

Grade K Math Curriculum Map
First Trimester

Topics/ Standards (Approximate time frame)	Skills	Useful Resources	Vocabulary
<p>Counting & Cardinality</p> <p>K.CC.1 K.CC.3 K.CC.4a K.CC.4b</p> <p>(approximately 25 days)</p>	<ul style="list-style-type: none"> ● Count orally by ones to 25 ● Recognize and write numbers 0 to 5 ● Count objects by touching them singularly while saying the number name 1 to 5 ● Recognize the last number named and tell the number of objects counted, regardless of their arrangement, with up to 5 objects 	<p>Counting & Cardinality Lessons</p> <ul style="list-style-type: none"> * Choral Counting * Counting Circles * Count objects * Math Module 1 Topics C & D * Go Math Chapter 1 <p>Literature Suggestions</p> <ul style="list-style-type: none"> * <u>Two Ways to Count to 10</u> by Ruby Dee * <u>Ten Black Dots</u> by Donald Crews 	<ul style="list-style-type: none"> * compare * count (forwards, backwards) * match * number * number words: zero, one, two, three, four, five * numeral * order * same/equal * sequence
<p>Geometry</p> <p>K.G.1 K.G.2</p> <p>(approximately 8 days)</p>	<ul style="list-style-type: none"> ● Describe objects in the environment using names of shapes and describe positions of these objects, such as above, below, beside, in front of, behind, next to ● Correctly name shapes regardless of their orientation and size (circle, square, triangle, hexagon) 	<p>Shape Lessons</p> <ul style="list-style-type: none"> * Correctly Name Shapes * Go Math Chapter 9 * Math Module 2 -Topic A <p>Literature Suggestions</p> <ul style="list-style-type: none"> * <u>The Greedy Triangle</u> by Marilyn Burns Sam Baker * <u>Gone West</u> by Elaine Rahpael 	<p>prepositions (positional words)</p> <ul style="list-style-type: none"> * above * behind * below * beside * in front of * next to * under
<p>Measurement and Data</p> <p>K.MD.3</p> <p>(approximately 5 days)</p>	<ul style="list-style-type: none"> ● Classify objects into a given category (sort) 	<ul style="list-style-type: none"> * Sorting Objects <p>Measurement and Data Lessons</p> <ul style="list-style-type: none"> * Go Math chapter 12 * Math Module 2 & 6 -Topic B <p>Literature Suggestions</p> <ul style="list-style-type: none"> * <u>The Button Box</u> by Margarett Reid 	<ul style="list-style-type: none"> * attribute * big * color * heavier * lighter * longer * shorter * small * taller

			<ul style="list-style-type: none"> * category * classify * sort
<p>Counting & Cardinality</p> <p>K.CC.1 K.CC.2 K.CC.3 K.CC.4a K.CC.4b K.CC.4</p> <p>(approximately 21 days)</p>	<ul style="list-style-type: none"> ● Count orally by ones to 50 ● Count forward beginning from a given number within the known sequence ● Recognize and write numbers 0 to 10 ● Count objects by touching them singularly while saying the number name 0 to 10 ● Recognize the last number named and tell the number of objects counted, regardless of their arrangement, with up to 10 objects ● Using numbers 0 to 10 understand that each successive number name refers to a quantity that is one more 	<p>Counting & Cardinality Lessons</p> <ul style="list-style-type: none"> * Math Module 1 topics E, F, and G * Math Module 3 * Go Math Chapters 3 & 4 <p>Literature Suggestions</p> <ul style="list-style-type: none"> * <u>Spaghetti and Meatballs for All</u> by Marilyn Burns * <u>Only One</u> by Marc Harshman 	<ul style="list-style-type: none"> * greater than (more, larger) * less than (fewer) * number words: six, seven, eight, nine, ten * circle * compare * compose

Grade K Math Curriculum Map
Second Trimester

Topic /Standards (Approximate Time Frame)	Key Ideas	Useful Resources	Vocabulary
<p>Geometry</p> <p>K.G.2 K.G.3</p> <p>(approximately 10 days)</p>	<ul style="list-style-type: none"> ● Correctly name shapes regardless of their orientation and size (cube, cone, cylinder, sphere) ● Identify shapes as two dimensional (flat) or three dimensional (solid) 	<p>Geometry Lessons</p> <ul style="list-style-type: none"> * Math Module 2, Topics A, B, & C * Go Math Chapter 10 	<ul style="list-style-type: none"> * cone * cube * cylinder * different * hexagon * rectangle * shape * sides * sphere * surface (curve, flat) * three-dimensional * triangle * two-dimensional * vertex/vertices
<p>Operations & Algebraic Thinking</p> <p>K.OA.1,2 K.OA.3</p> <p>(approximately 16 days)</p>	<ul style="list-style-type: none"> ● Represent and solve addition word problems with objects, fingers, and drawings within 5 ● Decompose numbers less than or equal to 10 using objects or drawings and record using drawings or equations 	<p>Operations & Algebraic Thinking Lessons</p> <ul style="list-style-type: none"> * Math Module 4, Topics A, B & E * Go Math Chapter 5 	
<p>Counting & Cardinality</p> <p>K.CC.1 K.CC.1 K.CC.3 K.CC.4 a K.CC.4b K.CC.4d</p>	<ul style="list-style-type: none"> ● Count orally by ones to 75 ● Count orally by tens to 50 ● Recognize numbers 0-20 ● Write numbers 0-20 ● Count objects by touching them singularly, while saying the number names 0-15 ● Recognize the last number 	<p>Counting & Cardinality Lessons</p> <ul style="list-style-type: none"> * Math Modules 3 & 5 * Go Math Chapters 2 & 8 <p>Literature Suggestions</p> <ul style="list-style-type: none"> * <u>How Much is a Million?</u> by David Schwartz * <u>100 Hungry Ants</u> by Eleanor 	<ul style="list-style-type: none"> * compare * greater * less * same * number * match * more * fewer

<p>K.CC.6 (approximately 20 days)</p>	<p>named and tell the number of objects counted, regardless of their arrangement, with up to 15 objects</p> <ul style="list-style-type: none"> • Identify ordinal numbers 1st-5th • Compare two sets of objects and identify greater, less or equal 	<p>Pinczee</p>	<ul style="list-style-type: none"> * tens * twenty * fifty
<p>Geometry K.G.4 (approximately 5 days)</p>	<ul style="list-style-type: none"> • Analyze and compare two and three dimensional shapes 	<p>Geometry Lessons * Math Module 6, Topics A & B * Go Math Chapter 10</p> <p>Literature Suggestions * <u>Who Sank the Boat?</u> by Pamela Allen</p>	<ul style="list-style-type: none"> * positional words * flat * surface * roll * slide * stack
<p>Operations & Algebraic Thinking K.OA 1, 2 (approximately 12 days)</p>	<ul style="list-style-type: none"> • Represent and solve addition word problems with objects, fingers, and drawings within 10. • Represent and solve subtraction word problems with objects, fingers, and drawings within 5 	<p>Operations & Algebraic Thinking Lessons * Math Module 4, Topics C, D, F, G & H * Go Math Chapters 5, 6</p>	<ul style="list-style-type: none"> * add * is equal to * plus * minus * subtract

Grade K Math Curriculum Map
Third Trimester

Topic /Standards (Approximate Time Frame)	Key Ideas	Useful Resources	Vocabulary
<p>Number and Operations Base Ten</p> <p>K.NBT.1</p> <p>(approximately 10 days)</p>	<ul style="list-style-type: none"> ● Compose and decompose numbers 11-19 from a group of ten ones and additional ones using objects 	<p>Number & Operations Base Ten Lessons</p> <ul style="list-style-type: none"> * Math Module 5, Topics A, B, & C * Go Math Chapter 7 	<ul style="list-style-type: none"> * eleven * twelve * thirteen * fourteen * fifteen * sixteen * seventeen * eighteen * nineteen
<p>Counting & Cardinality</p> <p>K.CC.1 K.CC.1 K.CC.3 K.CC.4d K.CC.5 K.CC.7</p> <p>(approximately 5 days)</p>	<ul style="list-style-type: none"> ● Count orally by ones to 100 ● Count orally by tens to 100 ● Recognize and write numbers 0-20 ● Identify ordinal numbers 6th -10th ● Recognize the last number named and tell the number of objects counted, up to 20 objects ● Compare two written numbers between 1- 10 and state which is more or less 	<p>Counting & Cardinality Lessons</p> <ul style="list-style-type: none"> * Math Module 5, Topic E * Go Math Chapters 2 & 8 <p>Literature Suggestions</p> <ul style="list-style-type: none"> * <u>From 1 to 100</u> by Terri Sloat 	<ul style="list-style-type: none"> * set * digits * before * after
<p>Geometry</p> <p>K.G.5 K.G.6</p> <p>(approximately 4 days)</p>	<ul style="list-style-type: none"> ● Model shapes in the world by building and drawing shapes ● Compose simple shapes to form larger shapes 	<p>Geometry Lessons</p> <ul style="list-style-type: none"> * Math Module 6 * Go Math Chapter 9 	<ul style="list-style-type: none"> * attribute * solid * flat

<p>Measurement & Data</p> <p>K.MD.1 K.MD.2</p> <p>(approximately 6 days)</p> <p>K.MD.4</p>	<ul style="list-style-type: none"> ● Describe measurable attributes of objects ● Compare measurable attributes of objects and describe the difference <ul style="list-style-type: none"> ● Explore coins (pennies, nickels, dimes, quarter) ● Identify pennies, nickels, dimes, quarters. ● Relate coins to numbers and operations 	<p>Measurement and Data Lessons</p> <ul style="list-style-type: none"> * Math Module 3, Topics A-H * Math Module 6 * Go Math Chapter 11 	<ul style="list-style-type: none"> * length * weight * size
<p>Operations & Algebraic Thinking</p> <p>K.OA.1, 2 K.OA.4 K.OA.5</p> <p>(approximately 13 days)</p> <p>K.OA.6</p>	<ul style="list-style-type: none"> ● Represent and solve addition & subtraction word problems with objects, fingers, and drawings within 10 ● Add any number from 1-9-find the number that makes 10 when added to the given number ● Fluently add and subtract numbers within 5 <ul style="list-style-type: none"> ● Duplicate, extend, and create simple patterns using concrete objects 	<p>Operations & Algebraic Thinking Lessons Lessons</p> <ul style="list-style-type: none"> * Math Module 4 Topics C, D, F, G, H * Go Math Chapters 5, 6 <p>Literature Suggestions</p> <ul style="list-style-type: none"> * <u>12 Ways to get to 11</u> by Eve Marriam * <u>10 for Dinner</u> by Joe Allen Bogart * <u>10 Sly Piranhas</u> by William Wise 	<ul style="list-style-type: none"> * addend * equation * five frame * ten frame * count on * count back * make 10
<p>Number & Operations Base Ten</p> <p>K.NBT.1</p> <p>(approximately 10 days)</p>	<ul style="list-style-type: none"> ● Record the composition and decomposition from numbers 11-19 	<p>Number & Operations Base Ten</p> <ul style="list-style-type: none"> * 5 Topics A, B, & C * Go Math Chapter 7 <p>Literature Suggestions</p> <ul style="list-style-type: none"> * <u>Peter's Pockets</u> by Eve Rice 	<ul style="list-style-type: none"> * compose * decompose * ones * tens

Grade 1 Math Curriculum Map
First Trimester

Topic /Standards (Approximate Time Frame)	Key Ideas	Useful Resources	Vocabulary
<p>NY-1.OA.1 Use addition and subtraction within 20 to solve one-step word problems involving situations of adding to, taking from, putting together, taking apart, and/or comparing, with unknowns in all positions.</p> <p>NY - 1.OA.2 Solve word problems that call for addition of three whole numbers whose sum is less than or equal to 20</p> <p>NY - 1.OA.3 Apply properties of operations as strategies to add and subtract.</p> <p>NY - 1.OA.5 Relate counting to addition and subtraction</p>	<ul style="list-style-type: none"> ●use pictures and concrete objects and the strategy make a model to solve “adding to” and “putting together” addition problems. ●understand, apply, and explore the Additive, Identity Property for Addition and the Commutative Property of Addition. ●Model and record all the ways to put together numbers within 10. ●Build fluency for addition within 10. ●Use pictures and concrete objects and the strategy make a model to solve “taking from” and taking apart” subtraction problems. ●compare pictorial groups to understand subtraction ●identify how many are left when subtracting all or 0. ●Model and compare groups to show the meaning of subtraction ●Model and record all the ways to take apart numbers within 10 ●build fluency for subtraction within 10 ●understand and apply the Commutative Property of Addition for sums within 20. ●use the following strategies to find sums within 20 	<p>Go Math Chapters 1, 2, 3, 4</p> <p>Useful Tools/Representations: -Number bonds -Tape Diagrams -Tens frame/Five Frame -Number path -Counters -Connecting cubes -Rekenrek -Number balance</p> <p>Useful Resources for teacher: Go Math iTools National Library of Virtual Manipulatives K-5 Math Teaching Resources</p> <p>*Go to CCSS folder/1 st grade math for more useful links and resources on CCSD Server.</p>	<p>Count on Add Addend Addition sentence Is equal to = Plus Sum Part Whole Total Equation Expression Subtract Minus Difference Fewer Doubles Doubles plus one/minus one More Number bond part/part/whole Count back Subtraction sentence Digit Make a ten Order Add to Take apart Put together Take from Take away A ten</p>

	<ul style="list-style-type: none">●use doubles to create equivalent but easier sums●use a ten frame to add 10 and an addend less than 10●understand and apply the Associative Property or Commutative Property of Addition to add three addends●solve adding to and putting together situations using the strategy draw a picture●use the following strategies to find differences within 20●recall addition facts to subtract numbers within 20●subtract by breaking apart to make ten●solve subtraction problem situations using the strategy to act it out		Ones Equals Equal to Partners to ten
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Grade 1 Math Curriculum Map
Second Trimester

Topic /Standards (Approximate Time Frame)	Key Ideas	Useful Resources	Vocabulary
<p>NY-1.OA.6 Add and subtract within 20.</p> <p>NY-1.OA.4 Understand subtraction as an unknown addend problem within 20.</p> <p>NY-1.OA.7 Understand the meaning of the equal sign, and determine if equations involving addition and subtraction are true or false</p> <p>NY-1.OA.8 Determine the unknown whole number in addition or subtraction with the unknown in all positions</p> <p>NY-1.MD.1 Order three objects by length, compare the lengths of two objects indirectly by using a third object.</p> <p>NY-1.MD.3a Tell and write time in hour and half hours using analog and digital clocks.</p> <p>NY-1.MD.2 Measure length of an object using same size “length units” placed end to end with no gaps or overlaps. Express the length of an object as a whole</p>	<ul style="list-style-type: none"> ●Solve addition and subtraction problem situations using the strategy make a model ●identify and record related facts within 20 and use them to subtract ●apply the inverse relationship of addition and subtraction ●represent equivalent forms of numbers using sums and differences within 20 ●determine if an equation is true or false ●add and subtract facts within 20 and demonstrate fluency for addition and subtraction within 10 ●Use models and write to represent equivalent forms of tens and ones through 120 ● use objects, pictures, and numbers to represent numbers to 100 ●solve problems using the strategy make a model ●count, read, and write numerals to represent a number of 100 to 120 objects. ●order objects by length ●use transitivity Principle to measure indirectly <p>Make a nonstandard measuring tool to measure length</p> <ul style="list-style-type: none"> ●solve measurement problems 	<p>Go Math Chapters 5, first half of 6, 9, 10</p> <p>Useful Tools/Representations:</p> <ul style="list-style-type: none"> -Number bonds -Tape Diagrams -Tens frame/Five Frame -Number path -Counters -Connecting cubes -Rekenrek -Number balance <p>Useful Resources for teachers: 2</p> <p>Go Math iTools</p> <p>National Library of Virtual Manipulatives</p> <p>K-5 Math Teaching Resources</p> <p>*Go to CCSS folder/1 st grade math for more useful links and resources on CCSD Server.</p>	<p>Related facts</p> <p>Five groups (frame)</p> <p>Teen numbers</p> <p>Place value</p> <p>Numerals</p> <p>Ones</p> <p>Tens</p> <p>Hundreds</p> <p>Tally</p> <p>Tally marks</p> <p>Bar graph</p> <p>Picture graph</p> <p>Length unit</p> <p>Longest</p> <p>Shortest</p> <p>Less than</p> <p>Longer than</p> <p>More than</p> <p>Shorter than</p> <p>O'clock</p> <p>Half past</p> <p>Half hour</p> <p>Hour</p> <p>Hour hand</p> <p>Minute</p> <p>Minute hand</p>

<p>number of “length units”</p> <p>NY-1.MD.4 Organize, represent, and interpret data with up to three categories; ask and answer more questions about the total number of data points, how many in each category, and how many more or less are in one category than in another.</p> <p>NY-1.NBT.2 Understand that the two digits of a two-digit number represent amounts of tens and ones.</p> <p>NY-1.NBT.5 Given a two-digit number, mentally find 10 more or 10 less than the number, without having to count, explain the reasoning used.</p> <p>NY-1.NBT.4 Add within 100, including a two-digit number and one-digit number, a two-digit number and a multiple of 10</p>	<p>using the strategy act it out.</p> <ul style="list-style-type: none"> ●solve measurement problems using the strategy act it out ●tell time and write time to the hour and half hour ●analyze and compare data shown in a picture graph where each symbol represents one ●make a picture graph ●analyze and compare data shown in a bar graph or a tally chart ●make a bar graph or a tally chart ●solve problem situations using the strategy make a graph 		
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Grade 1 Math Curriculum Map
Third Trimester

Topic /Standards (Approximate Time Frame)	Key Ideas	Useful Resources	Vocabulary
<p>NY-1.NBT.1 Count to 120, starting at any number less than 120. In this range, read and represent a number of objects with a written numeral.</p> <p>NY-1.MD.3b Recognize and identify coins (penny, nickel, dime, and quarter) and their value and use the cent symbol</p> <p>NY-1MD.3c Count a mixed collection of dimes and pennies and determine the cent value (not to exceed 100 cents)</p> <p>NY-1.NBT.6 Subtract multiples of 10 from multiples of 10 in the range of 10-90 using concrete models or drawings, and strategies based on place value, properties of operations, and/or the relationship between addition and subtraction</p> <p>NY-1.G.1 Distinguish between defining attributes versus non-defining attributes for a wide variety of shapes. Build and/or draw shapes to possess defining attributes.</p>	<ul style="list-style-type: none"> ●model and compare two-digit numbers using symbols ●solve problems using the strategy make a model ●identify numbers that are 10 less or 10 more than a given number ●add or subtract within 20 ●use and draw models and manipulatives to add two digit numbers ●solve and explain two digit addition word problems using the strategy draw a picture ●identify and describe three dimensional shapes according to defining attributes ●compose a new shape by combining three dimensional shapes ●use composite three dimensional shapes to build new shapes ●identify three dimensional shapes used to build a composite shape using the strategy act it out ●identify two dimensional shapes on three dimensional shapes ●describe attributes of two dimensional shapes and use defining attributes to sort shapes ●compose a new shape by combing two dimensional shapes ●make a new shapes from 	<p>Go Math chapters: second half of 6, 7, 8, 11, 12</p> <p>Useful Tools/Representations: -Paper clips -cm cubes -Metric and Standard rulers -Classroom objects -Color tiles -Analog and Digital clocks</p> <p>Useful Resources for teachers: Go Math iTools National Library of Virtual Manipulatives K-5 Math Teaching Resources</p> <p>*Go to CCSS folder/1 st grade math for more useful links and resources on CCSD Server</p>	<p>Less than, greater than, equal to <, >, =</p> <p>Compare Symbols Tens Ones Hundreds Place Value Two digit numbers Comparison problem type Penny, nickel, dime, quarter ¢(cents)</p> <p>Three-dimensional shapes Cone Cube Cylinder Sphere Rectangular prism Two-dimensional shapes Circle Hexagon Rectangle Rhombus Square Trapezoid Triangle Quarter circle Quarter Flat surface Solid Vertices (corners)</p>

<p>NY.1.G.2 Compose two-dimensional shapes (rectangles, squares, trapezoids, triangles, half-circles, and quarter-circles) or three dimensional shapes (cubes, right rectangular prisms, right circular cones, and right circular cylinders) to create a composite shape, and compose new shapes from the composite shape.</p> <p>NY-1.G.3 Partition circles and rectangles into two and four equal shares, describe the shares using the words halves, fourths, and quarters, and use the phrases half of, fourth of, and quarter of. Describe the whole as two of, or four of the shares. Understand for these examples that decomposing into more equal shares creates smaller shares.</p>	<p>composite two dimensional shapes using the strategy act it out</p> <ul style="list-style-type: none"> ●decompose combined shapes into shapes ●identify equal and unequal parts or shares in two dimensional shapes ●partition circles and rectangles into two or four equal shares 		<p>Sides Curved surface Fourth of, fourths Half of, halves Quarter of, quarters</p>
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Grade 2 Math Curriculum Map
First Trimester

Topic /Standards (Approximate Time Frame)	Key Ideas	Useful Resources	Vocabulary
<p>Number & Operations in Base Ten</p> <p>NY.2.NBT.1a NY.2.NBT.1b NY.2.NBT.2 NY.2.NBT.3 NY.2.NBT.4 NY.2.NBT.8</p> <p>(Chap. 1 - 12 days) (Chap. 2- 16 days)</p> <p>Operations & Algebraic Thinking</p> <p>NY.2.OA.3</p> <p>(Chap. 3- 15 days)</p> <p>Numbers & Operations in Base Ten</p> <p>NY.2.NBT.5 NY.2.NBT.6 NY.2.NBT.9</p> <p>(Chap. 4- 18 days)</p>	<p>Place Value, Counting and Comparison of numbers to 1,000</p> <ul style="list-style-type: none"> ● Forming Base Ten Units of Ten, a Hundred, and a Thousand ● Understand Place Value Units of One, Ten, and Hundred ● 3 Digit Numbers in Unit, Numeral, Expanded, and Word Form ● Model Base Ten Numbers with 1,000 and money ● Modeling Numbers within 1,000 with Place Value Disks ● Comparing two 3 Digit Numbers ● Finding One, Ten, Hundred more or less than a number <p>Foundations of Multiplication and Division</p> <ul style="list-style-type: none"> ● Formation of Equal Groups ● Meaning of Even & Odd Numbers <p>Sum and Difference to 20</p> <ul style="list-style-type: none"> ● Foundation Add/Sub within 20 ● Mental Strategies 	<p>Go Math Chapter 1 – Number Concepts Go Math Chapter 2 – Place Value Go Math Chapter 3 – Numbers to 1,000 Module 3 Math Sprints – Math Facts in a Flash</p> <p>Links: Place Value http://www.k-5mathteachingresources.com/2nd-grade-number-activities.html https://www.teachingchannel.org/videos/second-grade-math-lesson http://www.sheppardsoftware.com/math.htm</p> <p>Module 6 Links: https://www.engageny.org/resource/grade-2-mathematics-module-6 Equal Groups and Arrays</p> <p>Go Math Chapter 4 Go Math Chapter 5</p> <p>Module 1 Links https://www.engageny.org/resource/grade-2-mathematics-module-1</p>	<p>Base ten numerals Expanded form Hundreds place One thousand Place value or number disk Standard form Unit form Word form</p> <p>Array Columns Even number Odd number Repeated addition Rows Tessellation Whole number</p> <p>Expression Make ten and subtract from ten Number bond Say Ten counting Ten plus Addend</p>

<p>NY.2.OA.2b *Fluency-Add & Subtract Within 20 Using Mental Strategies CC.2.OA.2</p>	<ul style="list-style-type: none">• Add/Sub within 20• Strategies for Add/Sub within 100	<p>http://www.sheppardsoftware.com/math.htm</p>	<p>Addition Bundle, unbundle, regroup, rename Compose Decompose Difference</p>
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Grade 2 Math Curriculum Map
Second Trimester

Topic /Standards (Approximate Time Frame)	Key Ideas	Useful Resources	Vocabulary
<p>Operations & Algebraic Thinking NY.2.OA.1a,b NY.2.OA.2a NY.2.OA.4 (Chap. 5- 16 days)</p> <p>Number & Operations in Base Ten NY.2.NBT.7 (Chap. 6- 20 days)</p> <p>Measurement & Data NY.2.MD.1 NY.2.MD.2 NY.2.MD.3 NY.2.MD.4 (Chap 7- 14 days) NY.2.MD.5 NY.2.MD.6 NY.2.MD.7 NY.2.MD.8 NY.2.MD.9 (Chap 8- 12 days)</p>	<p>Addition and Subtraction Within 200 with Word Problems to 100</p> <ul style="list-style-type: none"> ● Sums & Differences within 100 ● Strategies for composing a ten ● Strategies for decomposing a ten ● Strategies for Composing Tens and Hundreds ● Strategies for decomposing Tens & Hundreds ● Students Explanations of Written Methods <p>Addition and Subtraction within 200 with Word Problems to 100</p> <ul style="list-style-type: none"> ● Sums & Differences within 100 ● Strategies for composing a ten ● Strategies for decomposing a ten ● Strategies for Composing Tens and Hundreds ● Strategies for decomposing Tens & Hundreds ● Students Explanations of 	<p>Module 4 Links https://www.engageny.org/resource/grade-2-mathematcs-module-4 http://www.ixl.com/math/grade-2</p> <p>Math Sprints - Reflex Math</p> <p>Go Math Chapter 6- Three Digit Addition and Subtraction with regrouping Module 4 Math Sprints – Math Facts in a Flash</p> <p>Links https://www.engageny.org/resource/grade-2-mathematics-module-4 http://www.ixl.com/math/grade-2</p> <p>Module 5 Math Sprints – Math Facts in a Flash</p> <p>Links https://www.engageny.org/resource/grade-2-mathematics-module-5 http://www.ixl.com/math/grade-2</p> <p>Go Math Chapter 7 – Time & Money Go Math Chapter 8 – Length in Customary Units</p>	<p>Equation Minuend New groups below Place value chart Place value or number disk Subtrahend Totals below</p> <p>Algorithm Compensation Compose Decompose New groups below Simplifying strategy Rename</p> <p>Endpoint Overlap Ruler Centimeter Meter Meter strip Meter stick Hash mark</p>

	<p>Written Methods</p> <p>Addition and Subtraction with 1,000 with Word Problems to 100</p> <ul style="list-style-type: none"> • Strategies for Addition/Subtraction within 1,000 • Strategies for composing Tens/Hundreds • Strategies for decomposing Tens/Hundreds with 1,000 • Strategies for student Explanations for choice of solution methods <p>Addition and Subtraction of Length Units</p> <ul style="list-style-type: none"> • Understand Ruler Concepts • Measure/Estimate Length Using Different Measurement Tools • Measure/Compare Lengths Using different Length Units • Relate Addition/Subtraction to Length <p>Problem Solving with Length, Money, and Data</p> <ul style="list-style-type: none"> • Problem Solving with Categorical Data • Problem Solving with Coins and Bills • Creating and Inch Ruler • Measuring and estimating Length Using Customary & Metric 	<p>Module 2</p> <p>Math Sprints – Reflex Math</p> <p>Links</p> <p>https://www.engageny.org/resource/grade-2-mathematics-module-2</p> <p>Module 7</p> <p>Math Sprints – Reflex Math</p> <p>Links</p> <p>https://www.engageny.org/resource/grade-2-mathematics-module-7</p> <p>Data</p> <p>Module 8</p> <p>Math Sprints – Reflex Math</p> <p>Links</p> <p>https://www.engageny.org/resource/grade-2-mathematics-module-8</p>	<p>Number line</p> <p>Estimate</p> <p>Benchmark Length</p> <p>Height Length unit</p> <p>Combine</p> <p>Compare</p> <p>Tape diagram</p> <p>Bar graph</p> <p>Category</p> <p>Data</p> <p>Degree</p> <p>Inch, Foot, Yard</p> <p>Legend</p> <p>Line plot</p> <p>Picture graph</p> <p>Scale</p> <p>Survey</p> <p>Symbol Table</p> <p>Thermometer</p> <p>a.m./p.m.</p> <p>analog clock</p> <p>angle</p> <p>digital clock</p> <p>parallel</p> <p>parallelogram</p> <p>polygon</p> <p>quadrilateral</p> <p>quarter past, quarter to</p> <p>right angle</p> <p>Second</p> <p>thirds, fourths whole</p>
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<p>NY.2.OA.2b *Fluency-Add & Subtract within 20 Using Mental Strategies</p>	<p>Units</p> <ul style="list-style-type: none">● Problem Solving with Customary and Metric Units● Displaying Measurement and Data <p>Time</p> <ul style="list-style-type: none">● Attributes of Geometric Shapes● Composite Shape and Fraction Concepts● Halves, Thirds, and Fourths of circles and rectangles● Application of Fractions to tell time		
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Grade 2 Math Curriculum Map
Third Trimester

Topic /Standards (Approximate Time Frame)	Key Ideas	Useful Resources	Vocabulary
Measurement & Data NY.2.MD.1 NY.2.MD.2 NY.2.MD.3 NY.2.MD.4 NY.2.MD.5 NY.2.MD.6 NY.2.MD.10 (Chap 9- 10 days) (Chap. 10- 10 days)	Problem Solving with Length, Money, and Data <ul style="list-style-type: none"> ● Problem Solving with Categorical Data ● Problem Solving with Coins and Bills ● Creating and Inch Ruler ● Measuring and Estimating Length Units ● Problem Solving with Customary and Metric Units ● Displaying Measurements and Data 	Go Math Chapter 9 – Length in Metric Units Go Math Chapter 10 – Data Module 7 Links https://www.engageny.org/resource/grade-2-mathematics-module-7 http://www.learninggamesforkids.com/2nd-grade-math.html	Bar graph Category Data Degree Foot Inch Legend Line plot Picture graph Scale Survey Symbol Table Thermometer a.m./p.m. analog clock angle digital clock
Geometry and Fraction Concepts NY.2.G.1 NY.2.G.2 NY.2.G.3 NY.2.MD.7 (Chap. 11- 13 days)	Time, Shapes, and Fractions <ul style="list-style-type: none"> ● Attributes of Geometric Shapes ● Composite Shape and Fraction Concepts ● Halves, Thirds, and Fourths of Circles and Rectangles ● Application of Fractions to tell time 	Go Math Chapter 11- Geometry and Fraction Concepts Module 8 Links https://www.engageny.org/resource/grade-2-mathematics-module-8 http://www.learninggamesforkids.com/2nd-grade-math.html	parallel parallelogram polygon quadrilateral quarter past, quarter to right angle
Foundations of Multiplication and Division NY.2.OA.3 NY.2.OA.4 NY.2.G.2	Foundations of Multiplication and Division <ul style="list-style-type: none"> ● Formation of Equal Groups 	Module 6 Links https://www.engageny.org/resource/grade-2-mathematics-module-6	Array Columns Repeated addition Rows Tessellation

<p>(Module 6- 12 days)</p> <p>NY.2.OA.2b *Fluency- Add& Subtract within 20 Using Mental Strategies CC.2.OA.2</p>	<ul style="list-style-type: none">• Arrays & Equal Groups• Rectangular Arrays as a Foundation	<p>mathematics-module-6</p> <p>Math Sprints - Reflex Math</p>	
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Grade 3 Math Curriculum Map
First Trimester

Topic /Standards (Approximate Time Frame)	Key Ideas	Useful Resources	Vocabulary
<p>Multiplication & Division w/ Factors of 2,3,4,5 &10 NY.3.OA1 through 3.OA9 Approximate time 25 days</p>	<p>Understand, relate, interpret, model, apply multiplication & division</p> <ul style="list-style-type: none"> ● Equal groups ● Arrays ● Commutative property ● Associative property ● Distributive property ● Decomposing units ● Finding unknown factors ● Related facts ● Repeated addition/subtraction ● Skip counting <p>Solve word problems involving all four operations & interpret answers.</p> <ul style="list-style-type: none"> ● Tape diagrams ● Bar models ● Close reading ● RDW Model 	<p>3.OA1, 2, 3 Multiplication and Division</p> <p>3.OA.A.2 Understanding Division</p> <p>3.OA.A.2 (Interpret Division. How many in a group/how many groups)</p> <p>3.OA.D.8 Problem Solving Module 1</p> <p>Go Math- Ch. 3,4,5 – Multiplication Ch. 6,7 - Division</p>	<p>Array Column Commutative property Equal groups Equation Distributive property Divide/division Decompose Unknown factor Factors Product Quotient Divisor Dividend Addend</p>
<p>Place Value and Problem Solving with Units of Measurement NY.3.NBT 1,2,,8 and 3.MD 1,2 Approximate 5 days for Time Approximate 5 days for Measurement Approximate time 10 days for Problem Solving</p>	<p>Understand, interpret, and apply telling time the nearest 5 and 1 minute intervals.</p> <ul style="list-style-type: none"> ● Skip count by 5 ● Number line ● Elapsed time within 1 hour 	<p>3.MD 1 & 2 Time and Measurement</p>	<p>Analog clock Capacity Compose Continuous Endpoint Gram Halfway Interval</p>

<p>Multiplication & Division w/ Factors of 6,7,8,& 9: NY.3.OA1 through 3.OA9 and 3.NBT3 Approximate time 25 days</p>	<p>Read and write four digit numbers using base ten numerals, number names, and expanded form</p> <p>Rounding to the nearest ten and hundred</p> <ul style="list-style-type: none"> • 2 & 3 digit numbers to the nearest ten and hundred • Vertical number line <p>Two & three digit measurement addition and subtraction using the standard algorithm</p> <ul style="list-style-type: none"> • Single & double regrouping • Estimate sums by rounding <p>Solve word problems</p> <p>Understand, relate, interpret, model, apply multiplication & division</p> <ul style="list-style-type: none"> • Equal groups • Arrays • Commutative property • Associative property • Distributive property • Decomposing numbers (function of parentheses) • Solve for the unknown ($6 \times 2 = n$) ($6 \times n = 12$) • Patterns in Multiplication & division • Finding unknown factors 	<p>3.OA1-9 Multiplication and Division</p> <p>3.NBT.A.3 Problem Solving</p> <p>3.OA 1 & 2 Problem Solving</p> <p>Multiply and divide within 100 3.OA.C.7</p> <p>Solving two step word problems, including those with unknown quantities 3.OA.D.8 Module 3</p> <p>Go Math</p> <p>Ch. 3,4,5 – Multiplication Ch. 6,7 - Division</p>	<p>Even, odd</p> <p>Multiple</p> <p>Multiplier</p> <p>Product</p> <p>Array</p> <p>Commutative Property</p> <p>Distribute</p> <p>Divide, division</p> <p>Equal groups</p> <p>Equation</p> <p>Factors</p> <p>Multiply, multiplication</p> <p>Number bond</p> <p>Parentheses</p> <p>Quotient</p> <p>Row, column</p> <p>Unit</p> <p>Unknown Value</p>
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	<ul style="list-style-type: none">●Related facts●Repeated addition/subtraction●Skip counting Solve 2 step word problems involving all four operations & interpret answers. <ul style="list-style-type: none">●Tape diagrams●Bar models●Close reading RDW Model		
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Grade 3 Math Curriculum Map
Second Trimester

Topic /Standards (Approximate Time Frame)	Key Ideas	Useful Resources	Vocabulary
<p>Geometric Measurement: understand concepts of area and relate area to multiplication and to addition NY.3MD 5,6, 7a-d Approximate time 20 days</p>	<p>Understand area as an attribute of plane figures and affirm that area is measured using square units and can be found by covering a plane figure with unit squares, without gaps or overlaps and by counting them.</p> <ul style="list-style-type: none"> ● Tiling – cm & inch squares ● Arrays (5x4 vs 4x5) ● Relate side lengths with the number of tiles on the side ● Make rectangles by tiling <p>Solve real world mathematical problems involving rectangular areas by multiplying the side lengths.</p> <ul style="list-style-type: none"> ● Draw rows & columns to find area of a rectangle ● Interpret area models to form rectangular arrays ● Find area of a rectangle through multiplication of the side lengths (ex. $l \times w$) <p>Use area models to</p>	<p>Measure area by counting unit squares 3.MD.C.6</p> <p>Sample'Mathematics'Item:'Grade' 3 AREA</p> <p>3.MD.C Rectangle Area Model</p> <p>Geometric measurement</p> <p>3.MD.5-7 3.MD.C.7.d Rectangle Area Model</p> <p>3.MD Finding the Area of Polygons Module 4</p> <p>Go Math- Ch. 11</p>	<p>Area Area model Square unit Tile (to cover a region without gaps or overlaps) Unit square hole number Geometric shape Length</p>

<p>Develop understanding of fractions as numbers NY.3NF.1 through 3 NF.3a-d, 3G2 Approximate time 35 days</p> <p><i>Grade 3 expectations in this domain are limited to fractions with denominators 2,3,4,6,8</i></p>	<p>represent the distributive property in mathematical reasoning.</p> <ul style="list-style-type: none"> • Distributive property 4 rows of 12=(4x10)+(4x2) • Find the unknown side length of an area model <p>Determine areas of rectilinear figures composed of rectangles by adding the areas of rectangles.</p> <ul style="list-style-type: none"> • Solve word problems involving area <p>Find area by decomposing composite shapes into rectangles</p> <p>Determine $1/b$ is equal to one part of a whole that is partitioned into b equal parts</p> <ul style="list-style-type: none"> • Concrete models • Fold paper strips • Count unit fractions of the whole Represent $1/b$ on a number line by partitioning the number line between 0-1 into b equal parts, recognizing that b is the total number of parts. • Number bonds • Number lines <ul style="list-style-type: none"> • Build and write fractions greater than one whole <p>Compare two fractions that have the same numerator or</p>	<p>http://www.commoncoresheets.com/</p> <p>Interactive Fraction</p> <p>Tiles Unit Fractions</p> <p>Number Bonds</p> <p>Compare fractions by creating common denominators or numerators (2) 4.NF.A.2</p>	<p>Unit fraction Non-unit fraction Equal parts Equivalent fraction Copies Arrays Halves, thirds, Fourths, Sixths, eighths Half of, one third of, one fourth of, etc. =, <, ></p>
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	<p>same denominator using symbols, determining that the two fractions must refer to the same whole in order to compare.</p> <ul style="list-style-type: none"> • Number lines • Fraction models • Partition and shade shapes Represent a/b on a number line diagram by marking off a lengths $1/b$ from 0. Recognize that the resulting interval has size a/b and that its endpoint locates the number a/b on the number line. • Number line; with end points 0-1 • Place fractions on the number line • Compare fractions and whole numbers on the number line within 1 <p>Determine the distance between two points on a number line</p> <p>Identify and generate equivalent fractions using denominators of 2, 3, 4, 6, 8 Express whole numbers as fractions and identify fractions that are equivalent to whole numbers. Identify the location of equivalent fractions on a number line.</p> <ul style="list-style-type: none"> • Number lines • Fraction models/strips 	<p>Equivalent Fractions</p> <p>Video Fractions on a Number line</p> <p>Module 5</p> <p>Go Math – Ch. 8, 9</p>	<p>Equal shares</p> <p>Whole Fraction</p> <p>Partition</p> <p>Number Line</p>
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	<ul style="list-style-type: none">● Fraction tiles● Number bonds <p>Compare two fractions with the same numerator or the same denominator, when the two fractions refer to the same whole. Record the results with the symbols $>$, $=$, or $<$ and justify the conclusions by using a visual fraction model.</p> <ul style="list-style-type: none">● Number lines● Fraction models/strips● Fraction tiles● Number bonds		
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Grade 3 Math Curriculum Map
Third Trimester

Topic /Standards (Approximate Time Frame)	Key Ideas	Useful Resources	Vocabulary
<p>Represent and interpret data NY.3MD3 and 3MD4 Approximate time 10 days</p> <p>Solve Problems using the four operations and explain patterns in arithmetic NY.3.OA.8, Approximately 40 days for entire 4th Quarter</p> <p>Reason with shapes and their attributes NY.3.G.1, 3G.2</p>	<p>Collecting and Displaying Data through pictographs, bar graphs, and line plots.</p> <ul style="list-style-type: none"> ● Generate and organize data ● Create scaled bar graphs ● Create pictographs ● Solve one and two step problems involving graphs ● Use rulers marked with halves and fourths of an inch <p>Create line plots where the horizontal scale is marked off in appropriate units – whole numbers, halves, or quarters.</p> <p>Solve two-step word problems using the four operations with a letter for the unknown. These word problems should address all mathematical skills taught this year.</p> <ul style="list-style-type: none"> ● Problem solving strategies ● RDW (Explain mathematical thinking) ● Tape/bar diagram ● Number line 	<p>Represent and interpret data Module 6</p> <p>Go Math Ch. 2 MD.4 Lessons/Videos</p> <p>MD.4 Lessons/Practice Using Rulers</p> <p>MD.4 Lessons/Interactive Activities Using Rulers MD.4 Measurement and Data Activities</p> <p>3.OA.8 Solving two step word problems, including those with unknown quantities</p> <p>Video of Solving Multi-Step Word Problem - Khan Academy</p> <p>Sample Problems</p> <p>Problems of the Month</p>	<p>Axis Frequent Measurement data Scaled graphs Survey Bar graph Data Information Fraction Line plot Picture/pictograph</p> <p>Attribute Closed/open shape Diagonal Perimeter Property Regular polygon Area Compose Decompose Hexagon Octagon Parallel</p>

<p>Geometric measurement: recognize perimeter as an attribute of plane figures and distinguish between linear and area measures NY.3.MD.8</p>	<p>Describe the attributes of a polygon in order to classify, compare, draw and identify it. (sides, vertices, angles)</p> <ul style="list-style-type: none"> ● Polygon ● Quadrilateral ● Rectangles ● Square ● Rhombus ● Triangle ● Pentagon ● Hexagon ● Octagon <p>Trapezoid</p> <p>Solve real world and mathematical problems involving perimeters of polygons with side lengths given, and with unknown side lengths.</p> <ul style="list-style-type: none"> ● Decompose quadrilateral to understand perimeter as the boundary of a shape ● Use all four operations to solve problems involving perimeter and missing measurements <p>Solve a variety of word problems involving perimeter.</p>	<p>Module 7</p> <p>Go Math – Ch. 1, 3, 4, 7 will touch on Standard 3.OA.8</p> <p>3.G.1 Reason With Shapes and their Attributes Sample Lessons</p> <p>3.G.1 Sample Lessons and Videos</p> <p>3.G.2 Partition shapes into parts with equal areas. Sample Lessons</p> <p>3.G.2 Sample Lessons and Videos Module 7</p> <p>Go Math – Ch. 12</p> <p>MD.8 Lessons/Videos</p> <p>Measurement and Data Activities</p> <p>MD.8 Interactive Activities</p> <p>MD.8 Area and Perimeter</p> <p>Games Module 7</p> <p>Go Math Ch. 10 and 11 touch on MD.8</p>	<p>Parallelogram Pentagon Polygon Quadrilaterals Rectangle Rhombus Right angle Square Trapezoid Triangle</p>
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Standards:

- NY.4.NBT.5-6
- NY.4.OA.1-5
- NY.4.MD.3-4

- numbers
- Find whole number and quotients and remainders with up to four digit dividend ends and one digit divisors
 - Interpret remainders
 - Interpret a multiplication equation as a comparison
 - Multiply or divide word problems involving multiplicative comparison
 - Solve multi-step word problems with whole numbers
 - Find all factor pairs for a whole number in the range 1-100, recognize a whole number is a multiple of each of its factors, prime, composite numbers
 - Generate a number or shape pattern that follows a rule

Multiplication/Division (cont.)

- Standards:**
- NY.4.NBT.5-6
 - NY.4.OA.1-5
 - NY.4.MD.3-4

- Multiply a whole number of up to four digits by a one-digit whole number, and multiply two two-digit numbers
- Find whole number quotients and remainders with up to four digit dividend ends and one digit divisors
- Interpret a multiplication equation as a comparison
- Multiply or divide to solve word

[Perimeter](#)
[Area](#)

- Area Models
- Place Value Chart
- Graph Paper
- Tape Diagrams
- Dry Erase Pocket
- Charts
- Base 10 Blocks

[Module 3](#)
[Go Math Ch. 2-5](#)

- Commutative Property
- Associative Property
- Partial Product
- Tape/Bar Diagram
- Equation
- Model
- Area Model
- Area
- Compatible Numbers
- Estimate
- Divide
- Dividend
- Quotient
- Division
- Remainder
- Multiple
- Counting Numbers
- Partial Quotient
- Prime Number
- Composite Number
- Divisible
- Pattern
- Common Factor
- Common Multiple
- Composite Number

<p>Order and Operations with Fractions Approximate 45 Days Standards: NY.4.NF.1-4 4.OA.5 4.MD.2, 4</p>	<p>problems involving multiplicative comparison</p> <ul style="list-style-type: none"> ● Solve multi-step word problems with whole numbers ● Find all factor pairs for a whole number in the range 1-100, recognize a whole number is a multiple of each of its factors, prime, composite numbers ● Generate a number or shape pattern that follows a rule <p>Explain fraction equivalency using visual fraction models</p> <ul style="list-style-type: none"> ● Compare two fractions with different numerators and different denominators, by using benchmark fractions, or creating common denominators or numerators ● Understand addition and subtraction of fraction as joining and separating parts referring to the same whole (unit fractions) ● Decompose a fraction into a sum of fractions with the same denominator in more than one way ($\frac{3}{8} = \frac{1}{8} + \frac{1}{8} + \frac{1}{8}$) <p>Add and subtract mixed numbers with like denominators</p> <ul style="list-style-type: none"> ● Solve word problems involving addition and subtraction of fractions, referring to the same whole and having like denominators ● Understand a fraction $\frac{a}{b}$ as a multiple of $\frac{1}{b}$ ($\frac{5}{4} = 5 \times \frac{1}{4}$) ● Understand a multiple of $\frac{a}{b}$ as a 	<p>Module 5 Go Math Ch. 6-8 BrainPOP Videos: Fractions Jr. Fractions</p> <ul style="list-style-type: none"> ● Area Model ● Fraction Strips ● Fraction Tiles ● Fraction Discs ● Line Plot ● Number Line ● Rulers ● Tape Diagram ● Dry Erase Pocket Charts ● Hershey Book (Bars) 	<p>Common Multiple</p> <ul style="list-style-type: none"> ● Denominator ● Numerator ● Factor ● Fraction ● Multiple ● Benchmark ● Common Denominator ● Equivalent Fractions ● Simplest Form ● Tape Diagrams ● Number Line ● Compare/Order Fractions ● Associate & Commutative Property of Addition ● Mixed Numbers
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	<p>multiple of $\frac{1}{b}$ ($3 \times \frac{2}{5}$) as $6 \times \frac{1}{5}$)</p> <ul style="list-style-type: none">● Solve word problems involving multiplication by a whole number● Generate a number or shape pattern that follows a given rule● Use the four operations to solve word problems involving simple fractions● Make a line plot in fractions of a unit		
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Grade 4 Math Curriculum Map
Second Trimester

Topic /Standards (Approximate Time Frame)	Key Ideas	Useful Resources	Vocabulary
<p style="text-align: center;">Fractions (cont.)</p>	<ul style="list-style-type: none"> ● Explain fraction equivalency using visual fraction models ● Compare two fractions with different numerators and different denominators, by using benchmark fractions, or creating common denominators or numerators ● Understand addition and subtraction of fraction as joining and separating parts referring to the same whole (unit fractions) ● Decompose a fraction into a sum of fractions with the same denominator in more than one way ($3/8 = 1/8+1/8+1/8$) ● Add and subtract mixed numbers with like denominators ● Solve word problems involving addition and subtraction of fractions, referring to the same whole and having like 	<p>Module 5</p> <p>Go Math Ch. 6-8</p> <p>BrainPOP Videos: Fractions Jr. Fractions</p> <ul style="list-style-type: none"> ● Area Model ● Fraction Strips ● Fraction Tiles ● Fraction Discs ● Line Plot ● Number Line ● Rulers ● Tape Diagram ● Dry Erase Pocket Charts ● Hershey Book (Bars) 	<ul style="list-style-type: none"> ● Common Multiple ● Denominator ● Numerator ● Factor ● Fraction ● Multiple ● Benchmark ● Common Denominator ● Equivalent Fractions ● Simplest Form ● Tape Diagrams ● Number Line ● Compare/Order Fractions ● Associate & Commutative Property of Addition ● Mixed Numbers ● Fraction Greater Than 1 ● Unit Fraction Models

	<p>denominators</p> <ul style="list-style-type: none"> ● Understand a fraction a/b as a multiple of $1/b$ ($5/4 = 5 \times 1/4$) ● Understand a multiple of a/b as a multiple of $1/b$ ($3 \times (2/5)$ as $6 \times (1/5)$) ● Solve word problems involving multiplication by a whole number <ul style="list-style-type: none"> ● Generate a number or shape pattern that follows a given rule ● Use the four operations to solve word problems involving simple fractions <p>Make a line plot in fractions of a unit</p>		
<p>Fractions continued NY.4.NF.1-4 NY.4.OA.5 NY.4.MD.2, 4</p>		<p><u>Module 5</u> <u>Go Math Ch. 6-8</u></p>	

NY.4.OA.5
NY.4.MD.1-2

divide to solve word problems involving multiplicative comparison

● Solve multistep word problems with whole numbers

● Multiply a whole number of up to four digits by a one-digit whole number, and multiply two two-digit numbers

● Know the relative sizes of customary and metric measurement units, conversion of measurements between larger and smaller units

Use of the four operations to solve word problems involving volume, mass, and distances

- Beaker
- Digital scale
- Gallon, quart, pint, cup
- Meter
- Yard stick
- 12 inch and CM rulers
- Number bond
- Number line
- Protractor
- Stop watch
- Tape diagrams