

**Grade 4 Math Planner**

	<b>Number</b>	<b>Space</b>	<b>Measurement, Chance and Data</b>	<b>Structure</b>	<b>Working Mathematically</b>
1 <sup>st</sup> Quarter	<ul style="list-style-type: none"> <li>• use of place value (as an idea of “ten of these is one of those”) to determine size and order of whole numbers to 100,000</li> <li>• determine size and order of numbers to 100,000</li> <li>• skip count forwards and backwards, from various starting points using multiples of 2, 3, 4, 5, 10, 20, 50, and 100</li> <li>• estimate the results of computations and recognize whether these are likely to be over-estimated or under-estimated</li> </ul>	<ul style="list-style-type: none"> <li>• knowledge of the names of polygons using Greek prefixes; for example, pentagon and hexagon</li> <li>• recognition and description of different polygons</li> <li>• representation of an object by drawing its plan</li> </ul>	<ul style="list-style-type: none"> <li>• comparison of the likelihood of everyday events and linking events with statements about how likely are they to occur</li> </ul>	<ul style="list-style-type: none"> <li>• use distributive property in calculations; for example, <math>6 \times 37 = 6 \times 30 + 6 \times 7</math></li> <li>• construction of lists, Venn diagrams and grids for recording combinations of two attributes</li> </ul>	<ul style="list-style-type: none"> <li>• Identification of mathematical vocabulary for each operation: _____ _____ _____ _____</li> <li>• rephrasing of a problem or representing it using a physical model, diagram, list or table as a problem solving strategy</li> <li>• selection of multiplication and division as more efficient processes than repeated addition and subtraction</li> <li>• applications of number skills to solve routine and mental math problems from everyday contexts</li> <li>• partitioning of a task into smaller sub-tasks</li> </ul>

**Grade 4 Math Planner**

	<b>Number</b>	<b>Space</b>	<b>Measurement, Chance and Data</b>	<b>Structure</b>	<b>Working Mathematically</b>
2 <sup>nd</sup> Quarter	<ul style="list-style-type: none"> <li>• use of written number sentences such as <math>20 \div 5 = 4</math> to summarize sharing (partition) and “how many” processes</li> <li>• use of fractions with numerators other than one; for example, <math>\frac{3}{4}</math> of a block of chocolate</li> <li>• round numbers up and down to the nearest unit, ten, hundred, or thousand</li> <li>• develop fraction notation and compare simple common fractions such as <math>\frac{1}{2} &lt; \frac{3}{4}</math> using physical models</li> </ul>	<ul style="list-style-type: none"> <li>• recognize and describe the directions of lines as vertical, horizontal or diagonal</li> </ul>	<ul style="list-style-type: none"> <li>• comparison of the likelihood of everyday events and linking events with statements about how likely are they to occur</li> <li>• describe the fairness of events in qualitative terms</li> <li>• recognize different types of data:               <ul style="list-style-type: none"> <li>- non-numerical</li> <li>- separate numbers</li> <li>- continuous numbers</li> </ul> </li> </ul>	<ul style="list-style-type: none"> <li>• use distributive property in calculations; for example, <math>6 \times 37 = 6 \times 30 + 6 \times 7</math></li> <li>• use number properties in combination to facilitate computations (for example <math>7 + 10 + 13 = 7 + 13 + 10 = 20 + 10 = 30</math>)</li> <li>• construction of lists, Venn diagrams and grids for recording combinations of two attributes</li> <li>• recognize that the sharing of a collection into equal sized parts (division) frequently leaves a remainder</li> </ul>	<ul style="list-style-type: none"> <li>• Identification of mathematical vocabulary for the quarter:                <hr/>  <hr/>  <hr/>  <hr/> </li> <li>• Use of familiar problems to focus on strategies to help in solving an unfamiliar problem.</li> <li>• Location of data sources, including use of the world wide web</li> <li>• Collection of mathematical data using technology; for example, using data logging</li> </ul>

**Grade 4 Math Planner**

	<b>Number</b>	<b>Space</b>	<b>Measurement, Chance and Data</b>	<b>Structure</b>	<b>Working Mathematically</b>
3 <sup>rd</sup> Quarter	<ul style="list-style-type: none"> <li>• (mentally) compute with numbers up to 20 using all four operations</li> <li>• provide automatic recall of multiplication facts up to <math>12 \times 12</math></li> <li>• representation of multiplication as a rectangular array</li> <li>• use algorithms for the addition and subtraction of numbers to two decimal places</li> <li>• use of place value to determine de size and order of decimals numbers up to hundredths</li> </ul>	<ul style="list-style-type: none"> <li>• Use of a graphical scale to determine actual size and distance from a map</li> <li>• Construction or selection of possible objects given a plan (bird’s eye view) or an elevation (side view)</li> <li>• Representation of relationships within a family (people or animals) through use of a tree diagram (network)</li> <li>• Interpretation of maps of their own immediate environment using various scales; for example, school ground, suburb, state, country</li> </ul>	<ul style="list-style-type: none"> <li>• calculation of area through multiplication of the length of a rectangle by its width</li> <li>• estimation of angle in terms of quarter turns and half turns</li> </ul>	<ul style="list-style-type: none"> <li>• use distributive property in calculations; for example, <math>6 \times 37 = 6 \times 30 + 6 \times 7</math></li> <li>• construction of lists, Venn diagrams and grids for recording combinations of two attributes</li> <li>• understand the meaning of “=” in mathematical statements</li> </ul>	<ul style="list-style-type: none"> <li>• Identification of mathematical vocabulary for the quarter:  <hr/> <hr/> <hr/> <hr/> </li> <li>• Use of familiar problems to focus on strategies to help in solving an unfamiliar problem.</li> <li>• Location of data sources, including use of the world wide web</li> <li>• Collection of mathematical data using technology; for example, using data logging</li> </ul>

**Grade 4 Math Planner**

	<b>Number</b>	<b>Space</b>	<b>Measurement, Chance and Data</b>	<b>Structure</b>	<b>Working Mathematically</b>
4 <sup>th</sup> Quarter	<ul style="list-style-type: none"> <li>• devise and use written methods for:               <ul style="list-style-type: none"> <li>- whole number problems of addition and subtraction involving numbers up to 1000</li> <li>- multiplication by single digit (using recall of multiplication tables) and multiples of ten (for example, 5 x 100, 5 x 70)</li> <li>- division by a two-digit divisor</li> <li>- addition and subtraction of numbers to two decimal places, including situations involving money</li> </ul> </li> </ul>	<ul style="list-style-type: none"> <li>• recognize angles as the result of rotation of lines with a common end-point</li> <li>• recognize and name common three-dimensional shapes such as spheres, prisms and pyramids</li> <li>• produce simple tessellations (for example, using triangles, rectangles and hexagons) and puzzles such as tangrams</li> <li>• Locate and identify points on a map and a diagram</li> </ul>	<ul style="list-style-type: none"> <li>• estimate measurements of length, area, volume, mass and time, and discuss the use of appropriate measuring tools</li> <li>• use of column and bar graphs to display the results of an experiment (for example, the frequencies of possible categories)</li> </ul>	<ul style="list-style-type: none"> <li>• investigate sequences of decimal numbers generated using multiplication and division by 10</li> </ul>	<ul style="list-style-type: none"> <li>• Identification of mathematical vocabulary for each operation:  <hr/>  <hr/>  <hr/>  <hr/> </li> <li>• Use of familiar problems to focus on strategies to help in solving an unfamiliar problem.</li> <li>• Appreciation of the history of mathematics in development of geometry and number concepts</li> </ul>