



SADLIER

Progress in Mathematics

Aligned to the
Archdiocese of Detroit
 Fourth Grade
 Mathematics
 Standards

Grade 4

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Operations and Algebraic Thinking

ARCHDIOCESE OF DETROIT: FOURTH GRADE MATHEMATICS STANDARDS

Use the four operations with whole numbers to solve problems.

- 4.OA.A.1** • Interpret a multiplication equation as a comparison, e.g., interpret $35 = 5 \times 7$ as a statement that 35 is 5 times as many as 7 and 7 times as many as 5. Represent verbal statements of multiplicative comparisons as multiplication equations.

- 4.OA.A.2** • Multiply or divide to solve word problems involving multiplicative comparison, e.g., by using drawings and equations with a symbol for the unknown number to represent the problem, distinguishing multiplicative comparison from additive comparison.

- 4.OA.A.3** • Solve multistep word problems posed with whole numbers and having whole-number answers using the four operations, including problems in which remainders must be interpreted. Represent these problems using equations with a letter standing for the unknown quantity. Assess the reasonableness of answers using mental computation and estimation strategies including rounding.

SADLIER *PROGRESS IN MATHEMATICS*, GRADE 4

***4-1B Use Multiplication to Compare Numbers—Online**

Objective(s): To interpret a multiplication equation as a comparison.
To represent verbal statements of multiplicative comparisons as multiplication equations.

***4-1B Use Multiplication to Compare Numbers—Online**

Objective(s): To interpret a multiplication equation as a comparison.
To represent verbal statements of multiplicative comparisons as multiplication equations.

***5-4A Use Bar Diagrams—Online**

Objective(s): To use bar diagrams to solve multiplication and division problems.
To solve word problems involving multiplicative comparisons.
To distinguish multiplicative problems from additive comparison problems.

5-17 Problem Solving Strategy: Interpret the Remainder—pp. 196–197

Objective(s): To solve problems using the strategy Interpret the Remainder.

5-18 Problem Solving Applications: Mixed Review—pp. 198–199

Strategy File: Use These Strategies: Interpret the Remainder, Choose the Operation, Logical Reasoning, Write a Number Sentence

12-11 Problem Solving Strategy: Use More Than One Step—pp. 402–403

Objective(s): To solve problems using the Use More Than One Step strategy.

12-12 Problem Solving Applications: Mixed Review—pp. 404–405

Strategy File: Use These Strategies: Make a Table, Choose the Operation, Use More Than One Step, Find a Pattern, Use a Diagram/Graph, Interpret the Remainder

14-1 Equations—pp. 442–443

Objective(s): To write number sentences to solve problems.

Problem solving: use more than one step—pp. 32, 34, 60, 71, 85, 89, 95, 99, 101, 109, 111, 113, 117, 118–119, 131, 135, 139, 141, 153, 154, 156–157, 165, 189, 195, 198, 209, 213, 215, 217, 219, 221, 223, 225, 230–231, 232–233, 241, 249, 259, 261, 289, 315, 316–317, 318–319, 350, 374–375, 397, 402–403, 404–405, 429, 432–433, 434–435, 454, 455, 456–457

Assess reasonableness of solution—pp. 21(SU), 30–31, 32–33, 34, 44–45, 57, 58–59, 60–61, 78–79, 80–81, 83–84, 88–89, 96–97, 99, 100–101, 102–103, 104–105, 106–107, 108–109, 110–111, 112–113, 114–115, 116–117, 118–119, 126, 131, 133, 134–135, 136–137, 138–139, 140–141, 142–143, 146–147, 148–149, 150–151, 152–153, 154–155, 156–157, 159, 174, 176–177, 178–179, 180–181, 182–183, 184–185, 187, 188–189, 190, 196–197, 198–199, 230–231, 232–233, 256–257, 258–259, 267, 270–271, 273, 276–277, 285, 286–287, 289, 298, 302–303, 315, 316–317, 318–319,

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Operations and Algebraic Thinking

ARCHDIOCESE OF DETROIT: FOURTH GRADE MATHEMATICS STANDARDS

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Estimation strategies—pp. 80–81, 82–83, 96–97, 98, 100, 104, 106–107, 108, 116, 134–135, 136–137, 138–139, 140–141, 142–143, 146–147, 148–149, 150–151, 152–153, 159, 172–173, 174–175, 302–303, 386–387, 389, 391, 424–425, 429

Introduction to Problem Solving: Use More Than One Step—p. 32
Introduction to Problem Solving: Write a Number Sentence—p. 33

2-4 Expressions and Variables—pp. 74–75

Objective(s): To write an addition or subtraction expression with a variable.

To solve a mathematical expression with a variable.

2-5 Addition and Subtraction Sentences—pp. 76–77

Objective(s): To find missing addends, subtrahends, and minuends.

2-6 Mental Math—pp. 78–79

Objective(s): To add and subtract mentally.

***4-6A Use Mental Math to Multiply**—Online

Objective(s): To break apart numbers to find the product of a 2- or 3-digit number and a 1-digit number.

To use arrays and the distributive property to find products.

To use partial products to find products.

***5-13A Multistep Problems & Bar Diagrams**—Online

Objective(s): To use a bar diagram to solve problems with more than one step.

5-17 Problem Solving Strategy: Interpret the Remainder—pp. 196–197

Objective(s): To solve problems using the strategy Interpret the Remainder.

6-13 Problem Solving Strategy: Use More Than One Step—pp. 230–231

Objective(s): To solve problems using more than one step.

12-11 Problem Solving Strategy: Use More Than One Step—pp. 402–403

Objective(s): To solve problems using more than one step.

14-1 Equations—pp. 442–443

Objective(s): To write number sentences to solve problems.

Gain familiarity with factors and multiples.

- 4.OA.B.4**
- Find all factor pairs for a whole number in the range 1–144. Recognize that a whole number is a multiple of each of its factors. Determine whether a given whole number in the range 1–144 is a multiple of a given one-digit number. Determine whether a given whole number in the range 1–144 is prime or composite.

8-6 Factors—pp. 276–277

Objective(s): To find factors, common factors, and the greatest common factor of two or more numbers.

***9-6A Factor Pairs**—Online

Objective(s): To find factor pairs for a number in the range 1–100.

To understand that a number is a multiple of all of its factors.

***9-6B Prime and Composite Numbers**—Online

Objective(s): To decide whether a number is prime or composite

Operations and Algebraic Thinking

ARCHDIOCESE OF DETROIT: FOURTH GRADE MATHEMATICS STANDARDS

Generate and Analyze Patterns.

- 4.OA.C.5**
- Generate a number or shape pattern that follows a given rule. Identify apparent features of the pattern that were not explicit in the rule itself. *For example, given the rule “Add 3” and the starting number 1, generate terms in the resulting sequence and observe that the terms appear to alternate between odd and even numbers. Explain informally why the numbers will continue to alternate in this way.*

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***4-1A Number Patterns**—Online

- Objective(s): To identify and generate number patterns.
To use a function rule to find the output of a function.
To find the rule for a function.

5-4 Number Patterns—pp. 170–171

- Objective(s): To create and extend number patterns.

10-12 Problem Solving Strategy: Find a Pattern—pp. 348–349

- Objective(s): To solve problems by finding geometric patterns.

14-3 Functions—pp. 446–447

- Objective(s): To complete function tables.

Number and Operations in Base Ten

ARCHDIOCESE OF DETROIT: FOURTH GRADE MATHEMATICS STANDARDS

Generalize place value understanding for multi-digit whole numbers.

- 4.NBT.A.1**
- Recognize that in a multi-digit whole number, a digit in one place represents ten times what it represents in the place to its right. *For example, recognize that $700 \div 70 = 10$ by applying concepts of place value and division.*

- 4.NBT.A.2**
- Read and write multi-digit whole numbers using standard form, word form, and expanded form. Compare two multi-digit numbers based on value of the digits in each place, using $>$, $=$, and $<$ symbols to record the results of comparisons.

- 4.NBT.A.3**
- Use place value understanding to round multi-digit whole numbers to any place.

- 4.NBT.A.4**
- Read and write numbers to 1,000,000; relate them to the quantities they represent; compare and order.

SADLIER *PROGRESS IN MATHEMATICS*, GRADE 4

Skills Update: Hundreds—p. 1

1-1 Thousands—pp. 36–37

Objective(s): To understand place value through hundred thousands.
To read and write numbers through hundred thousands.

1-2 What is One Million?—pp. 38–39

Objective(s): To explore the magnitude of 1,000,000.

1-3 Millions—pp. 40–41

Objective(s): To understand place value through hundred millions.
To read and write numbers through hundred millions in words and in standard form.

1-4 Place Value—pp. 42–43

Objective(s): To write numbers in expanded form from standard form and vice versa.
To count on and back by 10, 100, and 1000.

Skills Update: Hundreds—p. 1

Skills Update: Compare Whole Numbers—p. 2

1-1 Thousands—pp. 36–37

Objective(s): To understand place value through hundred thousands.
To read and write numbers through hundred thousands.

1-4 Place Value—pp. 42–43

Objective(s): To write numbers in expanded form from standard form and vice versa.
To count on and back by 10, 100, and 1000.

1-6 Compare and Order Whole Numbers—pp. 46–47

Objective(s): To compare and order whole numbers.

1-10 Rounding—pp. 54–55

Objective(s): To use rounding rules to round whole numbers and money amounts to a given place.

SEE ALSO—

2-7 Estimate Sums and Differences—pp. 80–81

Objective(s): To use rounding to estimate sums and differences.

2-8 Add and Subtract Money (rounding to estimate sums and differences)—pp. 82–83

Objective(s): To add and subtract money amounts with no regrouping.

4-11 Products: Rounding to Estimate—pp. 146–147

Objective(s): To use rounding to estimate products.

Skills Update: Hundreds—p. 1

Skills Update: Compare Whole Numbers—p. 2

1-1 Thousands—pp. 36–37

Objective(s): To understand place value through hundred thousands.
To read and write numbers through hundred thousands.

1-2 What is One Million?—pp. 38–39

Objective(s): To explore the magnitude of 1,000,000.

1-3 Millions—pp. 40–41

Objective(s): To understand place value through hundred millions.
To read and write numbers through hundred millions in words and in standard form.

Number and Operations in Base Ten

ARCHDIOCESE OF DETROIT: FOURTH GRADE MATHEMATICS STANDARDS

- 4.NBT.A.5**
- Compose and decompose numbers using place value to 1,000,000; write numbers in expanded notation.

Use place value understanding and properties of operations to perform multi-digit arithmetic.

- 4.NBT.B.6**
- Fluently add and subtract multi-digit whole numbers using the standard algorithm

- 4.NBT.B.7**
- Multiply a whole number of up to four digits by a one-digit whole number.

SADLIER *PROGRESS IN MATHEMATICS*, GRADE 4

1-4 Place Value—pp. 42–43

Objective(s): To write numbers in expanded form from standard form and vice versa.

To count on and back by 10, 100, and 1000.

1-6 Compare and Order Whole Numbers—pp. 46–47

Objective(s): To compare and order whole numbers.

1-4 Place Value—pp. 42–43

Objective(s): To write numbers in expanded form from standard form and vice versa.

To count on and back by 10, 100, and 1000.

Skills Update: Add and Subtract without Regrouping—p. 6

2-9 Check Addition and Subtraction—pp. 84–85

Objective(s): To check addition and subtraction.

3-2 Add with Regrouping—pp. 98–99

Objective(s): To add 2- and 3-digit whole numbers and money amounts with regrouping.

3-3 Four-Digit Addition—pp. 100–101

Objective(s): To add 4-digit whole numbers and money amounts with regrouping.

3-4 Add Larger Numbers—pp. 102–103

Objective(s): To find 4- and 5-digit sums involving whole numbers and money amounts.

3-5 Three or More Addends—pp. 104–105

Objective(s): To find sums of three or more addends with regrouping.

3-6 Subtract with Regrouping—pp. 106–107

Objective(s): To subtract 2- and 3-digit whole numbers and money amounts, regrouping once.

3-7 Subtraction: Regroup Twice—pp. 108–109

Objective(s): To subtract 3-digit whole numbers and money amounts, regrouping twice.

3-8 Subtract Larger Numbers—pp. 110–111

Objective(s): To subtract 3- and 4-digit whole numbers and money amounts, regrouping as needed.

3-9 Zeros in Subtraction—pp. 112–113

Objective(s): To subtract whole numbers and money amounts with zeros in the minuend.

3-10 Addition and Subtraction Practice—pp. 114–115

Objective(s): To add or subtract whole numbers and money amounts to 5 digits.

4-1 Multiplication Properties—pp. 126–127

Objective(s): To understand and apply the properties of multiplication.

4-2 Multiplication Models—pp. 128–129

Objective(s): To use models to understand multiplication.

4-3 Special Factors—pp. 130–131

Objective(s): To multiply tens, hundreds, and thousands by 1-digit numbers

4-4 Multiply by One-Digit Numbers—pp. 132–133

Objective(s): To multiply 2-digit numbers by 1-digit multipliers with no regrouping.

Number and Operations in Base Ten

ARCHDIOCESE OF DETROIT: FOURTH GRADE MATHEMATICS STANDARDS

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- 4.NBT.B.7a** • Multiply two two-digit numbers, using strategies based on place value and the properties of operations.

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- 4.NBT.B.7b** • Illustrate and explain the calculation by using equations, rectangular arrays, and/or area models.

SADLIER *PROGRESS IN MATHEMATICS*, GRADE 4

- *4-5A Multiply with Models—Online**
Objective(s): To use place-value models to multiply a 2-digit number by a 1-digit number with regrouping.
To explain the calculation by using an equation.
- 4-6 Multiply with Regrouping—pp. 136–137**
Objective(s): To multiply 2-digit numbers by 1-digit multipliers with regrouping.
- *4-6A Use Mental Math to Multiply—Online**
Objective(s): To break apart numbers to find the product of a 2- or 3-digit number and a 1-digit number.
To use arrays and the distributive property to find products.
To use partial products to find products.
- 4-7 Multiply Three-Digit Numbers—pp. 138–139**
Objective(s): To multiply 3-digit numbers by 1-digit multiplier with and without regrouping.
- 4-9 Multiply Four-Digit Numbers—pp. 142–143**
Objective(s): To multiply 4-digit numbers by 1-digit multipliers with and without regrouping.
- 4-10 Patterns in Multiplication—pp. 144–145**
Objective(s): To use patterns to multiply by 10 and by multiples of 10.
- *4-11A Multiply with Area Models—Online**
Objective(s): To use area models and partial products to multiply 2-digit numbers by 2-digit multipliers.
To explain the calculation.
- *4-11B Break Apart Numbers to Multiply—Online**
Objective(s): To break apart numbers to find the product of a 2-digit number and a 2-digit number.
To use partial products to find products.
- 4-12 Multiply by Two-Digit Numbers—pp. 148–149**
Objective(s): To multiply 2-digit whole numbers and money amounts by 2-digit multipliers without regrouping.
- 4-13 More Multiplying by Two-Digit Numbers—pp. 150–151**
Objective(s): To multiply 2-digit whole numbers and money amounts by 2-digit multipliers with regrouping.
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- 4-12 Multiply by Two-Digit Numbers—pp. 148–149**
Objective(s): To multiply 2-digit whole numbers and money amounts by 2-digit multipliers without regrouping.
- 4-13 More Multiplying by Two-Digit Numbers—pp. 150–151**
Objective(s): To multiply 2-digit whole numbers and money amounts by 2-digit multipliers with regrouping.
- SEE ALSO—
- 4-14 Multiply with Three-Digit Numbers—pp. 152–153**
Objective(s): To multiply 3-digit whole numbers and money amounts by 2-digit multipliers with regrouping.
-
- 4-2 Multiplication Models—pp. 128–129**
Objective(s): To use models to understand multiplication.
- 4-3 Special Factors—pp. 130–131**
Objective(s): To multiply tens, hundreds, and thousands by 1-digit numbers
- 4-4 Multiply by One-Digit Numbers—pp. 132–133**
Objective(s): To multiply 2-digit numbers by 1-digit multipliers with no regrouping.

Number and Operations in Base Ten

ARCHDIOCESE OF DETROIT: FOURTH GRADE MATHEMATICS STANDARDS

SADLIER *PROGRESS IN MATHEMATICS*, GRADE 4

- 4.NBT.B.8**
- Find whole-number quotients and remainders with up to four-digit dividends and one-digit divisors, using strategies based on place value, the properties of operations, and/or the relationship between multiplication and division.

***4-5A Multiply with Models—Online**

Objective(s): To use place-value models to multiply a 2-digit number by a 1-digit number with regrouping.
To explain the calculation by using an equation.

4-6 Multiply with Regrouping—pp. 136–137

Objective(s): To multiply 2-digit numbers by 1-digit multipliers with regrouping.

***4-6A Use Mental Math to Multiply—Online**

Objective(s): To break apart numbers to find the product of a 2- or 3-digit number and a 1-digit number.
To use arrays and the distributive property to find products.
To use partial products to find products.

4-7 Multiply Three-Digit Numbers—pp. 138–139

Objective(s): To multiply 3-digit numbers by 1-digit multiplier with and without regrouping.

4-9 Multiply Four-Digit Numbers—pp. 142–143

Objective(s): To multiply 4-digit numbers by 1-digit multipliers with and without regrouping.

4-10 Patterns in Multiplication—pp. 144–145

Objective(s): To use patterns to multiply by 10 and by multiples of 10.

***4-11A Multiply with Area Models—Online**

Objective(s): To use area models and partial products to multiply 2-digit numbers by 2-digit multipliers.
To explain the calculation.

4-12 Multiply by Two-Digit Numbers—pp. 148–149

Objective(s): To multiply 2-digit whole numbers and money amounts by 2-digit multipliers without regrouping.

4-13 More Multiplying by Two-Digit Numbers—pp. 150–151

Objective(s): To multiply 2-digit whole numbers and money amounts by 2-digit multipliers with regrouping.

5-2 Relate Multiplication and Division—pp. 166–167

Objective(s): To write related multiplication and division facts.

***5-4A Use Bar Diagrams—Online**

Objective(s): To use bar diagrams to solve multiplication and division problems.
To solve word problems involving multiplicative comparisons.
To distinguish multiplicative problems from additive comparison problems.

***5-5A Use Models to Divide—Online**

Objective(s): To use an array to model division of 2-digit dividends and 1-digit divisors.

5-6 One-Digit Quotients—pp. 174–175

Objective(s): To divide 2-digit dividends by 1-digit divisors to find 1-digit quotients with remainders.

5-7 Divisibility—pp. 176–177

Objective(s): To learn divisibility rules for 2, 3, 5, and 10.

5-8 Two-Digit Quotients—pp. 178–179

Objective(s): To divide 2-digit dividends by 1-digit divisors to find 2-digit quotients with no remainders.

5-9 More Two-Digit Quotients—pp. 180–181

Objective(s): To divide 2-digit dividends by 1-digit divisors to find 2-digit quotients with remainders.

5-10 Three-Digit Quotients—pp. 182–183

Objective(s): To divide 3-digit dividends by 1-digit divisors to find 3-digit quotients with and without remainders.

Number and Operations in Base Ten

ARCHDIOCESE OF DETROIT: FOURTH GRADE MATHEMATICS STANDARDS

- 4.NBT.B.8a** • Illustrate and explain the calculation by using equations, rectangular arrays, and/or area models.

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5-11 More Quotients—pp. 184–185

Objective(s): To divide 3-digit dividends by 1-digit divisors to find 2-digit quotients with and without remainders.

5-12 Zeros in the Quotient—pp. 186–187

Objective(s): To divide 3-digit dividends by 1-digit divisors to find 3-digit quotients with one or more zeros.

5-13 Larger Numbers in Division—pp. 188–189

Objective(s): To divide 4-digit dividends by 1-digit divisors to find 3- and 4-digit quotients with and without remainders.

***5-13A Multistep Problems & Bar Diagrams**—Online

Objective(s): To use a bar diagram to solve problems with more than one step.

5-2 Relate Multiplication and Division—pp. 166–167

Objective(s): To write related multiplication and division facts.

5-3 Missing Numbers—pp. 168–169

Objective(s): To find missing dividends and divisors.
To find the value of a variable in a multiplication or a division sentence.

***5-4A Use Bar Diagrams**—Online

Objective(s): To use bar diagrams to solve multiplication and division problems.
To solve word problems involving multiplicative comparisons.
To distinguish multiplicative problems from additive comparison problems.

***5-5A Use Models to Divide**—Online

Objective(s): To use an array to model division of 2-digit dividends and 1-digit divisors.

5-6 One-Digit Quotients—pp. 174–175

Objective(s): To divide 2-digit dividends by 1-digit divisors to find 1-digit quotients with remainders.

5-8 Two-Digit Quotients—pp. 178–179

Objective(s): To divide 2-digit dividends by 1-digit divisors to find 2-digit quotients with no remainders.

5-9 More Two-Digit Quotients—pp. 180–181

Objective(s): To divide 2-digit dividends by 1-digit divisors to find 2-digit quotients with remainders.

5-10 Three-Digit Quotients—pp. 182–183

Objective(s): To divide 3-digit dividends by 1-digit divisors to find 3-digit quotients with and without remainders.

5-11 More Quotients—pp. 184–185

Objective(s): To divide 3-digit dividends by 1-digit divisors to find 2-digit quotients with and without remainders.

5-12 Zeros in the Quotient—pp. 186–187

Objective(s): To divide 3-digit dividends by 1-digit divisors to find 3-digit quotients with one or more zeros.

5-13 Larger Numbers in Division—pp. 188–189

Objective(s): To divide 4-digit dividends by 1-digit divisors to find 3- and 4-digit quotients with and without remainders.

***5-13A Multistep Problems & Bar Diagrams**—Online

Objective(s): To use a bar diagram to solve problems with more than one step.

Number and Operations in Base Ten

ARCHDIOCESE OF DETROIT: FOURTH GRADE MATHEMATICS STANDARDS

- 4.NBT.B.9** • Find all factors of any whole number through 50, list factor pairs, and determine if a one-digit number is a factor of a given whole number
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- 4.NBT.B.10** • List the first 12 multiples of a given one-digit whole number; determine if a whole number is a multiple of a given one-digit whole number.
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- 4.NBT.B.11** • Know that some numbers have exactly two factors and are called prime numbers. All other numbers are called composite.
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- 4.NBT.B.12** • Use factors and multiples to compose and decompose whole numbers.
-
- 4.NBT.B.13** • Add and subtract basic whole numbers fluently (ex 2+2, 8+7, 4+9).

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- 8-6 Factors**—pp. 276–277
Objective(s): To find factors, common factors, and the greatest common factor of two or more numbers.
- *9-6A Factor Pairs**—Online
Objective(s): To find factor pairs for a number in the range 1–100. To understand that a number is a multiple of all of its factors.
-
- 9-6 Multiples**—pp. 306–307
Objective(s): To find multiples of a number. To find common multiples and the least common multiple (LCM) of two or more numbers.
- *9-6A Factor Pairs**—Online
Objective(s): To find factor pairs for a number in the range 1–100. To understand that a number is a multiple of all of its factors.
-
- *9-6B Prime and Composite Numbers**—Online
Objective(s): To decide whether a number is prime or composite.
-
- 8-6 Factors**—pp. 276–277
Objective(s): To find factors, common factors, and the greatest common factor of two or more numbers.
- 9-6 Multiples**—pp. 306–307
Objective(s): To find multiples of a number. To find common multiples and the least common multiple (LCM) of two or more numbers.
- *9-6A Factor Pairs**—Online
Objective(s): To find factor pairs for a number in the range 1–100. To understand that a number is a multiple of all of its factors.
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- Skills Update: Addition and Subtraction Facts**—p. 4
Skills Update: Related Facts—p. 5
- 2-1 Addition Properties**—pp. 68–69
Objective(s): To understand the properties of addition.
- 2-2 Addition Strategies**—pp. 70–71
Objective(s): To use strategies to add mentally.
- 2-3 Subtraction Concepts**—pp. 72–73
Objective(s): To understand the four meanings of subtraction. To use subtraction rules for zero.
- 2-6 Mental Math**—pp. 78–79
Objective(s): To add and subtract mentally.

Number and Operations – Fractions

ARCHDIOCESE OF DETROIT: FOURTH GRADE MATHEMATICS STANDARDS

Extend understanding of fraction equivalence and ordering.

- 4.NF.A.1**
- Explain why a fraction a/b is equivalent to a fraction $(n \times a)/(n \times b)$ by using visual fraction models, with attention to how the number and size of the parts differ even though the two fractions themselves are the same size.

- 4.NF.A.1a**
- Recognize and generate equivalent fractions.

- 4.NF.A.2**
- Compare two fractions with different numerators and different denominators, e.g., by creating common denominators (ex. $\frac{1}{4}$, $\frac{3}{4}$) or numerators (ex. $\frac{3}{4}$, $\frac{3}{5}$), or by comparing to a benchmark fraction such as $\frac{1}{2}$.

- 4.NF.A.2a**
- Recognize that comparisons are valid only when the two fractions refer to the same whole. Record the results of comparisons with symbols $>$, $=$, or $<$, and justify the conclusions, e.g., by using a visual fraction model, written explanation, or numerical comparison.

Build fractions from unit fractions.

- 4.NF.B.3**
- Understand a fraction a/b with $a > 1$ as a sum of fractions $1/b$ (Clarification below).

- 4.NF.B.3a**
- Understand addition and subtraction of fractions as joining and separating parts referring to the same whole.

SADLIER *PROGRESS IN MATHEMATICS*, GRADE 4

***8-3A Model Equivalent Fractions—Online**

Objective(s): To use a ratio table to find equivalent fractions.
To use visual models to justify equivalency.

8-4 Equivalent Fractions—pp. 272–273

Objective(s): To identify equivalent fractions.

8-5 Write Equivalent Fractions—pp. 274–275

Objective(s): To find equivalent fractions by multiplying.

***8-3A Model Equivalent Fractions—Online**

Objective(s): To use a ratio table to find equivalent fractions.
To use visual models to justify equivalency.

8-4 Equivalent Fractions—pp. 272–273

Objective(s): To identify equivalent fractions.

8-5 Write Equivalent Fractions—pp. 274–275

Objective(s): To find equivalent fractions by multiplying.

8-2 Fractions on a Number Line—pp. 268–269

Objective(s): To locate, compare, and order fractions on a number line.

8-3 Estimate Fractions—pp. 270–271

Objective(s): To estimate a fraction of a region.
To tell whether a fraction is closer to 0, to $\frac{1}{2}$, or to 1.

***8-8A Compare Fractions Using Benchmarks—Online**

Objective(s): To use benchmark fractions to compare unlike fractions.
To justify comparisons using visual models.

8-9 Compare Fractions—pp. 282–283

Objective(s): To compare fractions and mixed numbers.

8-10 Order Fractions—pp. 284–285

Objective(s): To order fractions.

8-2 Fractions on a Number Line—pp. 268–269

Objective(s): To locate, compare, and order fractions on a number line.

8-3 Estimate Fractions—pp. 270–271

Objective(s): To estimate a fraction of a region.
To tell whether a fraction is closer to 0, to $\frac{1}{2}$, or to 1.

***8-8A Compare Fractions Using Benchmarks—Online**

Objective(s): To use benchmark fractions to compare unlike fractions.
To justify comparisons using visual models.

8-9 Compare Fractions—pp. 282–283

Objective(s): To compare fractions and mixed numbers.

8-10 Order Fractions—pp. 284–285

Objective(s): To order fractions.

***9-1A Use Models to Add Fractions—Online**

Objective(s): To use models of fraction strips to add fractions with like denominators within 1.
To use visual fraction strips to add like fractions within 1.
To use a number line to add fractions with like denominators.

Number and Operations – Fractions

ARCHDIOCESE OF DETROIT: FOURTH GRADE MATHEMATICS STANDARDS

4.NF.B.3b • Decompose a fraction into a sum of fractions with the same denominator in more than one way, recording each decomposition by an equation. Justify decompositions, e.g., by using a visual fraction model. *Examples:* $\frac{3}{8} = \frac{1}{8} + \frac{1}{8} + \frac{1}{8}$; $\frac{3}{8} = \frac{1}{8} + \frac{2}{8}$; $2\frac{1}{8} = 1 + 1 + \frac{1}{8} = \frac{8}{8} + \frac{8}{8} + \frac{1}{8}$.

4.NF.B.3c • Add and subtract mixed numbers with like denominators, e.g., by replacing each mixed number with an equivalent fraction, and/or by using properties of operations and the relationship between addition and subtraction.

4.NF.B.3d • Solve word problems involving addition and subtraction of fractions referring to the same whole and having like denominators, e.g., by using visual fraction models and equations to represent the problem.

SADLIER *PROGRESS IN MATHEMATICS*, GRADE 4

***9-1C Use Models to Subtract Fractions—Online**

Objective(s): To use fraction strips to subtract fractions with like denominators.
To use a number line to subtract fractions with like denominators.

***9-1B Decompose Fractions—Online**

Objective(s): To decompose fractions into the sum of fractions with the same denominator in more than one way.
To write an equation to represent the decomposition of a fraction.

***9-4A Add Mixed Numbers—Online**

Objective(s): To use fraction strips to model the addition of two like fractions with a sum greater than 1.
To add mixed numbers with like denominators by replacing each mixed number with an equivalent fraction.
To use properties of operations to add mixed numbers.

***9-4B Subtract Mixed Numbers—Online**

Objective(s): To use fraction strips to model the subtraction of a fraction from a like mixed number by decomposing the whole.
To subtract mixed numbers with like denominators by replacing each mixed number with an equivalent fraction.
To use the relationship between addition and subtraction to subtract mixed numbers.

9-5 Add and Subtract Mixed Numbers—pp. 304–305

Objective(s): To add and subtract mixed numbers with like denominators.

9-1 Add Fractions: Like Denominators—pp. 296–297

Objective(s): To add fractions with like denominators.

***9-1A Use Models to Add Fractions—Online**

Objective(s): To use models of fraction strips to add fractions with like denominators within 1.
To use visual fraction strips to add like fractions within 1.
To use a number line to add fractions with like denominators.

***9-1B Decompose Fractions (visual models)—Online**

Objective(s): To decompose fractions into the sum of fractions with the same denominator in more than one way.
To write an equation to represent the decomposition of a fraction.

***9-1C Use Models to Subtract Fractions—Online**

Objective(s): To use fraction strips to subtract fractions with like denominators.
To use a number line to subtract fractions with like denominators.

9-2 Subtract Fractions: Like Denominators—pp. 298–299

Objective(s): To subtract fractions with like denominators.

***9-2A Word Problems Involving Fractions—Online**

Objective(s): To add and subtract fractions referring to the same whole and having like denominators.

Number and Operations – Fractions

ARCHDIOCESE OF DETROIT: FOURTH GRADE MATHEMATICS STANDARDS

- 4.NF.B.4** • Apply and extend previous understandings of multiplication to multiply a fraction by a whole number.
-
- 4.NF.B.4a** • Understand a fraction a/b as a multiple of $1/b$. For example, use a visual fraction model to represent $5/4$ as the product $5 \times (1/4)$, recording the conclusion by the equation $5/4 = 5 \times (1/4)$.
-
- 4.NF.B.4b** • Understand a multiple of a/b as a multiple of $1/b$, and use this understanding to multiply a fraction by a whole number. For example, use a visual fraction model to express $3 \times (2/5)$ as $6 \times (1/5)$, recognizing this product as $6/5$. (In general, $n \times (a/b) = (n \times a)/b$.)
-
- 4.NF.B.4c** • Solve word problems involving multiplication of a fraction by a whole number, e.g., by using visual fraction models and equations to represent the problem. For example, if each person at a party will eat $3/8$ of a pound of roast beef, and there will be 5 people at the party, how many pounds of roast beef will be needed? Between what two whole numbers does your answer lie?

Understand decimal notation for fractions, and compare decimal fractions.

- 4.NF.C.5** • Express a fraction with denominator 10 as an equivalent fraction with denominator 100, and use this technique to add two fractions with respective denominators 10 and 100. For example, express $3/10$ as $30/100$, and add $3/10 + 4/100 = 34/100$.
-
- 4.NF.C.6** • Use decimal notation for fractions with denominators 10 or 100. For example, rewrite 0.62 as $62/100$; describe a length as 0.62 meters; locate 0.62 on a number line diagram.
-
- 4.NF.C.7** • Compare two decimals to hundredths by reasoning about their size. Recognize that comparisons are valid only when the two decimals refer to the same whole. Record the results of comparisons with the symbols $>$, $=$, or $<$, and justify the conclusions, e.g., by using a visual model.

SADLIER PROGRESS IN MATHEMATICS, GRADE 4

- *9-8A Multiply with Fractions—Online**
Objective(s): To use models to multiply a fraction by a whole number.
To multiply a fraction by a whole number.
-
- *9-8A Multiply with Fractions—Online**
Objective(s): To use models to multiply a fraction by a whole number.
To multiply a fraction by a whole number.
-
- *9-8A Multiply with Fractions—Online**
Objective(s): To use models to multiply a fraction by a whole number.
To multiply a fraction by a whole number.
-
- *9-8A Multiply with Fractions—Online**
Objective(s): To use models to multiply a fraction by a whole number.
To multiply a fraction by a whole number.
-
- *9-6C Add Fractions with Denominators of 10 and 100—Online**
Objective(s): To add two fractions with respective denominators of 10 and 100.
-
- 13-1 Tenths and Hundredths—pp. 412–413**
Objective(s): To read and write decimals less than 1 through hundredths.
- 13-2 Decimals Greater Than One—pp. 414–415**
Objective(s): To read and write decimals greater than 1 through hundredths.
- 13-3 Decimal Place Value—pp. 416–417**
Objective(s): To understand decimal place value.
To write decimals in standard and expanded forms
-
- *13-3A Compare Decimals with Models and Symbols—Online**
Objective(s): To use visual models to compare decimals.
To use the symbols $<$, $=$, $>$ to compare decimals and justify conclusions using visual models.
- 13-4 Compare Decimals—pp. 418–419**
Objective(s): To compare decimals
- 13-5 Order Decimals—pp. 420–421**
Objective(s): To order decimals from least to greatest and greatest to least.

Number and Operations – Fractions

ARCHDIOCESE OF DETROIT: FOURTH GRADE MATHEMATICS STANDARDS

- 4.NF.C.8**
- Multiply and divide decimals up to two decimal places by a one-digit whole number where the result is a terminating decimal

-
- 4.NF.C.9**
- Add and subtract all decimal numbers
-

SADLIER *PROGRESS IN MATHEMATICS*, GRADE 4

4-8 Multiply Money—pp. 140–141

Objective(s): To multiply money amounts by 1-digit multipliers.

5-14 Divide Money—pp. 190–191

Objective(s): To divide 2-, 3-, and 4-digit money amounts by 1-digit divisors.

13-10 Divide with Money—pp. 430–431

Objective(s): To divide whole-dollar amounts to find the better buy.

2-8 Add and Subtract Money—pp. 82–83

Objective(s): To add and subtract money amounts with no regrouping.

13-8 Add Decimals—pp. 426–427

Objective(s): To add decimals through hundredths.

13-9 Subtract Decimals—pp. 428–429

Objective(s): To subtract decimals through hundredths.

Measurement and Data

ARCHDIOCESE OF DETROIT: FOURTH GRADE MATHEMATICS STANDARDS

Solve problems involving measurement and conversion of measurements.

- 4.MD.A.1** • Know relative sizes of measurement units within one system of units including km, m, cm; kg, g; lb, oz.; l, ml; hr, min, sec. Within a single system of measurement, express measurements in a larger unit in terms of a smaller unit. Record measurement equivalents in a two-column table. *For example, know that 1 ft is 12 times as long as 1 in. Express the length of a 4 ft rope as 48 in. Generate a conversion table for feet and inches listing the number pairs (1, 12), (2, 24), (3, 36),*

SADLIER *PROGRESS IN MATHEMATICS*, GRADE 4

Skills Update: Customary Units of Length—p. 14

Skills Update: Cup—p. 15

Skills Update: Pound—p. 16

Skills Update: Centimeter and Meter—p. 17

Skills Update: Liter—p. 18

Skills Update: Kilogram—p. 19

6-2 Rename Units of Length—pp. 208–209

Objective(s): To rename and compare customary units of length.
To develop a sense of the length of a mile.

6-3 Compute Customary Units—pp. 210–211

Objective(s): To add and subtract customary units of length.

6-4 Customary Units of Capacity—pp. 212–213

Objective(s): To explore customary units of capacity.
To rename customary units of capacity.

6-5 Customary Units of Weight—pp. 214–215

Objective(s): To use the customary units ounce, pound, and ton.
To rename and compare customary units of weight.

6-6 Measure with Metric Units (ruler)—pp. 216–217

Objective(s): To estimate and measure lengths to the nearest centimeter and decimeter.

6-7 Work with Metric Units—pp. 218–219

Objective(s): To use metric units to measure length and interpret a map.
To rename and compare metric units of length.

6-8 Metric Units of Capacity—pp. 220–221

Objective(s): To use metric units of capacity.
To rename and compare metric units of capacity.

6-9 Metric Units of Mass—pp. 222–223

Objective(s): To use metric units of mass.
To rename and compare metric units of mass.

***6-9A Represent Measures on a Number Line**—Online

Objective(s): To represent measures on a number line.
To solve measurement problems involving the four operations.

6-11 Time: Equivalent Units of Time (minutes to seconds)—pp. 226–227

Objective(s): To tell time to the minute.

***6-11A Rename Measures (hours to minutes; liters to milliliters; gallons to quarts; meters to centimeters; feet to inches)**—Online

Objective(s): To rename measurement and represent as number pairs.
To record equivalent measures in a table.

6-12 Elapsed Time—pp. 228–229

Objective(s): To find elapsed time on a clock and on a calendar.

6-13 Problem Solving Strategy: Use More Than One Step—pp. 230–231

Objective(s): To solve problems using more than one step.

6-14 Problem Solving Applications: Mixed Review—pp. 232–233

Strategy File: Use These Strategies: Make a Table or List, Choose the Operation, Guess and Test, Write a Number Sentence

13-10 Divide with Money—pp. 430–431

Objective(s): To divide whole-dollar amounts to find the better buy.

Measurement and Data

ARCHDIOCESE OF DETROIT: FOURTH GRADE MATHEMATICS STANDARDS

- 4.MD.A.2**
- Use the four operations to solve word problems involving distances, intervals of time, liquid volumes, masses of objects, and money, including problems involving simple fractions or decimals, and problems that require expressing measurements given in a larger unit in terms of a smaller unit. Represent measurement quantities using diagrams such as number line diagrams that feature a measurement scale.

SADLIER *PROGRESS IN MATHEMATICS*, GRADE 4

- 2-8 Add and Subtract Money**—pp. 82–83
Objective(s): To add and subtract money amounts with no regrouping.
- 4-8 Multiply Money**—pp. 140–141
Objective(s): To multiply money amounts by 1-digit multipliers.
- 4-12 Multiply by Two-Digit Numbers: Multiply Money**—pp. 148–149
Objective(s): To multiply 2-digit whole numbers and money amounts by 2-digit multipliers without regrouping.
- 5-14 Divide Money**—pp. 190–191
Objective(s): To divide 2-, 3-, and 4-digit money amounts by 1-digit divisors.
- 6-2 Rename Units of Length**—pp. 208–209
Objective(s): To rename and compare customary units of length.
To develop a sense of the length of a mile.
- 6-3 Compute Customary Units**—pp. 210–211
Objective(s): To add and subtract customary units of length.
- 6-4 Customary Units of Capacity**—pp. 212–213
Objective(s): To explore customary units of capacity.
To rename customary units of capacity.
- 6-5 Customary Units of Weight**—pp. 214–215
Objective(s): To use the customary units ounce, pound, and ton.
To rename and compare customary units of weight.
- 6-6 Measure with Metric Units (ruler)**—pp. 216–217
Objective(s): To estimate and measure lengths to the nearest centimeter and decimeter.
- 6-7 Work with Metric Units**—pp. 218–219
Objective(s): To use metric units to measure length and interpret a map.
To rename and compare metric units of length.
- 6-8 Metric Units of Capacity**—pp. 220–221
Objective(s): To use metric units of capacity.
To rename and compare metric units of capacity.
- 6-9 Metric Units of Mass**—pp. 222–223
Objective(s): To use metric units of mass.
To rename and compare metric units of mass.
- *6-9A Represent Measures on a Number Line**—Online
Objective(s): To represent measures on a number line.
To solve measurement problems involving the four operations.
- 6-11 Time: Equivalent Units of Time**—pp. 226–227
Objective(s): To tell time to the minute.
- *6-11A Rename Measures (hours to minutes; liters to milliliters; gallons to quarts; meters to centimeters; feet to inches)**—Online
Objective(s): To rename measurement and represent as number pairs.
To record equivalent measures in a table.
- 6-12 Elapsed Time**—pp. 228–229
Objective(s): To find elapsed time on a clock and on a calendar.
- 6-13 Problem Solving Strategy: Use More Than One Step**—pp. 230–231
Objective(s): To solve problems using more than one step.
- 6-14 Problem Solving Applications: Mixed Review**—pp. 232–233
Strategy File: Use These Strategies: Make a Table or List, Choose the Operation, Guess and Test, Write a Number Sentence
- 13-10 Divide with Money**—pp. 430–431
Objective(s): To divide whole-dollar amounts to find the better buy.

Measurement and Data

ARCHDIOCESE OF DETROIT: FOURTH GRADE MATHEMATICS STANDARDS

- 4.MD.A.3** • Apply the area and perimeter formulas for rectangles in real world and mathematical problems. *For example, find the width of a rectangular room given the area of the flooring and the length, by viewing the area formula as a multiplication equation with an unknown factor.*

- 4.MD.A.4** • Measure using common tools and select appropriate units of measure.

- 4.MD.A.5** • Measure and compare integer temperatures in Fahrenheit degrees and Celsius.

- 4.MD.A.6** • Measure surface area of cubes and rectangular prisms by covering and counting area of the faces.

SADLIER *PROGRESS IN MATHEMATICS*, GRADE 4

Skills Update: Perimeter—p. 20

Skills Update: Area—p. 24

11-1 Use Perimeter Formulas—pp. 358–359

Objective(s): To use formulas to find the perimeters of rectangles, squares, and equilateral triangles.

11-2 Use Area Formulas—pp. 360–361

Objective(s): To use formulas to find the areas of squares and rectangles.

11-3 Perimeter and Area—pp. 362–363

Objective(s): To understand that figures with the same area can have different perimeters.

To understand that figures with the same perimeter can have different areas.

To find the area and perimeter of complex figures.

***11-3A Perimeter and Area Formulas**—Online

Objective(s): To apply the area and perimeter formulas for rectangles in real world problems to find missing dimensions.

6-1 Measure with Inches (ruler)—pp. 206–207

Objective(s): To measure length to the nearest inch, half inch, and quarter inch.

To estimate length to the nearest inch.

6-6 Measure with Metric Units (ruler)—pp. 216–217

Objective(s): To estimate and measure lengths to the nearest centimeter and decimeter.

6-7 Work with Metric Units—pp. 218–219

Objective(s): To use metric units to measure length and interpret a map.

To rename and compare metric units of length.

6-10 Temperature (thermometer)—pp. 224–225

Objective(s): To measure and compare temperatures using the Fahrenheit and Celsius scales.

To compute temperatures.

6-11 Time—pp. 226–227

Objective(s): To tell time to the minute.

RELATED CONTENT—

Skills Update: Customary Units of Length (ruler)—p. 14

Skills Update: Cup (measuring cup)—p. 15

Skills Update: Pound (balance)—p. 16

Skills Update: Kilogram (balance)—p. 19

6-5 Customary Units of Weight (choose measuring tool)—pp. 214–215

Objective(s): To use the customary units ounce, pound, and ton.

To rename and compare customary units of weight.

6-8 Metric Units of Capacity (choose measuring tool)—pp. 220–221

Objective(s): To use metric units of capacity.

To rename and compare metric units of capacity.

6-10 Temperature—pp. 224–225

Objective(s): To measure and compare temperatures using the Fahrenheit and Celsius scales.

To compute temperatures.

*Surface area introduced in Grade 5: 12-9 Surface Area—pp. 398–399

Measurement and Data

ARCHDIOCESE OF DETROIT: FOURTH GRADE MATHEMATICS STANDARDS

- 4.MD.A.7** • Carry out the following conversions from one unit of measure to a larger or smaller unit of measure; meters to centimeters, hours to minutes.

Represent and interpret data.

- 4.MD.B.8** • Make a line plot to display a data set of measurements in fractions of a unit ($\frac{1}{2}$, $\frac{1}{4}$, $\frac{1}{8}$). Solve problems involving addition and subtraction of fractions by using information presented in line plots. *For example, from a line plot find and interpret the difference in length between the longest and shortest specimens in an insect collection.*

Geometric measurement: understand concepts of angle and measure angles.

- 4.MD.C.9** • Recognize angles as geometric shapes that are formed wherever two rays share a common endpoint, and understand concepts of angle measurement:
- 4.MD.C.9a** • An angle is measured with reference to a circle with its center at the common endpoint of the rays, by considering the fraction of the circular arc between the points where the two rays intersect the circle. An angle that turns through $\frac{1}{360}$ of a circle is called a “one-degree angle,” and can be used to measure angles.
- 4.MD.C.9b** • An angle that turns through n one-degree angles is said to have an angle measure of n degrees.

SADLIER *PROGRESS IN MATHEMATICS*, GRADE 4

6-2 Rename Units of Length—pp. 208–209

- Objective(s): To rename and compare customary units of length.
To develop a sense of the length of a mile.

6-4 Customary Units of Capacity—pp. 212–213

- Objective(s): To explore customary units of capacity.
To rename customary units of capacity.

6-5 Customary Units of Weight—pp. 214–215

- Objective(s): To use the customary units ounce, pound, and ton.
To rename and compare customary units of weight.

6-7 Work with Metric Units—pp. 218–219

- Objective(s): To use metric units to measure length and interpret a map.
To rename and compare metric units of length.

6-8 Metric Units of Capacity—pp. 220–221

- Objective(s): To use metric units of capacity.
To rename and compare metric units of capacity.

6-9 Metric Units of Mass—pp. 222–223

- Objective(s): To use metric units of mass.
To rename and compare metric units of mass.

***6-11A Rename Measures** (hours to minutes; liters to milliliters; gallons to quarts; meters to centimeters; feet to inches)—Online

- Objective(s): To rename measurement and represent as number pairs.
To record equivalent measures in a table.

7-4 Surveys and Line Plots—pp. 246–247

- Objective(s): To interpret and make line plots.
To use line plots to find mode and range.
To interpret stem-and-leaf plots.

***10-1A Angle Measure**—Online

- Objective(s): To understand that angle measure is a measure of a turn.
To compare angle measures by visual estimation or by given measure.
To recognize angles that have approximately equally measure.

***10-1A Angle Measure**—Online

- Objective(s): To understand that angle measure is a measure of a turn.
To compare angle measures by visual estimation or by given measure.
To recognize angles that have approximately equally measure.

Measurement and Data

ARCHDIOCESE OF DETROIT: FOURTH GRADE MATHEMATICS STANDARDS

- 4.MD.C.10** • Measure angles in whole-number degrees using a protractor. Sketch angles of specified measure.
-
- 4.MD.C.11** • Recognize angle measure as additive. When an angle is decomposed into non-overlapping parts, the angle measure of the whole is the sum of the angle measures of the parts. Solve addition and subtraction problems to find unknown angles on a diagram in real world and mathematical problems, e.g., by using an equation with a symbol for the unknown angle measure.

SADLIER *PROGRESS IN MATHEMATICS*, GRADE 4

***10-2A Measure Angles—Online**

- Objective(s): To measure angles with a protractor.
To sketch an angle of a specified measure.

***10-2B Unknown Angle Measures—Online**

- Objective(s): To determine that the measures of adjacent angles are summative.
To use the measures of 2 adjacent angles to find the measure of the combined angle.
To write and solve an equation to find unknown angles on a diagram.

Geometry

ARCHDIOCESE OF DETROIT: FOURTH GRADE MATHEMATICS STANDARDS

Draw and identify lines and angles, and classify shapes by properties of their lines and angles.

- 4.G.A.1**
- Draw points, lines, line segments, rays, angles (right, acute, obtuse), and perpendicular and parallel lines. Identify these in two-dimensional figures.

- 4.G.A.2**
- Classify two-dimensional figures based on the presence or absence of parallel or perpendicular lines, or the presence or absence of angles of a specified size. Recognize right triangles as a category, and identify right triangles.

- 4.G.A.3**
- Recognize a line of symmetry for a two-dimensional figure as a line across the figure such that the figure can be folded along the line into matching parts. Identify line-symmetric figures and draw lines of symmetry.

- 4.G.A.4**
- Identify basic geometric shapes including isosceles, equilateral and right triangles and use their properties to solve problems.

- 4.G.A.5**
- Identify and count the faces, edges and vertices of basic three-dimensional geometric solids including cubes, rectangular prisms, and pyramids; describe the shape of their faces.

- 4.G.A.6**
- Recognize rigid motion transformations (flips, slides, turns) of a two-dimensional object.

- 4.G.A.7**
- Identify the radius and diameter of a circle.

SADLIER *PROGRESS IN MATHEMATICS*, GRADE 4

10-1 Points, Lines, and Line Segments—pp. 326–327

Objective(s): To identify, name, and draw points, lines, and line segments.

10-2 Rays and Angles—pp. 328–329

Objective(s): To identify and name rays and angles and the parts of an angle
To determine whether an angle is acute, obtuse, right, or straight.

10-3 Parallel and Perpendicular Lines—pp. 330–331

Objective(s): To classify sets of lines as intersecting, perpendicular, or parallel.

10-4 Circles (points, lines)—pp. 332–333

Objective(s): To identify and name a circle and its parts.
To identify simple closed curves.

10-11 Coordinate Geometry (points)—pp. 346–347

Objective(s): To locate, name, and graph ordered pairs of numbers on a coordinate grid.

10-6 Quadrilaterals—pp. 336–337

Objective(s): To identify, name, and classify quadrilaterals.

10-7 Triangles—pp. 338–339

Objective(s): To identify and classify right, isosceles, equilateral, and scalene triangles.

Skills Update: Lines of Symmetry—p. 22

***10-7A Symmetry**—Online

Objective(s): To identify line symmetry.
To identify line-symmetric figures.
To draw lines of symmetry.

10-6 Quadrilaterals—pp. 336–337

Objective(s): To identify, name, and classify quadrilaterals.

10-7 Triangles—pp. 338–339

Objective(s): To identify and classify right, isosceles, equilateral, and scalene triangles.

11-4 Solid Figures (vertex, face, edge)—pp. 364–365

Objective(s): To identify solid figures.

10-9 Transformations: Slides and Flips—pp. 342–343

Objective(s): To explore slides and flips.

10-10 Turns—pp. 344–345

Objective(s): To identify turns and turn images.
To recognize whether a figure has half-turn symmetry.

10-4 Circles (radius, diameter)—pp. 332–333

Objective(s): To identify and name a circle and its parts.
To identify simple closed curves.

Data and Probability

ARCHDIOCESE OF DETROIT: FOURTH GRADE MATHEMATICS STANDARDS

Represent and solve problems for given data.

- 4.DP.A.1** • Construct tables and bar graphs from given data.

- 4.DP.A.2** • Order a given set of data, find the median, mean, mode, and specify the range of values.

- 4.DP.A.3** • Solve problems using data presented in tables and bar graphs (compare data represented in two bar graphs and read bar graphs showing two data sets).

SADLIER *PROGRESS IN MATHEMATICS*, GRADE 4

Skills Update: Record and Organize Data (tables)—p. 25

Skills Update: Graphing Sense (bar graph)—p. 26

Introduction to Problem Solving: Guess and Test (make a table)—p. 31

1-12 Problem Solving Strategy: Make a Table or List—pp. 58–59

Objective(s): To solve problems using the Make a Table or List strategy.

7-2 Bar Graphs—pp. 242–243

Objective(s): To make, read, and interpret bar graphs.

SEE ALSO—

Make/complete a table—pp. 31, 51, 58–59, 60, 61, 68–69, 86, 87, 89, 118, 119, 170–171, 177, 191, 208–209, 212–213, 214, 218–219, 220–221, 222, 223, 227, 289, 365, 371, 446–447, 404–405, 449

Make a bar graph—pp. 242–243, 245, 255

5-16 Find the Mean—pp. 194–195

Objective(s): To find the mean of a set of numbers.

7-1 Pictographs—pp. 240–241

Objective(s): To make, read, and interpret pictographs.

To find the median of a set of data.

7-4 Surveys and Line Plots—pp. 246–247

Objective(s): To interpret and make line plots.

To use line plots to find mode and range.

To interpret stem-and-leaf plots.

Skills Update: Record and Organize Data (tables)—p. 25

Skills Update: Graphing Sense (bar graph)—p. 26

Introduction to Problem Solving: Guess and Test (make a table)—p. 31

Introduction to Problem Solving: Problem-Solving Applications: Mixed Review (use a table)—p. 34

1-12 Problem Solving Strategy: Make a Table or List—pp. 58–59

Objective(s): To solve problems using the Make a Table or List strategy.

7-2 Bar Graphs—pp. 242–243

Objective(s): To make, read, and interpret bar graphs.

SEE ALSO—

Read a table—pp. 6(SU), 25(SU), 31, 32, 34, 56, 58, 59, 69, 96, 98, 102, 106–107, 108–9, 110–111, 135, 140, 152, 159, 170–171, 195, 208, 214, 218, 220, 222, 241, 242–243, 245, 261, 272, 317, 334, 350, 360, 365, 375, 418, 420, 432, 446–447, 448

Interpret bar graphs—pp. 26(SU), 118, 157, 240–241, 242–243, 256, 258, 405, 456

Data and Probability

ARCHDIOCESE OF DETROIT: FOURTH GRADE MATHEMATICS STANDARDS

- 4.DP.A.4**
- Predict the probability of the outcome in a simple event using visual models, ex. Find the probability of a given number when rolling a number cube.

SADLIER *PROGRESS IN MATHEMATICS*, GRADE 4

Skills Update: Probability Experiments—p. 27

7-7 Predict Probability—pp. 252–253

Objective(s): To predict the probability of an event
To tell which of two events is more likely or less likely to occur.

SEE ALSO—

7- 8 Events and Outcomes—pp. 254–255

Objective(s): To understand that probability changes as the number of possible outcomes changes.