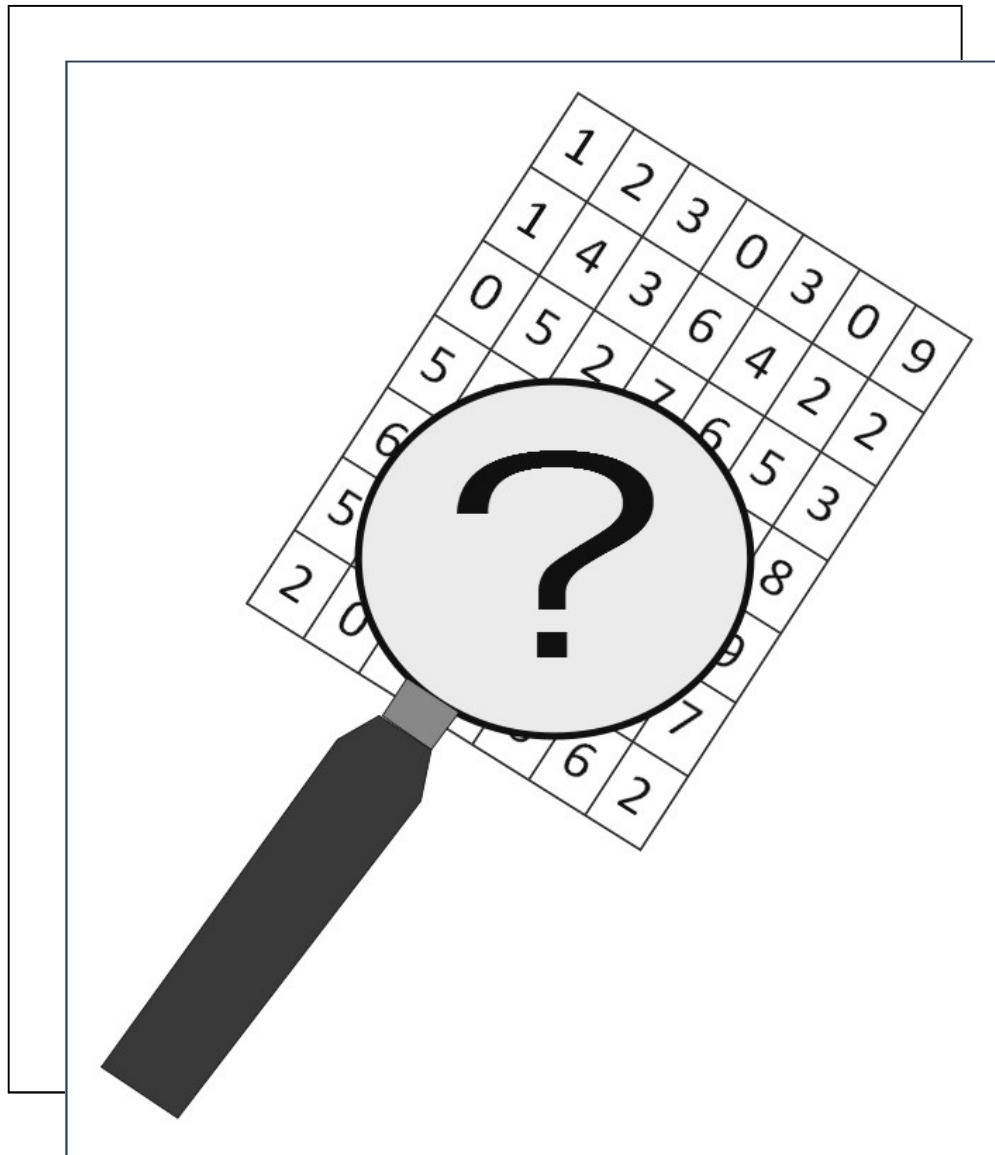
Math Number Search

4.NBT.4 Fluently add and subtract multi-digit whole numbers using the standard algorithm.

Math Number Search

Solve some math problems, then search for them in a grid full of numbers. It's like a word search puzzle, but for mathematics!

Instructions

1. Answer a math problem posed on the page.

2. Search for the math problem in the grid below the problems. Answers can be found **horizontally** (side to side), **vertically** (up and down) and also **diagonally**.

3. Continue answering the math problems and finding their answers in the number grid.
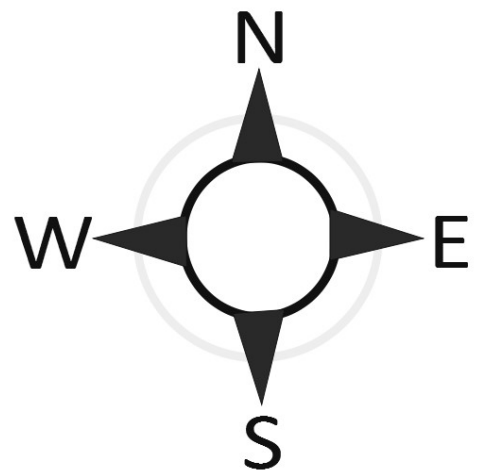
Beach Number Search

Solve the problems below, then find the answers to the problems in the number search grid.

1. (623 - 131) x 4 =

2. (294 - 210) x 2 =

3. (434 - 233) x 7 =

4. (399 - 127) x 3 =

5. (133 - 58) x 5 =

6. (52 - 21) x 6 =

7. (87 + 69) x 3 =

8. (75 - 29) x 4 =

9. (62 - 45) x 8 =

10. (78 - 44) x 9 =
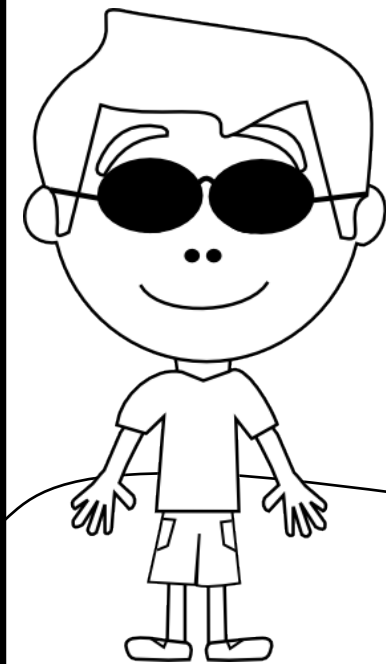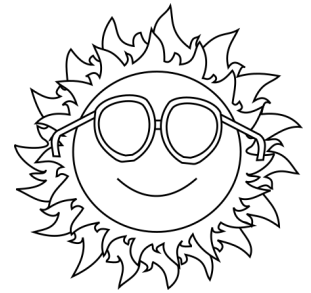
1	9	6	8	5	4	3
6	4	7	1	8	6	0
8	1	3	6	1	8	4
1	4	0	7	4	2	0
7	8	0	9	5	1	1
4	6	1	6	0	6	3
1	5	4	3	7	4	6
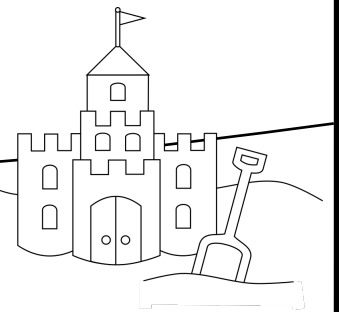
Fun in the Sun Number Search

Solve the problems below, then find the answers to the problems in the number search grid.

1. (933 - 392) x 5 =

2. (641 - 179) x 3 =

3. (539 - 67) x 6 =

4. (256 - 108) x 3 =

5. (212 - 200) x 4 =

6. (251 - 210) x 4 =

7. (248 - 159) x 6 =

8. (956 - 891) x 7 =

9. (442 - 371) x 5 =

10. (268 - 195) x 9 =
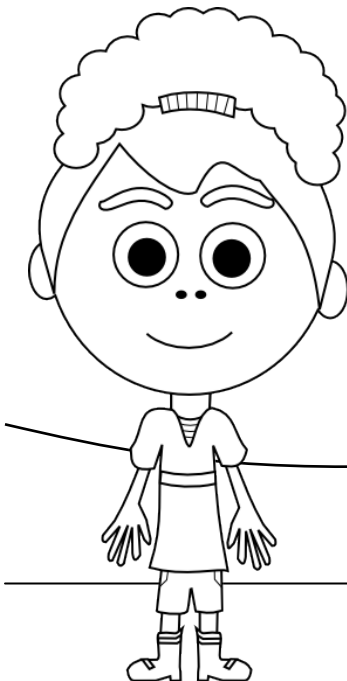
2	7	0	5	5	9
9	4	6	1	5	8
4	3	4	3	3	9
5	5	8	8	9	0
5	4	5	6	5	7
2	8	3	2	5	9
4	4	4	9	2	0
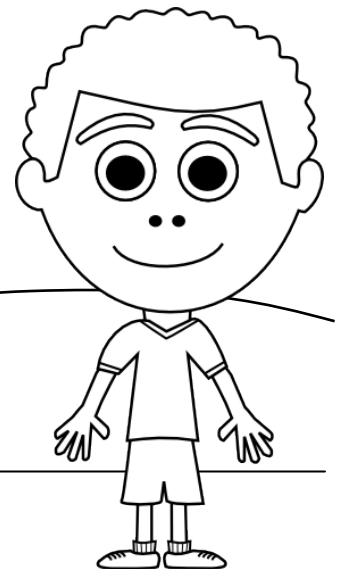
Answers

page 5

1. 21

2. 35

3. 11

page 6

4. 35

5. 44

6. 26

page 8

1. 216

2. 161

3. 184

page 9

4. 315

5. 204

6. 219

Answers

pg. 13 - ball on grass

1/8	2/8	1/7	1/6	1/9	3/8
2/9	3/8	3/3	5/8	2/5	1/6
1/4	6/8	2/2	8/9	.48	3/9
3/7	6/7	3/6	4/8	2/4	2/6
1/5	2/5	1/2	3/5	1/7	1/8
3/4	7/8	5/6	2/3	4/5	1/1
1/4	2/8	2/9	2/7	1/6	1/9

Color bubbles that are greater than or equal to:

1/2

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13

pg. 14 - sun over waves

11/12	1/1	5/5	4/7	6/7	8/9	6/11	6/8	8/8
9/11	4/7	7/8	8/10	3/3	4/9	3/11	1/8	2/2
2/3	4/6	2/2	5/8	5/6	2/10	2/12	2/7	6/9
6/6	5/9	7/9	3/3	9/10	3/8	1/5	1/12	1/1
6/7	7/11	5/5	3/4	7/7	9/9	6/8	4/4	6/6
6/10	5/6	7/9	6/8	11/12	7/10	8/9	5/8	5/7
2/3	1/10	4/6	1/7	8/11	1/3	9/10	1/11	2/2
3/9	1/1	2/8	4/4	3/12	1/1	2/6	4/7	1/6
5/9	3/9	6/6	2/11	3/3	4/9	7/7	2/9	9/10
1/4	5/9	2/5	5/8	2/9	6/9	6/11	9/11	1/9

Color bubbles that are less than or equal to:

1/2

Answers

page 17

1. 5

2. 4

3. 4

4. 5

5. 5

6. 2

7. 6

8. 24

page 19

1. 12

2. 3

3. 9

4. 2

5. 2

6. 3

7. 5

8. 2

page 23

1. (66, 60)

2. (68, 66)

3. (71, 69)

4. (62, 67)

5. (65, 60)

6. (62, 62)

7. (64, 70)

8. (60, 63)

page 25

1. (24, 30)

2. (26, 27)

3. (27, 22)

4. (21, 26)

5. (29, 30)

6. (23, 30)

7. (27, 32)

8. (23, 23)

Answers

Page 29 (first number search)

1. 1,968
2. 168
3. 1,407
4. 816
5. 375
6. 186
7. 468
8. 184
9. 136
10. 360

Page 30 (second number search)

1. 2,705
2. 1,386
3. 2,832
4. 444
5. 48
6. 164
7. 534
8. 455
9. 355
10. 657

1	9	6	8	5	4	3
6	4	7	1	8	6	0
8	1	3	6	1	8	4
1	4	0	7	4	2	0
7	8	0	9	5	1	1
4	6	1	6	0	6	3
1	5	4	3	7	4	6

| 2	7	0	5	5	9
9	4	6	1	5	8
4	3	4	3	3	9
5	5	8	8	9	0
5	4	5	6	5	7
2	8	3	2	5	9
4	4	4	9	2	0

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Click to open
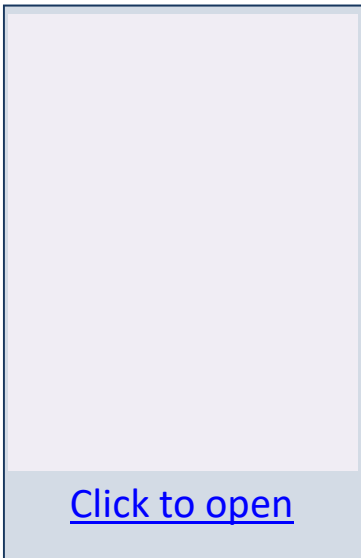
Mathbooking is a creative cross between mathematics and scrapbooking. With Mathbooking, children can start to learn about mathematics in a fun and stimulating environment. Here is a **free Weather Journal** with creative math questions for your children or students to answer.

The **Spaceship Addition Math Craft Workshop** is a unique way to learn addition. Cut out the colorful spaceship parts and assemble them together, then figure out how much the pieces of the ship add up to. Then have your students create a space scene to hang on your classroom wall.

Click to open

Click to open
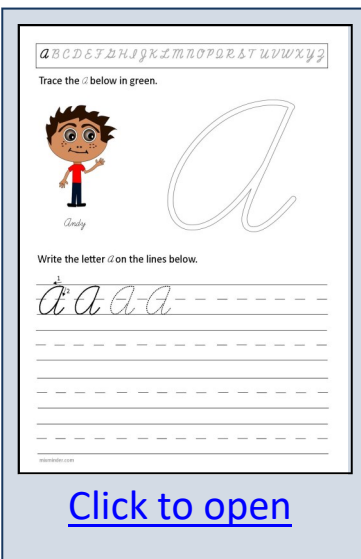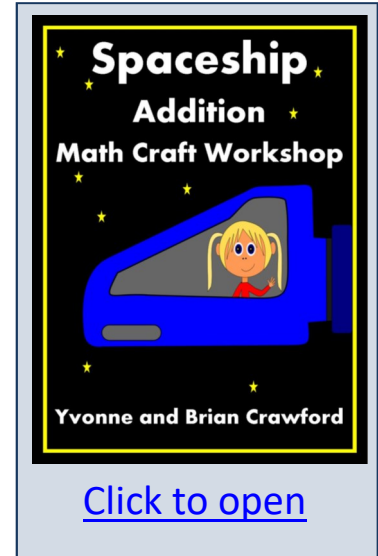
Here are **52 free cursive writing printables** for your children or students to use to learn and practice cursive writing. Each upper and lower case letter has a page in which to practice handwriting each letter and a page with fun activities for your students to complete.