

		BI <i>Numeration, Addition & Subtraction</i> Student Book Skill Builders (SB)	B2 <i>Multiplication & Division Basic Facts</i> Student Book Skill Builders (SB)	B3 <i>Multiplication & Division - Problem Solving</i> Student Book Skill Builders (SB)	B4 <i>Fractions, Decimals, Geometry.</i> Student Book Skill Builders (SB)
MA.4.A.2.1	Use decimals through the thousandths place to name numbers between whole numbers.				
MA.4.A.2.2	Describe decimals as an extension of the base-ten number system.				
MA.4.A.2.3	Relate equivalent fractions and decimals with and without models, including locations on a number line.				
MA.4.A.2.4	Compare and order decimals, and estimate fraction and decimal amounts in real-world problems.				
	GEOMETRY				
	IDEA 3: Develop an understanding of area and determine the area of two-dimensional shapes.				
MA.4.G.3.1	Describe and determine area as the number of same-sided units that cover a region in the plane, recognizing that a unit square is the standard unit for measuring area.				
MA.4.G.3.2	Justify the formula for the area of the rectangle "area = base x height."				

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MA.4.G.3.3	Select and use appropriate units, both customary and metric, strategies, and measuring tools to estimate and solve real-world area problems.				
	SUPPORTING IDEAS				
	ALGEBRA				
MA.4.A.4.1	Generate algebraic rules and use all four operations to describe patterns, including nonnumeric growing or repeating patterns				
MA.4.A.4.2	Describe mathematics relationships using expressions, equations, and visual representations.	10, 11		69	
MA.4.A.4.3	Recognize and write algebraic expressions for functions with two operations.				
	GEOMETRY AND MEASUREMENT				
MA.4.G.5.1	Classify angles of two-dimensional shapes using benchmark angles (i.e. 45° , 90° , 180° , and 360°).				

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MA.4.G.5.2	Identify and describe the results of translations, reflections, and rotation of 45, 90, 180, 270 and 360 degrees, including figures with line and rotational symmetry.				
MA.4.G.5.3	Identify and build a three-dimensional object from a two-dimensional representation of that object and vice versa.				
	NUMBER AND OPERATIONS				
MA.4.A.6.1	Use and represent numbers through millions in various contexts, including estimation of relative sizes	18, 19 SB: 6-4			
MA.4.A.6.2	Use models to represent division as: <ul style="list-style-type: none"> the inverse of multiplication as partitioning as successive subtraction 		26, 31, 32 SB: 25-4 21, 22 SB: 25-1		
MA.4.A.6.3	Generate equivalent fractions and simplify fractions.		23, 24 SB: 25-2		
MA.4.A.6.4	Determine factors and multiples for specified whole numbers.		16 SB: 20-8		

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MA.4.A.6.5	Relate halves, fourths, tenths, and hundredths to decimals and percents.				
AM.4.A.6.6	Estimate and describe reasonableness of estimates; determine the appropriateness of an estimate versus an exact answer.	60, 61, 63 SB: 10-14, 15-16	59 SB: 21-2		