Questions on the front. Help on the back.

A Maths challenge and an English challenge. Each card has a connected set of pupil questions on the front, with clear teaching points, examples and hints for the pupil on the reverse.

Introduce, then explore

Choose a card matched to learning already taught. Show pupils how to use both sides, then let them explore the questions at a suitable pace. They can turn over whenever a reminder would help.

Keep the support accessible

Read aloud, rehearse an answer, use drawings or offer a familiar communication method where needed. Adult help remains available. The back supports learning; it does not replace initial teaching.

Print your two cards

Print pages 2–3 only on A4 at actual size / 100%, double-sided, flipping on the long edge. Test one pair first; printer alignment varies. Each cut outline is 60 × 140 mm. Alternatively, print single-sided and mount matching fronts and backs together. Enlarge cards if needed.

A clear subject focus

Maths: four-digit place value and rounding to the nearest 1,000. English: choosing and improving vocabulary for an intended effect. Designed around the National Curriculum for England: Year 4 maths and Years 3–4 English. Curriculum links and a short guide: deskchamp.co.uk/toolkit-guide.html.

Free classroom sample

Print and use these two cards with your pupils, including relevant home support. Colleagues can download their own copy at deskchamp.co.uk/toolkit/. No resale or public rehosting. © 2026 DeskChamp. Complete subject packs remain in development.

MATHS CHALLENGE
YEAR 4 · MATHS

Which numbers work?

2 **3** **4** **7**

Use each digit once. Round to the nearest 1,000.

1. Can you make a number that rounds to 3,000?
2. Can you find a different answer?
3. How can you prove both answers work?
4. Can you find every possibility?

Y4-M01 / FRONT / DeskChamp

ENGLISH CHALLENGE
YEAR 4 · ENGLISH

Change the mood.

“The door opened.”

1. Can you make it sound mysterious?
2. Which word creates that feeling? Why?
3. Can you change the mood without adding words?
4. Which version suits your story? Why?

Y4-E01 / FRONT / DeskChamp

Two subjects. One simple format.

Explore one question at a time. Turn over for explanations, examples and hints whenever you need them. You can also ask for help.

ENGLISH CHALLENGE
HELPFUL POINTS / REVERSE

Change the mood.

CREATE A MOOD

Mysterious writing makes us wonder what might happen.

VERBS MATTER

Compare “The gate swung” and “The gate slammed”. How does the feeling change?

LISTEN

Read your sentence aloud. Change one word. Which version sounds right for your story?

Try your own ideas. Explain your word choices.

Y4-E01 / BACK / DeskChamp

MATHS CHALLENGE
HELPFUL POINTS / REVERSE

Which numbers work?

ROUNDING

Choose the nearest thousand. At a halfway point, round up.

HALFWAY POINTS

2,500 rounds to 3,000.
3,500 rounds to 4,000.

SEARCH IN ORDER

Keep your first digit.
Swap the other digits.
Then try a new first digit.

Use each digit once. Ask for help whenever you need it.

Y4-M01 / BACK / DeskChamp

A helpful reminder. Another way in.

These backs are written for pupils. Print this page on the reverse of page 2, flipping on the long edge. The order is mirrored to match the card fronts.