Grade 4 - Math	
TRIMESTER 1	
T1 Math 1.0	**NUMBER, NUMBER SENSE, AND COMPUTATION**
Math 1.4.1	Identify and use place value positions of whole numbers up to one million.
Math 1.4.6	Estimate to determine the reasonableness of an answer in mathematical and practical situations.
Math 1.4.7a	Add and subtract multi-digit numbers.
Math 1.4.7b	Multiply and divide multi-digit numbers by a one-digit number with regrouping, including monetary amounts as decimals.
Math 1.4.8	Generate and solve addition, subtraction, multiplication, and division problems using whole numbers in practical situations.
T1 Math 2.0	**PATTERNS, FUNCTIONS, AND ALGEBRA**
Math 2.4.1	Identify, describe, represent, and explain patterns and relationships in the number system including arithmetic and geometric sequences.
T1 Math 3.0	**MEASUREMENT**
Math 3.4.4a	Determine totals for monetary amounts in practical situations.
Math 3.4.4b	Use money notations to add and subtract given monetary amounts.

TRIMESTER 2	
T2 Math 1.0	**NUMBER, NUMBER SENSE, AND COMPUTATION**
Math 1.4.2	Identify and compare fractions with like denominators, using models, numbers, and drawings.
T2 Math 2.0	**PATTERNS, FUNCTIONS, AND ALGEBRA**
Math 2.4.2a	Model, explain, and solve open number sentences involving addition, subtraction, multiplication, and division.
Math 2.4.2b	Select the solution to an equation from a given set of numbers.
Math 2.4.3	Complete number sentences with appropriate words and symbols (+, -, x, >,<,=).
T2 Math 4.0	**SPATIAL RELATIONSHIPS, GEOMETRY, AND LOGIC**
Math 4.4.1	Identify, draw, and classify angles, including straight, right, obtuse, and acute.
Math 4.4.2	Identify shapes that are congruent, similar, and/or symmetrical using a variety of methods including transformational motions.
Math 4.4.3a	Identify coordinates for a given point in the first quadrant.
Math 4.4.3b	Locate points of given coordinates on a grid in the first quadrant.
Math 4.4.4	Identify, describe, and classify two- and three-dimensional figures by relevant properties including the number of vertices, edges, and faces using models.
Math 4.4.6	Identify, draw, label, and describe points, line segments, rays, and angles.
T2 Math 5.0	**DATA ANALYSIS**
Math 5.4.1a	Pose questions that can be used to guide the collection of categorical and numerical data.
Math 5.4.1b	Organize and represent data using a variety of graphical representations including frequency tables and line plots.
Math 5.4.3	Interpret data and make predictions using frequency tables and plots.

TRIMESTER 3	
T3 Math 3.0	**MEASUREMENT**
Math 3.4.1a	Estimate and convert units of measure for length, area, and weight, within the same measurement system (customary and metric).
Math 3.4.1b	Estimate temperature in practical situations.
Math 3.4.2	Measure length, area, temperature, and weight to a required degree of accuracy in customary and metric systems.
Math 3.4.6a	Use A.M. and P.M. appropriately in describing time.
Math 3.4.6b	Use elapsed time in quarter-hour increments, beginning on the quarter-hour, to determine start, end, and elapsed time.
Math 3.4.6c	Recognize the number of weeks in a year, days in a year, and days in a month.