OneInMath

Mul 3d-4d - nd x nd Instructions (Pages 1 to 3)

Tutor: _____ Student: _____ Date: _____/_____/ 2024

What To Do Next

When student completes this packet:

- ☐ Check packet for accuracy.
- ☐ Ask oral questions and determine next assignment.

Assign packet (check one): ____ Classwork ____ Homework

- ☐ Finish this packet.
- ☐ Repeat this packet: Mul 3d-4d - nd x nd Instructions
- ☐ Assign next packet: Mul 3d-4d - 3d x nd
- ☐ Assign another packet: _____

Instructions For This Packet

No instructions. Use common sense :)

Video Links

No video recommendations.

Tutor Notes

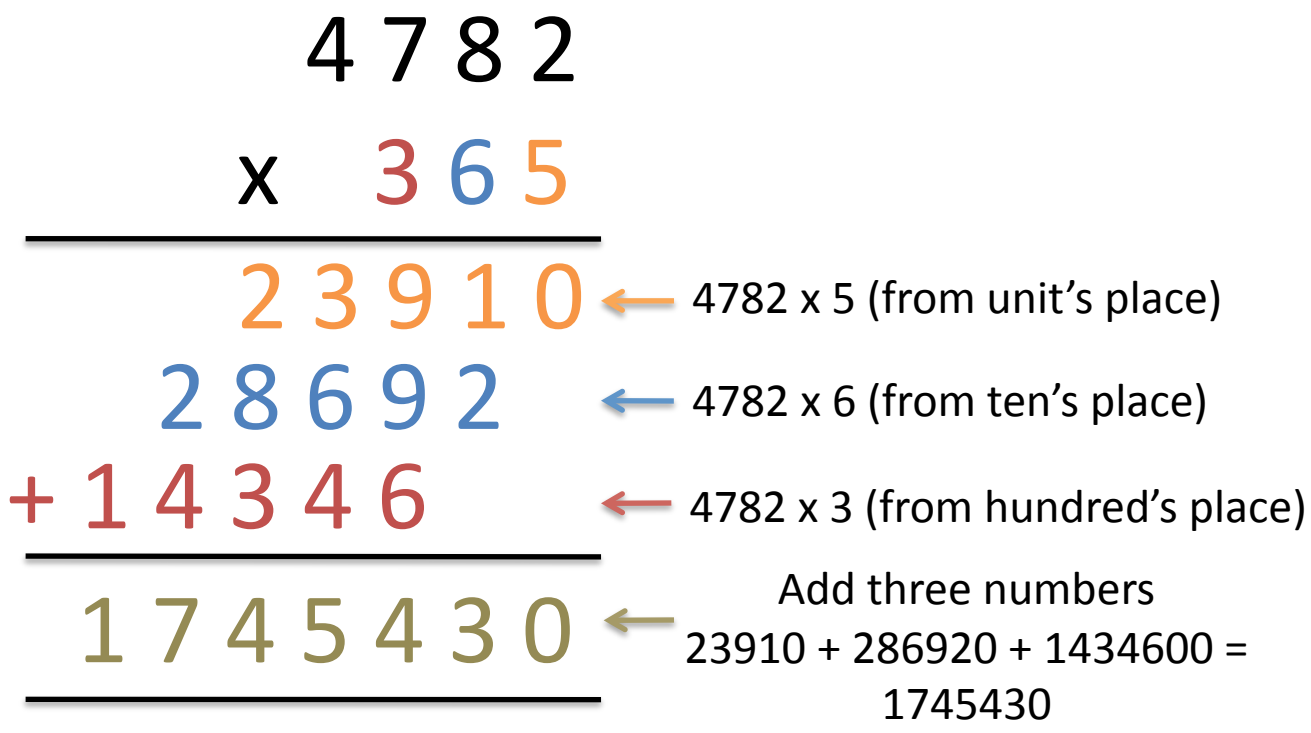
_____

_____

Name:_____ Date:____ /____ / 2024 Start:_____ End:_____

Multiplication 4d - Solving 4d x 3d

Solve: 4782 x 365

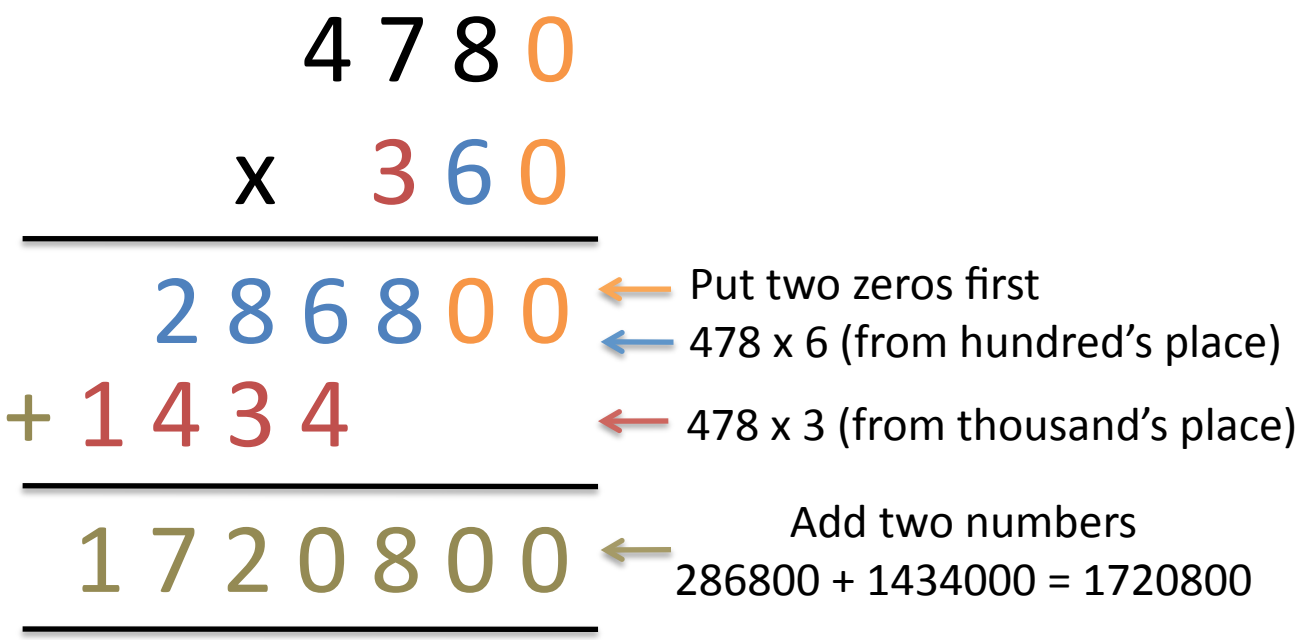


Note:
Student should already know how to multiply with carry.
If not, please see instructions for 2d x 2d instructions in previous module.

Name:_____ Date:____ /____ / 2024 Start:_____ End:_____

Multiplication 4d - Solving 4d x 3d with zeros at the end

Solve: 4780 x 360



Note:

You can only use this shortcut for zeros at the end of the number.

Name:_____ Date:____ /____ / 2024 Start:_____ End:_____

Multiplication 4d - Solving 4d x 3d with zeros in between

Solve: 4780 x 360

```
  4 7 0 2
x   3 0 4
---------
  1 8 8 0 8      ← 4702 x 4 (from unit's place)
  0 0 0 0        ← 4702 x 0 (from ten's place)
+ 1 4 1 0 6      ← 4702 x 3 (from hundred's place)
---------
  1 4 2 9 4 0 8  ← Add two numbers
---------          18808 + 0 + 14106 =1429408
```

Alternate: You can eliminate '0000' as follows:

```
  4 7 0 2
x   3 0 4
---------
  1 8 8 0 8      ← 4702 x 4 (from unit's place)
+ 1 4 1 0 6 0    ← 4702 x 0 (0 in ten's place)
                 ← 4702 x 3 (from hundred's place)
---------
  1 4 2 9 4 0 8  ← Add two numbers
---------          18808 + 141060 = 1429408
```