

4th Grade: Math

Student Name:

General Standard	Sub-Standard	Standard Notation	Standard Description	August 2010	September 2010	October 2010	November 2010	December 2010	January 2011	February 2011	March 2011	April 2011	May 2011		
NUMBER SENSE (NS)	1.0 Place value of whole numbers and decimals to two decimal places and how whole numbers and decimals relate to simple fractions.	4.NS.1.1	Read and write whole numbers in the millions.												
		4.NS.1.2	Order and compare whole numbers and decimals to two decimal places.												
		4.NS.1.3	Round whole numbers through the millions to the nearest ten, hundred, thousand, ten thousand, or hundred thousand.												
		4.NS.1.4	Decide when a rounded solution is called for and explain why such a solution may be appropriate.												
		4.NS.1.5	Explain different interpretations of fractions, for example, parts of a whole, parts of a set, and division of whole numbers by whole numbers; explain equivalents of fractions (see Standard 4.0).												
		4.NS.1.6	Write tenths and hundredths in decimal and fraction notations and know the fraction & decimal equivalents for halves & fourths (e.g., $1/2 = 0.5$ or $.50$; $7/4 = 1 \frac{3}{4} = 1.75$).												
		4.NS.1.7	Write the fraction represented by a drawing of parts of a figure; represent a given fraction by using drawings; & relate a fraction to a simple decimal on a number line.												
		4.NS.1.8	Use concepts of negative numbers (e.g., on a number line, in counting, in temperature, in "owing").												
		4.NS.1.9	Identify on a number line the relative position of positive fractions, positive mixed numbers, and positive decimals to two decimal places.												
	2.0 Addition and subtraction of simple decimals	4.NA.2.1	Estimate and compute the sum or difference of whole numbers and positive decimals to two places.												
		4.NS.2.2	Round two-place decimals to one decimal or the nearest whole number and judge the reasonableness of the rounded answer.												
	3.0 Solve problems involving add., sub., mult., and division of whole numbers and understand the relationships among the operations	4.NS.3.1	Demonstrate an understanding of, and the ability to use, standard algorithms for the addition and subtraction of multidigit numbers												
		4.NS.3.2	Demonstrate an understanding of, and the ability to use, standard algorithms for multiplying a multidigit number by a two-digit number and for dividing a multidigit number by a one-digit number; use relationships between them to simplify computations and to check results.												
		4.NS.3.3	Solve problems involving multiplication of multidigit numbers by two-digit numbers.												
		4.NS.3.4	Solve problems involving division of multidigit numbers by one-digit numbers.												
	4.0 Factor small whole numbers	4.NS.4.1	Understand that many whole numbers break down in different ways (e.g., $12 = 4 \cdot 3 = 2 \cdot 6 = 2 \cdot 2 \cdot 3$).												
		4.NS.4.2	Know that numbers such as 2, 3, 5, 7, and 11 do not have any factors except 1 and themselves and that such numbers are called prime numbers												
	ALGEBRA AND FUNCTIONS (AF)	1.0 Use and interpret variables, mathematical symbols, and properties to write and simplify expressions and sentences	4.AF.1.1	Use letters, boxes, or other symbols to stand for any number in simple expressions or equations (e.g., demonstrate an understanding and the use of the concept of a variable).											
			4.AF.1.2	Interpret and evaluate mathematical expressions that now use parentheses.											
4.AF.1.3			Use parentheses to indicate which operation to perform first when writing expressions Containing more than two terms and different operations.												
4.AF.1.4			Use and interpret formulas (e.g., $\text{area} = \text{length} \cdot \text{width}$ or $A = lw$) to answer questions about quantities and their relationships.												

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		4.AF.1.5	Understand that an equation such as $y = 3x + 5$ is a prescription for determining a second number when a first number is given.											
	2.0 Manipulate equations	4.AF.2.1	Know and understand that equals added to equals are equal.											
		4.AF.2.2	Know and understand that equals multiplied by equals are equal											
MEASUREMENT AND GEOMETRY (MG)	1.0 Perimeter and Area	4.MG.1.1	Measure the area of rectangular shapes by using appropriate units, such as square centimeter (cm ²), square meter (m ²), square kilometer (km ²), square inch (in ²), square yard (yd ²), or square mile (mi ²).											
		4.MG.1.2	Recognize that rectangles that have the same area can have different perimeters.											
		4.MG.1.3	Understand that rectangles that have the same perimeter can have different areas.											
		4.MG.1.4	Understand and use formulas to solve problems involving perimeters and areas of rectangles and squares. Use those formulas to find the areas of more complex figures by dividing the figures into basic shapes.											
	2.0 Use two-dimensional coordinate grids to represent points and graph lines and simple figure	4.MG.2.1	Draw the points corresponding to linear relationships on graph paper (e.g., draw 10 points on the graph of the equation $y = 3x$ and connect them by using a straight line).											
		4.MG.2.2	Understand that the length of a horizontal line segment equals the difference of the x -coordinates.											
		4.MG.2.3	Understand that the length of a vertical line segment equals the difference of the y -coordinates.											
	3.0 Plane and solid geometric objects	4.MG.3.1	Identify lines that are parallel and perpendicular											
		4.MG.3.2	Identify the radius and diameter of a circle.											
		4.MG.3.3	Identify congruent figures.											
		4.MG.3.4	Identify figures that have bilateral and rotational symmetry.											
		4.MG.3.5	Know the definitions of a right angle, an acute angle, and an obtuse angle. Understand that 90°, 180°, 270°, and 360° are associated, respectively, with 1/4, 1/2, 3/4, and full turns.											
		4.MG.3.6	Visualize, describe, and make models of geometric solids (e.g., prisms, pyramids) in terms of the number and shape of faces, edges, and vertices; interpret two-dimensional representations of three-dimensional objects; and draw patterns (of faces) for a solid that, when cut and folded, will make a model of the solid.											
		4.MG.3.7	Know the definitions of different triangles (e.g., equilateral, isosceles, scalene) and identify their attributes.											
4.MG.3.8		Know the definition of different quadrilaterals (e.g., rhombus, square, rectangle, parallelogram, trapezoid).												
STATISTICS, DATA ANALYSIS, & PROBABILITY (SDP)	1.0 Organize, represent, & interpret numerical & categorical data & clearly communicate their findings	4.SDP.1.1	Formulate survey questions; systematically collect and represent data on a number line; and coordinate graphs, tables, and charts.											
		4.SDP.1.2	Identify the mode(s) for sets of categorical data and the mode(s), median, and any apparent outliers for numerical data sets.											
		4.SDP.1.3	Interpret one- and two-variable data graphs to answer questions about a situation.											
	2.0 Make predictions for simple probability situations	4.SDP.2.1	Represent all possible outcomes for a simple probability situation in an organized way (e.g., tables, grids, tree diagrams).											
		4.SDP.2.2	Express outcomes of experimental probability situations verbally and numerically (e.g., 3 out of 4; 3/4)											

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MATHEMATICAL REASONING (MR)	1.0 Approaching problems	4.MR.1.1	Analyze problems by identifying relationships, distinguishing relevant from irrelevant information, sequencing and prioritizing information, and observing patterns.											
		4.MR.1.2	Determine when and how to break a problem into simpler parts.											
	2.0 Strategies, skills, and concepts in finding solutions	4.MR.2.1	Use estimation to verify the reasonableness of calculated results.											
		4.MR.2.2	Apply strategies and results from simpler problems to more complex problems.											
		4.MR.2.3	Use a variety of methods, such as words, numbers, symbols, charts, graphs, tables, diagrams, and models, to explain mathematical reasoning.											
		4.MR.2.4	Express the solution clearly and logically by using the appropriate mathematical notation and terms and clear language; support solutions with evidence in both verbal and symbolic work.											
		4.MR.2.5	Indicate the relative advantages of exact and approximate solutions to problems and give answers to a specified degree of accuracy.											
		4.MR.2.6	Make precise calculations and check the validity of the results from the context of the problem.											
	3.0 Moving beyond a problem	4.MR.3.1	Evaluate the reasonableness of the solution in the context of the original situation.											
		4.MR.3.2	Note the method of deriving the solution and demonstrate a conceptual understanding of the derivation by solving similar problems.											
		4.MR.3.3	Develop generalizations of the results obtained and apply them in other circumstances.											