Grade 4 Math Progress Report: First Quarter

Assessment Schedule: August/September through late October/early November

CCSS	Needing	Meeting	Exceeding
3.OA.7		Knows multiplication facts through 10 \times 10, and can easily solve related division facts through 100 \div 10.	
4.OA.1		Understands multiplication as a way to compare quantities, e.g., 35 is 7 times as much as 5, and 5 times as much as 7.	
4.OA.2		Solves story problems that involve multiplicative comparisons, e.g., <i>I bought a pair of shoes for \$15 and a new jacket for 3 times that much. How much did the jacket cost?</i>	
4.OA.3		Solves multi-step story problems using addition, subtraction, multiplication, or division.	
4.OA.4		Understands factors and multiples, e.g., 1, 2, 4, 5, 10, and 20 are all factors of 20, and 20 is a multiple of each of those numbers.	
4.OA.4		Understands that a prime number has only 2 factors—1 and itself, while a composite number has more than 2 factors. Determines whether a number is prime or composite.	
4.NBT.1		Understands that in any multi-digit number, each digit represents 10 times what it represents in the place to its right.	
4.NBT.5		Multiplies 2- and 3-digit numbers by 1-digit numbers using strategies based on place value and properties of operations; uses equations or labeled sketches to explain strategies.	
4.NBT.6		Divides 2-digit numbers by 1-digit numbers using strategies based on place value and the relationship between multiplication and division; uses equations or labeled sketches to explain strategies.	

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Grade 4 Math Progress Report: Second Quarter

Assessment Schedule: November through January

CCSS	Needing	Meeting	Exceeding
4.OA.3		Solves multi-step story problems using addition, subtraction, multiplication, or division.	
4.NBT.2		Reads, writes, and compares multi-digit numbers.	
4.NBT.3		Rounds multi-digit numbers to any place.	
4.NBT.4		Adds and subtracts multi-digit numbers using the standard algorithms, as well as other efficient methods.	
4.NF.1		Uses a visual model to explain why one fraction is equivalent to another. Recognizes and generates equivalent fractions, e.g., $\frac{2}{3} = \frac{4}{6}$.	
4.NF.2		Compares two fractions with different numerators and different denominators, and explains why one fraction must be greater than or less than another fraction.	
4.NF.3		Writes an equation to show a fraction as the sum of other fractions with the same denominator, e.g., $\frac{5}{8} = \frac{1}{8} + \frac{1}{8} + \frac{1}{8} + \frac{1}{8} + \frac{1}{8}$.	
4.NF.3c		Adds and subtracts fractions and mixed numbers with like denominators, e.g., 2 $\frac{3}{5}$ – 1 $\frac{4}{5}$.	
4.NF.3d		Solves story problems that involve adding and subtracting fractions with like denominators.	
4.NF.6		Writes fractions with denominators of 10 or 100 in decimal notation, e.g., $\frac{3}{10} = 0.3$ and $\frac{75}{100} = 0.75$.	
4.NF.7		Compares decimal numbers with digits to the hundredths place, and explains why one decimal number must be greater than or less than another decimal number.	
4.MD.1		Knows the relative sizes of measurement units within one system of units, including metric length (kilometers, meters, centimeters), metric mass (kilograms and grams), customary weight (pounds and ounces), metric volume (liters and milliliters), and time.	
4.MD.1		Expresses measurements in a larger unit in terms of a smaller unit, e.g., 5 kilograms = 5,000 grams. Records measurement equivalents in two-column tables.	
4.MD.2		Uses addition, subtraction, multiplication, or division to solve story problems involving distances, intervals of time, liquid volumes, masses of objects, and money.	

Grade 4 Math Progress Report: Third Quarter

Assessment Schedule: February through March

CCSS	Needing	Meeting	Exceeding
4.0A.3		Solves multi-step story problems using addition, subtraction, multiplication, or division.	
4.OA.5		Identifies and describes patterns in sequences of numbers or shapes. Generates a number or shape pattern that follows a given rule.	
4.NBT.4		Adds and subtracts multi-digit numbers using the standard algorithms, as well as other efficient methods.	
4.NBT.5		Multiplies 2- and 3-digit numbers by 1-digit numbers using strategies based on place value and properties of operations; uses equations or labeled sketches to explain strategies.	
4.NBT.5		Multiplies 2-digit numbers by 2-digit numbers using strategies based on place value and properties of operations; uses equations or labeled sketches to explain strategies.	
4.NBT.6		Divides multi-digit numbers by 1-digit numbers using strategies based on place value and the relationship between multiplication and division; uses equations or labeled sketches to explain strategies.	
4.NF.4b		Multiplies a fraction by a whole number, e.g., $\frac{1}{4} \times 5$.	
4.NF.4c		Solves story problems that involve multiplying a fraction by a whole number.	
4.NF.5		Converts a fraction with 10 in the denominator to a fraction with 100 in the denominator, and uses the strategy to add tenths and hundredths, e.g., $\frac{4}{10} + \frac{36}{100} = \frac{40}{100} + \frac{36}{100} = \frac{76}{100}$.	
4.MD.3		Uses the formulas for area and perimeter of a rectangle to solve problems.	
4.MD.4		Makes a line plot to display a data set of measurements in fractions of a unit ($\frac{1}{2}$, $\frac{1}{4}$, and $\frac{1}{8}$). Uses the information on a line plot to solve problems that involve adding and subtracting fractions.	
4.MD.6		Uses a protractor to measure and sketch angles.	
4.G.1		Draws points, lines, line segments, rays, angles, and perpendicular and parallel lines. Identifies these in two-dimensional figures.	
4.G.2		Classifies two-dimensional shapes.	
4.G.3		Identifies and draws lines of symmetry; identifies figures with line symmetry.	

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Grade 4 Math Progress Report: Fourth Quarter

Assessment Schedule: April through May/June

CCSS	Needing	Meeting	Exceeding
4.0A.3		Solves multi-step story problems using addition, subtraction, multiplication, or division.	
4.OA.3		Writes equations with a letter standing for the unknown quantity to represent multi- step story problems.	
4.OA.3		Uses mental math, estimation, or rounding to determine whether or not answers to multi-step story problems are reasonable.	
4.NBT.5		Multiplies 2- and 3-digit numbers by 1-digit numbers using strategies based on place value and properties of operations; uses equations or labeled sketches to explain strategies.	
4.NBT.5		Multiplies 2-digit numbers by 2-digit numbers using strategies based on place value and properties of operations; uses equations or labeled sketches to explain strategies.	
4.NBT.6		Divides multi-digit numbers by 1-digit numbers using strategies based on place value and the relationship between multiplication and division; uses equations or labeled sketches to explain strategies.	
4.NF.1		Uses a visual model to explain why one fraction is equivalent to another. Recognizes and generates equivalent fractions, e.g., $\frac{2}{3} = \frac{4}{6}$.	
4.NF.2		Compares two fractions with different numerators and different denominators, and explains why one fraction must be greater than or less than another fraction.	
4.NF.5		Converts a fraction with 10 in the denominator to a fraction with 100 in the denominator, and uses the strategy to add tenths and hundredths, e.g., $\frac{4}{10} + \frac{36}{100} = \frac{40}{100} + \frac{36}{100} = \frac{76}{100}$.	
4.NF.6		Writes fractions with denominators of 10 or 100 in decimal notation, e.g., $\frac{3}{10} = 0.3$ and $\frac{75}{100} = 0.75$.	
4.NF.7		Compares decimal numbers with digits to the hundredths place, and explains why one decimal number must be greater than or less than another decimal number.	
4.MD.1		Knows the relative sizes of measurement units within one system of units, including metric length (kilometers, meters, centimeters), metric mass (kilograms and grams), customary weight (pounds and ounces), metric volume (liters and milliliters), and time.	
4.MD.1		Expresses measurements in a larger unit in terms of a smaller unit, e.g., 5 kilograms = 5,000 grams. Records measurement equivalents in two-column tables.	
4.MD.2		Uses addition, subtraction, multiplication, or division to solve story problems involving distances, intervals of time, liquid volumes, masses of objects, and money.	
4.MD.3		Uses the formulas for area and perimeter of a rectangle to solve problems.	
4.MD.6		Uses a protractor to measure and sketch angles.	

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