



OSSD Scope & Sequence: Math Grade 4

Scope & Sequence (S&S) is an overview of the skills and content covered in your curriculum at each class/instructional level. It provides an overview of the length of time (scope) and the order (sequence) in which key content will be taught.

Grade Level(s): 4

Content Area and/or Course Title: Math Grade 4

Unit Title	Time/Term	Focus Standards and Unit Outcomes
		<i>Standards from the Vermont Content Areas: Mathematics Essential Standards are indicated in blue.</i>
Multiplicative Thinking	August-September	Models for Multiplication & Division; Primes & Composites; Multiplicative Comparisons & Equations; Measurement Experiences 3.OA , 4.OA.1 , 4.OA.2 4.NBT.5 , 4.NBT.6 , 4.OA.4, 4.OA.3, 4.MD.1, 4.MD.2
Multi-Digit Multiplication & Early Division	October	Building Multiplication Arrays; Arrays & Ratio Tables; Multiplication Stories & Strategies; Early Division with Remainders 4.NBT.1 , 4.NBT.5 , 4.MD.1, 4.MD.3 4.OA.3 , 4.OA.4 , 4.MD.2 4.NBT.6
Fractions & Decimals	November-December	Equivalent Fractions; Comparing, Composing & Decomposing Fractions & Mixed Numbers; Introducing Decimals; Fractions & Decimals 4.NF.1 , 4.NF.2 , 4.NF.3a-d , 4.NF.4a-b 4.NF.5 , 4.NF.6 , 4.NF.7
Addition, Subtraction & Measurement	January	Place Value & the Standard Algorithm; The Standard Subtraction Algorithm; Measurement; Measurement & Data Displays 4.NBT.1 , 4.NBT.2 , 4.NBT.3 , 4.NBT.4 4.MD.1, 4.MD.2, 4.MD.4
Geometry &	February	Measuring Angles; Polygons & Symmetry; Area &

Measurement		Perimeter; Angles in Motion 4.MD.5, 4.MD.6, 4.MD.7, 4.G.1, 4.G.2 4.OA 5, 4.G.3 4.NBT.5, 4.MD.3,
Multiplication & Division, Data & Fractions	March	Multiplication & Division Strategies; Revisiting Area & Perimeter; Line Plots, Fractions & Division; More Division 4.NBT.5, 4.NBT.6, 4.MD.1, 4.MD.2, 4.MD.3 4.OA.3, 4.OA.4, 4.NF.1, 4.MD.4
Reviewing & Extending Fractions, Decimals & Multi-Digit Multiplication	April	Comparing Fractions & Writing Equivalent Fractions; Decimals & Decimal Fractions; Introducing the Standard Multiplication Algorithm; Extending the Standard Multiplication Algorithm 4.NF.1, 4.NF.2 4.NF.5, 4.NF.6, 4.NF.7 4.OA.3, 4.NBT.5 4.NBT.6
Playground Design	May-June (If time allows)	Introducing Playground Design; Making Decisions; Using Scale Models for Our Playground & Field; Building Model Playgrounds 4 MD.1, 4 MD.2, 4 MD.3, 4 MD.5, 4 MD.6, 4 MD.7, 4.G.1, 4 MD.4, 4.G.2