

## CURRICULUM MAP FOR GRADE 4

(Suggested timeline for introducing content and process standards - some overlap all four quarters)

GLEs/GSEs NCTM Standards	1 <sup>st</sup> Quarter	2 <sup>nd</sup> Quarter	3 <sup>rd</sup> Quarter	4 <sup>th</sup> Quarter
<b>1. Numbers Sense and Operations (content)</b>	<ul style="list-style-type: none"> <li>• Whole numbers 1.1.1</li> <li>• magnitude of numbers 1.2.1</li> <li>• +, - facts 1.5.1</li> <li>• x, - facts 1.5.1</li> <li>• Addition and subtraction of whole numbers 1.5.1</li> <li>• Properties of numbers 1.7.1</li> </ul> <p style="color: red; margin-top: 10px;">Required problems</p> <ul style="list-style-type: none"> <li>• Partitioning 1.1.4 (1)</li> <li>• Tanya's Token 1.1.4 (5)</li> <li>• Julie's Place Value 1.1.4 (7)</li> <li>• Real World 1,000,000 (8)</li> </ul>	<ul style="list-style-type: none"> <li>• x, ÷ facts 1.5.1</li> <li>• Properties of numbers 1.7.1</li> <li>• Decimals 1.1.1, 1.2.1</li> <li>• Multiplication/division relationship 1.3.1</li> <li>• +, - decimals 1.3.1, 1.4.1</li> <li>• Multiplication 1.4.1</li> <li>• Field properties 1.7.1</li> <li>• Properties of numbers 1.7.1</li> </ul> <p style="color: red; margin-top: 10px;">Required problems</p> <ul style="list-style-type: none"> <li>• Decimal Number Line 1.1.4 (6)</li> <li>• Comparing Decimals 1.2.4 (11)</li> <li>• Division Mistake 1.3.4 (13)</li> <li>• Helping the Youth Center 1.3.4 (14)</li> <li>• Multiplication Mistake 1.3.4 (17)</li> <li>• Pepperoni Pizza 1.4.4 (18)</li> <li>• Division Story 1.7.4 (23)</li> <li>• Mr. Miller's Zero 1.7.4 (24)</li> </ul>	<ul style="list-style-type: none"> <li>• x, ÷ facts 1.5.1</li> <li>• Properties of numbers 1.7.1</li> <li>• x, ÷ facts 1.5.1</li> <li>• Powers of ten 1.1.1</li> <li>• Whole numbers 1.1.1</li> <li>• Fractions 1.1.1, 1.2.1</li> <li>• Magnitude of numbers 1.2.1</li> <li>• +, - fractions 1.3.1, 1.4.1</li> <li>• Multiplication 1.4.1</li> <li>• Estimation 1.6.1</li> </ul> <p style="color: red; margin-top: 10px;">Required problems</p> <ul style="list-style-type: none"> <li>• Rectangle Halves 1.1.4 (2)</li> <li>• Marcel's Pets 1.1.4 (3)</li> <li>• Jamal's Muffins 1.1.4 (4)</li> <li>• Dividing Squares 1.2.4 (9)</li> <li>• Equivalent Fractions 1.2.4 (10)</li> <li>• Comparing Fractions 1.2.4 (12)</li> <li>• Spilled Milk 1.3.4 (16)</li> <li>• Annual School Play 1.4.4 (19)</li> <li>• How Many Circles 1.6.4 (20)</li> <li>• How Many Children 1.6.4 (21)</li> <li>• School Assembly 1.6.4 (22)</li> </ul>	<ul style="list-style-type: none"> <li>• x, ÷ facts 1.5.1</li> <li>• Fractions 1.1.1</li> <li>• Decimals 1.1.1</li> <li>• Percents 1.1.1, 1.2.1</li> </ul> <p style="color: red; margin-top: 10px;">Required problem</p> <ul style="list-style-type: none"> <li>• Postage Dues 1.3.4 (15)</li> </ul>
<b>2. Geometry and Measurement (content)</b>	<ul style="list-style-type: none"> <li>• Properties of Angles 2.1.1</li> <li>• Polygons 2.1.1</li> <li>• Spatial reasoning 2-D 2.7.1</li> </ul> <p style="color: red; margin-top: 10px;">Benchmark problems</p> <ul style="list-style-type: none"> <li>• Colin's Figures 2.1.4 (34)</li> </ul>	<ul style="list-style-type: none"> <li>• Map scale 2.4.1</li> <li>• Measurement (length and time) 2.5.2, 2.6.1</li> </ul> <p style="color: red; margin-top: 10px;">Required problems</p> <ul style="list-style-type: none"> <li>• Measuring a Bookshelf 2.6.4</li> </ul>	<ul style="list-style-type: none"> <li>• Properties of angles 2.1.1</li> <li>• Perimeter 2.5.1</li> <li>• Area 2.5.1</li> <li>• Spatial relationships 2.7.1</li> </ul> <p style="color: red; margin-top: 10px;">Required problems</p> <ul style="list-style-type: none"> <li>• Triangle Angles 2.1.4 (27)</li> </ul>	<ul style="list-style-type: none"> <li>• 3D shapes 2.2.1</li> <li>• Congruency 2.3.1</li> <li>• Similarity 2.4.1</li> <li>• Measurement ( temperature, mass, weight) 2.6.1</li> <li>• Spatial reasoning 3-D 2.8.1</li> </ul> <p style="color: red; margin-top: 10px;">Required problems</p> <ul style="list-style-type: none"> <li>• Geometric Figures 2.2.4</li> </ul>

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	<ul style="list-style-type: none"> <li>• Parallel and Perpendicular 2.1.4 (25)</li> <li>• Two Lines 2.1.4 (26)</li> </ul>	<p style="text-align: center;">(42)</p> <ul style="list-style-type: none"> <li>• Getting Ready 2.6.4 (40)</li> </ul>	<ul style="list-style-type: none"> <li>• Finding Perimeter 2.5.4 (39)</li> <li>• Shape Up! 2.5.4 (36)</li> <li>• Perimeter 2.5.4 (37)</li> <li>• HMS Cafeteria 2.5.4 (35)</li> <li>• Grid Shapes 2.5.4 (38)</li> <li>• Marta's Neighborhood 2.7.4 (43)</li> </ul>	<p style="text-align: center;">(28)</p> <ul style="list-style-type: none"> <li>• Mr. Jackson's Mystery Shape 2.2.4 (29)</li> <li>• Old Ruins 2.3.4 (30)</li> <li>• Flipped Triangle 2.3.4 (31)</li> <li>• Parallelogram Change 2.3.4 (33)</li> <li>• Fridge Temperature 2.6.4 (41)</li> <li>• Night Crawlers 2.8.4 (44)</li> <li>• Terrific Trapezoids 2.8.4 (45)</li> <li>• Comparing Shapes 2.8.4 (45)</li> <li>• William's Solar Panel 2.8.4 (47)</li> </ul>
<b>3. Functions and Algebra</b> (content)	<ul style="list-style-type: none"> <li>• Linear/non linear pattern 3.1.1, 3.2.1, 3.4.1</li> <li>• Order of operations 3.4.1</li> </ul> <p style="color: red;">Required problems</p>	<ul style="list-style-type: none"> <li>• Linear/non linear pattern 3.1.1, 3.2.1, 3.4.1</li> <li>• Order of operations 3.4.1</li> <li>• Rule 3.1.2</li> <li>• Constant rate of change 3.2.1</li> <li>• Algebraic expressions 3.4.1, 3.3.1</li> <li>• Equality 3.4.1</li> </ul> <p style="color: red;">Required problems</p> <ul style="list-style-type: none"> <li>• Brigit's Patter 3.1.4 (48)</li> <li>• Megan's Car Count 3.2.4 (53)</li> <li>• How Many? 3.4.4 (54)</li> </ul>	<ul style="list-style-type: none"> <li>• Linear/non linear pattern 3.1.1, 3.2.1, 3.4.1</li> <li>• Order of operations 3.4.1</li> <li>• Rule 3.1.2</li> <li>• Constant rate of change 3.2.1</li> <li>• Algebraic Expressions 3.3.1</li> </ul> <p style="color: red;">Required problems</p> <ul style="list-style-type: none"> <li>• Nathan's Allowance 3.1.4 (51)</li> <li>• Vilma's Shopping 3.3.4 (50)</li> </ul>	<ul style="list-style-type: none"> <li>• Linear/non linear pattern 3.1.1, 3.2.1, 3.4.1</li> <li>• Order of operations 3.4.1</li> <li>• Rule 3.1.2</li> <li>• Constant rate of change 3.2.1</li> </ul> <p style="color: red;">Required problems</p> <ul style="list-style-type: none"> <li>• Can Stack 3.1.4 (49)</li> <li>• Make a Rule 3.1.4 (52)</li> <li>• EDM TE 378 3.2.4</li> </ul>

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<b>4. Data, Statistics, and Probability (content)</b>	<ul style="list-style-type: none"> <li>• Representation 4.1.1, 4.4.1</li> <li>• Data analysis 4.2.1</li> <li>• Data organization 4.3.1</li> <li>• Data collection 4.8.1</li> </ul> <p style="color: red; margin-left: 20px;">Required problems</p> <ul style="list-style-type: none"> <li>• Amusement Part 4.1.1 (55)</li> <li>• Fruit for Lunch 4.1.4 (59)</li> <li>• Rob's Survey 4.1.4 (58)</li> <li>• Pictograph 4.1.4 (59)</li> <li>• Median 4.1.2 (60)</li> <li>• Peanuts 4.2.4 (61)</li> <li>• Landmark Search 4.2.4 (62)</li> <li>• Field Trip 4.3.4 (63)</li> <li>• Favorite Ice Cream 4.3.4 (64)</li> <li>• Farmer McDonald 4.3.4 (65)</li> <li>• Distance of US Cities 4.4. (66)</li> </ul>		<ul style="list-style-type: none"> <li>• Counting techniques 4.5.1</li> <li>• Probability 4.7.1, 4.6.1</li> </ul> <p style="color: red; margin-left: 20px;">Required problems</p> <ul style="list-style-type: none"> <li>• Juanita's Lunch 4.5.4 (67)</li> <li>• Mr. Grumpy 4.5.4 (68)</li> <li>• Spinner Game 4.6.4 (69)</li> <li>• Should Jesse Guess (70)</li> <li>• Make a Spinner 4.7.4 (73)</li> </ul>	<ul style="list-style-type: none"> <li>• Probability 4.7.1, 4.6.1</li> </ul> <p style="color: red; margin-left: 20px;">Required problems</p> <ul style="list-style-type: none"> <li>• Drawing a Spinner 4.7.4 (56)</li> <li>• Mattie's Phone Number 4.7.4 (71)</li> <li>• Marble Game 4.7.4 (72)</li> </ul>
<b>5. Problem Solving, Reasoning and Proof (process)</b>	<ul style="list-style-type: none"> <li>• Problem-solving strategies 5.1.3</li> <li>• Solves problems with multiple solutions 5.1.4</li> <li>• Real world problems 5.1.5</li> <li>• Deductive reasoning by analogy 5.2.1</li> <li>• Conjectures and generalizations 5.2.2</li> <li>• Models, known facts, properties, and relationships 5.2.3</li> <li>• Power of reasoning as a part of mathematics 5.2.4</li> </ul>	<ul style="list-style-type: none"> <li>• Problem-solving strategies 5.1.3</li> <li>• Solves problems with multiple solutions 5.1.4</li> <li>• Real world problems 5.1.5</li> <li>• Deductive reasoning by analogy 5.2.1</li> <li>• Conjectures and generalizations 5.2.2</li> <li>• Models, known facts, properties, and relationships 5.2.3</li> <li>• Power of reasoning as a part of mathematics 5.2.4</li> </ul>	<ul style="list-style-type: none"> <li>• Problem-solving strategies 5.1.3</li> <li>• Solves problems with multiple solutions 5.1.4</li> <li>• Real world problems 5.1.5</li> <li>• Deductive reasoning by analogy 5.2.1</li> <li>• Conjectures and generalizations 5.2.2</li> <li>• Models, known facts, properties, and relationships 5.2.3</li> <li>• Power of reasoning as a part of mathematics 5.2.4</li> </ul>	<ul style="list-style-type: none"> <li>• Problem-solving strategies 5.1.3</li> <li>• Solves problems with multiple solutions 5.1.4</li> <li>• Real world problems 5.1.5</li> <li>• Deductive reasoning by analogy 5.2.1</li> <li>• Conjectures and generalizations 5.2.2</li> <li>• Models, known facts, properties, and relationships 5.2.3</li> <li>• Power of reasoning as a part of mathematics 5.2.4</li> </ul>

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<b>6. Communication, Representation, and connections (process)</b>	<ul style="list-style-type: none"> <li>• Mathematical arguments 6.1.1</li> <li>• Clarifying and extending questions 6.1.3</li> <li>• Economy and power of mathematical symbolism 6.1.4</li> <li>• Mathematical concepts and relationships through a variety of method 6.1.5</li> <li>• Variety of technologies 6.1.6</li> <li>• Physical models and diagrams 6.2.1</li> <li>• Appropriate representations 6.2.2</li> <li>• Equivalent representations of concepts and procedures 6.2.3</li> </ul>	<ul style="list-style-type: none"> <li>• Mathematical arguments 6.1.1</li> <li>• Clarifying and extending questions 6.1.3</li> <li>• Economy and power of mathematical symbolism 6.1.4</li> <li>• Mathematical concepts and relationships through a variety of method 6.1.5</li> <li>• Variety of technologies 6.1.6</li> <li>• Physical models and diagrams 6.2.1</li> <li>• Appropriate representations 6.2.2</li> <li>• Equivalent representations of concepts and procedures 6.2.3</li> </ul>	<ul style="list-style-type: none"> <li>• Mathematical arguments 6.1.1</li> <li>• Clarifying and extending questions 6.1.3</li> <li>• Economy and power of mathematical symbolism 6.1.4</li> <li>• Mathematical concepts and relationships through a variety of method 6.1.5</li> <li>• Variety of technologies 6.1.6</li> <li>• Physical models and diagrams 6.2.1</li> <li>• Appropriate representations 6.2.2</li> <li>• Equivalent representations of concepts and procedures 6.2.3</li> </ul>	<ul style="list-style-type: none"> <li>• Mathematical arguments 6.1.1</li> <li>• Clarifying and extending questions 6.1.3</li> <li>• Economy and power of mathematical symbolism 6.1.4</li> <li>• Mathematical concepts and relationships through a variety of method 6.1.5</li> <li>• Variety of technologies 6.1.6</li> <li>• Physical models and diagrams 6.2.1</li> <li>• Appropriate representations 6.2.2</li> <li>• Equivalent representations of concepts and procedures 6.2.3</li> </ul>