

Ten-Month Planning Calendar – 4th Grade Math

August	September	October	November	December
Number Sense Benchmark A: Use place value structure of the base-ten number system to read, write, represent and compare whole numbers and decimals. Indicators: N2 use place value to read, write, and compare numbers through millions and thousandths.	Number Sense Benchmark F: Count money and make change using both coins and paper bills. Benchmark L: Use a variety of methods and appropriate tools for computing with whole numbers Benchmark G: Model and use commutative & associative properties for addition & multiplication Indicators: N2 use place value to read, write, and compare numbers through millions and thousandths. N3 Round whole numbers N6 Use assoc. & dis. Prop. N8 Count money & make change N9 Estimate computations with whole numbers N11 Explain strategies for performing computations	Number Sense Benchmark L: Use a variety of methods and appropriate tools for computing whole numbers Benchmark K: Analyze and solve multistep problems Indicators: N11 Explain strategies for performing computations N13 Use a variety of methods for computing with whole numbers N 12 Solve multi step problems in +,-,x Data Analysis Benchmark A: Gather & organize data from surveys and experiments. Benchmark B: read & interpret tables, charts, graphs Benchmark C: Construct charts, tables and graphs to represent data	Number Sense Benchmark I: Demonstrate fluency in mult. facts Benchmark E: recognize and classify numbers as prime or composite Benchmark G: Model and use commutative & associative properties for addition & multiplication Indicators: N4 know factors and multiples, prime, composite N11 Explain strategies for performing computations N12 Solve multi step problems in +,-,x N13 Use a variety of methods for computing with whole numbers N14 multiply 1 x1 and 1 x2 Patterns Benchmark A: Analyze and extend patterns and	Number Sense Benchmark G: Model and use commutative & associative properties for addition & multiplication Indicators: N4 know factors and multiples, prime, composite N11 Explain strategies for performing computations N12 Solve multi step problems in +,-,x N13 Use a variety of methods for computing with whole numbers N14 multiply 1 x1 and 1 x2 Patterns Benchmark B: Use patterns to make predictions, identify relationships, and solve problems Benchmark D: Represent an unknown quantity as a variable using a symbol, including letters