

# Fourth Grade Compacted Mathematics Newsletter



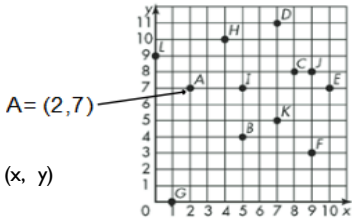
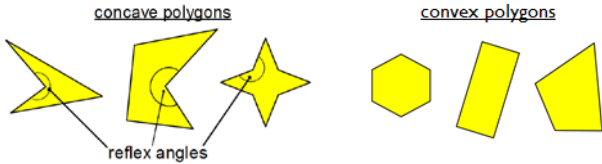
Marking Period 4, Part 2

MT	Learning Goals by Measurement Topic (MT) <u>Students will be able to . . .</u>
Numbers and Operations- Fractions	<ul style="list-style-type: none"> <li>• use equivalent fractions as a strategy to add and subtract fractions with unlike denominators.</li> <li>• solve word problems involving addition and subtraction of fractions with unlike denominators.</li> <li>• apply understanding of factors and multiples to generate equivalent fractions and add fractions with unlike denominators.</li> <li>• use equivalent fractions and decomposing (breaking apart) to solve problems.</li> </ul>
Geometry	<ul style="list-style-type: none"> <li>• graph and label ordered pairs on a coordinate grid.</li> <li>• classify two-dimensional shapes as polygons (a closed plane figure composed of only straight sides) or non-polygons.</li> <li>• classify, identify, and draw quadrilaterals and other polygons based on their properties.</li> </ul>
Operations and Algebraic Thinking	<ul style="list-style-type: none"> <li>• create and analyze two numerical patterns using two given rules.</li> <li>• create two numerical patterns and graph the corresponding ordered pairs.</li> </ul>

Thinking and Academic Success Skills (TASS)		
	<u>It is . . .</u>	<u>In mathematics, students will . . .</u>
Flexibility	being open and responsive to new and diverse ideas and strategies and moving freely among them.	<ul style="list-style-type: none"> <li>• make the connection that knowledge of equivalent fractions helps adding and subtracting fractions with unlike denominators easier.</li> <li>• use a variety of methods to add and subtract fractions with unlike denominators.</li> </ul>
Intellectual Risk Taking	accepting uncertainty or challenging the norm to reach a goal.	<ul style="list-style-type: none"> <li>• generate multiple ways to find solutions to word problems.</li> <li>• make adjustments to thinking when problem solving.</li> <li>• recognize that....               <ul style="list-style-type: none"> <li>○ mistakes can help one learn.</li> <li>○ skillful students ask for help and feedback.</li> <li>○ it is okay to not understand everything the first time around.</li> <li>○ everyone is capable of high achievement.</li> </ul> </li> </ul>

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Marking Period 4, Part 2

Learning Experiences by Measurement Topic (MT)		
MT	 <u>In school, your child will . . .</u>	 <u>At home, your child can . . .</u>
Number and Operations - Fractions	<ul style="list-style-type: none"> <li>use pattern blocks and other <b>visual fraction</b> models to represent <b>equivalent fractions</b> as a strategy to add and subtract fractions with unlike <b>denominators</b>.</li> <li>use <b>benchmark fractions</b> to estimate the answer to addition and subtraction of fractions with unlike <b>denominators</b>. Example: <math>\frac{7}{8} + \frac{5}{6}</math> is less than 2 because each fraction is less than the benchmark of 1 whole.</li> <li>create number line representations to add and subtract fractions with unlike <b>denominators</b>.</li> </ul>	<ul style="list-style-type: none"> <li>create <b>equivalent fractions</b> to solve real-world problems involving adding and subtracting fractions with unlike <b>denominators</b>. (Look through recipes and add the fractional amounts.)  Example: A recipe calls for <math>\frac{3}{4}</math> cup of sugar and <math>\frac{1}{2}</math> cup of flour. How many cups were used altogether?</li> </ul> <p>Possible questions:</p> <ul style="list-style-type: none"> <li>What strategy is most efficient in helping to solve the problem?</li> <li>How can using a <b>benchmark fraction</b> help to estimate the solution?</li> <li>Synthesize by asking, "Is there anything you have learned about adding and subtracting whole numbers that may help you add and subtract fractions?"</li> </ul>
Geometry	<ul style="list-style-type: none"> <li>graph and label ordered pairs on a coordinate grid. </li> <li>classify, describe, explain, and draw polygons including quadrilaterals based on their properties.</li> </ul>	<ul style="list-style-type: none"> <li>design a unique game using a coordinate grid similar to Battleship, Tic Tac Toe, or Connect Four.</li> <li>develop a scavenger hunt to search around the home, neighborhood, or natural surroundings for examples of concave and convex polygons.  </li> </ul>
Operations and Algebraic Thinking	<ul style="list-style-type: none"> <li>create and analyze two numerical patterns given two rules.  Rule A: Start with 32. Add 3 Rule B: Start with 55. Add 3</li> </ul>	<ul style="list-style-type: none"> <li>create a rule to represent a numerical pattern. Example: At the beginning of the week you were on chapter 12. You read 2 chapters each night. What chapter will you be on in 5 days?</li> </ul>

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