

Hickman County Curriculum Map

Fourth Grade

Mathematics

Fourth Six Weeks

Grade Level Expectations	Checks for Understanding	Student Performance Indicator(s)
<p>GLE 0406.2.2 Develop fluency with multiplication and single-digit division.</p> <p>GLE 0406.2.3 Identify prime and composite numbers.</p> <p>GLE 0406.2.5 Add and subtract fractions with like and unlike denominators</p> <p>GLE 0406.2.6 Solve problems involving whole numbers, fractions, and/or decimals using all four arithmetic operations</p> <p>GLE 0406.3.1 Extend understanding of a variable to equations involving whole numbers, fractions, decimals, and/or mixed numbers.</p> <p>GLE 0406.4.1 Understand and use the properties of lines, segments, angles, polygons, and circles.</p> <p>GLE 0406.4.2 Understand and use measures of length, area, capacity, and</p>	<p>0406.1.6 Identify geometric or physical attributes that are appropriate to measure in a given situation.</p> <p>SPI 0406.2.4 Find factors, common factors, multiples, and common multiples of two numbers.</p> <p>0406.2.7 Identify factors of whole numbers and model factors and products beyond basic multiplication facts using arrays and area models.</p> <p>0406.2.8 Generate equivalent forms of whole numbers, decimals, and common fractions (e.g., $1/10$, $1/4$, $1/2$, $3/4$).</p> <p>0406.2.9 Compare equivalent forms whole numbers, fractions, and decimals to each other and to benchmark numbers</p> <p>0406.2.13 Solve multi-step problems of various types using whole numbers, fractions, and</p>	<p>SPI 0406.1.3 Determine the correct change from a transaction</p> <p>SPI 0406.2.4 Find factors, common factors, multiples, and common multiples of two numbers</p> <p>SPI 0406.2.7 Convert improper fractions into mixed numbers and/or decimals</p> <p>SPI 0406.2.8 Add and subtract proper fractions with like and unlike denominators and simplify the answer.</p> <p>SPI 0406.2.10 Solve contextual problems using whole numbers, fractions, and decimals.</p> <p>SPI 0406.2.11 Solve problems using whole number multi-digit multiplication.</p> <p>SPI 0406.2.12 Solve problems using whole number division with one- or two-digit divisors</p>

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<p>weight</p> <p>GLE 0406.5.1 Collect, record, arrange, present, and interpret data using tables and various representations.</p> <p>http://www.mrnussbaum.com/stockshelves.htm</p> <p>http://www.funbrain.com/co/index.html</p> <p>http://www.funbrain.com/linejump/index.html</p> <p>http://jmathpage.com/JIMSNumberpage.html</p> <p>http://pbskids.org/cyberchase/games/perimeterarea/perimeterarea.html</p>	<p>decimals</p> <p>0406.4.1 Identify the basic parts of circles.</p> <p>0406.4.2 Understand the definition of degree as it relates to the circle.</p> <p>0406.4.3 Classify angles and triangles as obtuse, acute, or right.</p> <p>0406.4.4 Measure and draw angles.</p> <p>0406.4.5 Determine if a figure is a polygon</p> <p>0406.4.20 Draw lines of symmetry in 2-dimensional figures</p> <p>0406.4.21 Recognize two-dimensional faces of three-dimensional shapes</p>	<p>SPI 0406.3.1 Use letters and symbols to represent an unknown quantity and write a simple mathematical expression.</p> <p>SPI 0406.4.2 Graph and interpret points with whole number or letter coordinates on grids or in the first quadrant of the coordinate plane.</p> <p>SPI 0406.4.6 Determine situations in which a highly accurate measurement is important.</p> <p>SPI 0406.4.10 Identify images resulting from reflections, translations, or rotations.</p>
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<p>http://www.bgfl.org/bgfl/custom/resources_ftp/client_ftp/ks2/maths/perimeter_and_area/index.html</p>		
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