			MATH GRADE 4		
PLD	Standard	Below Proficient	Approaching Proficient	Proficient	Highly Proficient
PLD Policy	Standard	The Level 1 student is below proficient in applying mathematics knowledge/skills as specified in the standards. The student generally performs significantly below the standard for the grade level/course, is likely able to partially access grade-level content, and engages with higher order thinking skills with extensive	Approaching Proficient The Level 2 student is approaching proficient in applying mathematics knowledge/skills as specified in the standards. The student generally performs slightly below the standard for the grade level/course, is able to access grade-level content, and engages in higher order thinking skills with some independence and support.	Proficient The Level 3 student is proficient in applying mathematics knowledge/skills as specified in the standards. The student generally performs at the standard for the grade level/course, is able to access grade-level content, and engages in higher order thinking skills with some independence and minimal support.	The Level 4 student is highly proficient in applying mathematics knowledge/skills as specified in the standards.
		support.			
			Operations and Algebraic 1	hinking	
		The Level 1 Student:	The Level 2 Student:	The Level 3 Student:	The Level 4 Student:
Range Range	4.0A.1 4.0A.2	Recognizes that any two factors and their product can be read as a comparison using supports. Multiplies or divides to solve word problems involving multiplicative comparison (where the unknown is the product or quotient), given visual	a variety of positions), given visual	Recognizes that any two factors and their product can be read as a comparison; represents verbal comparisons as equations. Multiplies or divides to solve word problems involving multiplicative comparison, where the unknown is in a variety of positions.	Recognizes that any two factors and their product can be read as a comparison; uses multiple strategies and creates his or her own to represent and describe those <u>comparisons</u> Creates own context for multiplicative comparison.
Range	4.OA.3	representations. Solves multi-step word problems (which may or may not include remainders) using the four operations with simple context and scaffolding. The sum, difference, product, or quotient is always the unknown.	representations. Solves multi-step word problems (which may include interpreting remainders) using the four operations with simple context and scaffolding. The sum, difference, product, or quotient is always the unknown. Uses rounding where appropriate.	Solves multi-step word problems (including interpreting remainders) using the four operations. The unknown is in a variety of positions, and can be represented by a symbol/letter. Uses estimation strategies when appropriate. Recognizes the reasonableness of answers using mental computation and estimation strategies.	Solves complex multi-step word problems with multiple possible solutions and determines which would be the most reasonable based upon given criteria.

Range	4.OA.4	Finds factor pairs for multiples of 10 in the range of 1 to 100. Determines whether a whole number in the range of 1 to 25 is prime or composite, given visual representations (such as arrays, hundreds chart, number line).	Finds all factor pairs for whole numbers in the range of 1 to 50. Determines whether a whole number in the range of 1 to 50 is prime or composite, given visual representations (such as arrays, hundreds chart, number line).	Finds all factor pairs for whole numbers in the range of 1 to 100. Recognizes that a whole number is a multiple of each of its factors and determines a given whole number in the range of 1 to 100 is a multiple of a given single-digit number (i.e., given 56, determine whether or not 8 is a factor). Determines whether a whole number in the range of 1 to 100 is prime or composite.	Applies the concepts of both factors and prime and composite numbers in problem-solving contexts.
Range	4.OA.5	Generates a number or shape pattern that follows a given rule, using visual models.	Generates a number or shape pattern that follows a given rule.	Generates a number or shape pattern that follows a given rule; identifies apparent features that are not explicit in the rule.	that combines two operations for a
			Number and Operations in I		
Range	4.NBT.1	The Level 1 Student: Recognizes that a digit in one place represents 10 times as much as it represents in the place to its right (within 10,000), with visual representations.	The Level 2 Student: Recognizes that a digit in one place represents 10 times as much as it represents in the place to its right (within 100,000).	The Level 3 Student: Recognizes that a digit in one place represents 10 times as much as it represents in the place to its right (for numbers up to and including 1,000,000).	The Level 4 Student: Uses place value strategies in context to determine the place value of any given digit.
Range	4.NBT.2	Reads and writes multi-digit whole numbers using base ten numerals and number names. He or she should be able to compare two multi-digit numbers (up to 10,000), using symbols to record the results.	Reads and writes multi-digit whole numbers using base ten numerals, number names, and expanded form; compares two multi-digit numbers (up to 100,000) using symbols to record the results.	Reads and writes multi-digit whole numbers using base ten numerals, number names, and expanded form; compares two multi-digit numbers (up to a million) using symbols to record the results.	Applies comparisons to real-world and mathematical contexts.
Range	4.NBT.3	Uses place value understanding to round multi-digit whole numbers to any place within 10,000.	Uses place value understanding to round multi-digit whole numbers to any place within 100,000.	Uses place value understanding to round whole numbers up to any place within 1,000,000.	Uses rounding strategies in real-world situations.
Range	4.NBT.4	Fluently adds and subtracts multi- digit whole numbers using the standard algorithm without regrouping.	Fluently adds and subtracts multi- digit whole numbers using the standard algorithm with supports.	Fluently adds and subtracts multi- digit whole numbers using the standard algorithm.	Recognizes and identifies an error and shows the correct answer.

Range	4.NBT.5 4.NBT.6	Multiplies a whole number (of up to three digits) by a single-digit whole number, using strategies based on place value and the properties of operations. Finds whole number quotients and remainders (with up to double-digit dividends and single-digit divisors), using strategies based on place value, the properties of operations, and/or the relationship between multiplication and division.	Multiplies a whole number (of up to four digits) by a single-digit whole number, using strategies based on place value and the properties of operations. Finds whole number quotients and remainders (with up to three-digit dividends and single-digit divisors), using strategies based on place value, the properties of operations, and/or the relationship between multiplication and division.	Multiplies a whole number (of up to four digits) by a single-digit whole number and multiplies two double- digit numbers, in context, using strategies based on place value and the properties of operations; illustrates and explains the calculation by using equations, rectangular arrays, and/or area models. Finds whole-number quotients and remainders (with up to four-digit dividends and single-digit divisors), in context, using strategies based on place value, the properties of operations, and/or the relationship between multiplication and division. Illustrates and explains the calculation by using equations, rectangular arrays	Interprets a context and explains strategies used to solve.
		The Level 1 Student:	Number and Operations - F The Level 2 Student:	and/or area models. ractions The Level 3 Student:	The Level 4 Student:
Range	4.NF.1	Uses area fraction models to represent equivalent fractions by partitioning unit fraction pieces into smaller equal pieces.	Uses area fraction models to represent equivalent fractions by partitioning unit fraction pieces into smaller pieces (and understands that this is the same), and multiplies by 1 represented as a fraction.	Uses area fraction models to generate and explain why fraction $a / b$ is equivalent to a fraction $(n \times a)/(n \times b)$ , where $n$ is a non-negative whole number.	

Range	4.NF.2	Uses visual fraction models to compare two fractions with different numerators and different denominators (2, 3, 4, 6, and 8), using <, >, and =, with the understanding that the fractions must refer to the same whole.	numerators and different denominators (grade 4 fraction expectations), using benchmark fractions and <, >, and =, with the	Compares two fractions with different numerators and different denominators (grade 4 fraction expectations), using benchmark fractions and <, >, and =, with the understanding that the fractions must refer to the same whole. Justifies answers using visual fraction models.	Extends understanding to compare and order fractions with different numerators and different denominators (grade 4 fraction expectations), <, >, and =, with the understanding that the fractions must refer to the same whole. Recognizes and generates equivalent fractions
Range	4.NF.3a 4.NF.3b	denominators by joining and	Adds and subtracts fractions with like denominators by joining and separating parts referring to the same whole using visual and/or manipulative models. Decomposes a fraction into a sum of fractions with the same denominator in more than one way and records the decomposition using an equation.	denominators by joining and separating parts referring to the same whole. Decomposes a fraction into a sum of fractions with the same denominator in more than one way and records	Adds and subtracts fractions with like denominators by joining and separating parts referring to the same whole. Decomposes a fraction into a sum of fractions with the same denominator in multiple ways and records the decomposition using an equation.
	4.NF.3c	Converts a mixed number into an equivalent fraction.	Converts mixed numbers into equivalent fractions and adds and subtracts them.	Adds and subtracts mixed numbers with like denominators by replacing each mixed number with an equivalent fraction, and/or by using the properties of operations and the relationship between addition and subtraction.	Adds and subtracts mixed numbers with like denominators by replacing each mixed number with an equivalent fraction, and by using the properties of operations and the relationship between addition and subtraction.
Range	4.NF.3d	Solves word problems involving addition and subtraction of fractions (referring to the same whole and having like denominators of 2, 3, 4, 6, or 8) with visual fraction models.	Solves word problems involving addition and subtraction of fractions (referring to the same whole and having like denominators, as per grade 4 fraction expectations) with visual fraction models.	Solves word problems involving addition and subtraction of fractions (referring to the same whole and having like denominators, as per grade 4 fraction expectations) using visual fraction models and equations.	Solve multi-step word problems involving addition and subtraction of fractions (referring to the same whole and having like denominators, as per grade 4 fraction expectations) using visual fraction models and equations.

Range	4.NF.4a	Understands a fraction <i>a/b</i> as a	Understands a fraction <i>a/b</i> as a	Understands and solves simple word	Understands and solves more
1	4.NF.4b	multiple of 1/b by using visual	multiple of 1/b , and uses this	problems by recognizing that fraction	complex word problems by
	4.NF.4c	fraction models.	understanding to multiply a fraction	a/b is a multiple of 1/b, and uses that	recognizing that fraction $a/b$ is a
			by a whole number, using visual	construct to multiply a fraction by a	multiple of 1/b , and uses that
			fraction model.	whole number (in general, <i>n x a/b</i> is	construct to multiply a fraction by a
				(n x a)/b ).	whole number (in general, $n \times a/b$ is
Range	4. NF.5	Expresses a fraction with	Adds two fractions with respective	Adds two fractions with respective	Solves missing addend problems with
		denominator 10 as an equivalent	denominators 10 and 100 by first	denominators 10 and 100 by first	respective denominators 10 and 100
		fraction with denominator 100 by	finding equivalent fractions with like	finding equivalent fractions with like	by first finding equivalent fractions
		using a model.	denominators by using a model.	denominators.	with like denominators.
Range	4.NF.6	Uses decimal notation for fractions	Uses decimal notation for fractions	Uses decimal notation for fractions	Demonstrates knowledge of decimal
_		with a denominator of 10, with	with denominators of 10 or 100, with	with denominators of 10 or 100.	notation for fractions with
		supports.	supports.		denominators of 10 or 100 by
					converting a number with decimal
					notation to a decimal fraction.
Range	4.NF.7	Compares two decimals with the	Compares two decimals to the	Compares two decimals in the tenths	Orders decimal sets composed of
		same number of places (tenths or	hundredth (using <, >, and =) by	and the hundredths (using <, >, and =	tenths and hundredths by reasoning
		hundredths) using supports.	reasoning about their size using	) by reasoning about their size.	about their size. Recognizes that the
			models. Recognizes that the decimals	Recognizes that the decimals must	decimals must refer to the same
			must refer to the same whole.	refer to the same whole, and records	whole.
				the results using the correct symbols.	
			Measurement and Data & G	aomatry	
		The Level 1 Student:	The Level 2 Student:	The Level 3 Student:	The Level 4 Student:
Range	4.MD.1	Knows relative size of measurement	Expresses measurements in a larger	Expresses measurements in a larger	Given a context, determines the
_		units, within one system of units.	unit in terms of a smaller unit, within	unit in terms of a variety of smaller	appropriate unit needed and
			a single system, using supports and	units, within a single system, and	expresses the measurement to the
			adjacent units.	records that data in a two-column	level of accuracy needed.
				table.	

Dango	4.MD.2	Uses the four operations to solve	Uses the four operations to salve	Lices the four operations to solve	Lices the four operations to solve
Range	4.WID.Z	intervals of time and money),	intervals of time and money), including problems involving simple	Uses the four operations to solve word problems (involving distance, liquid volumes, masses of objects, intervals of time and money), including problems involving simple fractions or decimals, and problems that require expressing measurements given in a larger unit in terms of a smaller unit. Represents measurement quantities using diagrams.	Uses the four operations to solve multi-step word problems (involving distance, liquid volumes, masses of objects, intervals of time and money), including problems involving fractions or decimals, and problems that require expressing measurements given in a larger unit in terms of a smaller unit. Represents measurement quantities using diagrams.
Range	4.MD.3	Applies the area and perimeter formulas when given all side measurements, using supports.	0	Applies the area and perimeter formulas for rectangles in real-world and mathematical problems, including those where the area/perimeter and one factor (length or width) are known.	Applies the area and perimeter formulas for rectilinear shapes in real- world and mathematical problems.
Range	4.MD.4		of measurements in fractions of a unit (with like denominators of 2 or 4),	Makes a line plot to display a data set of measurements in fractions of a unit (with like denominators limited to 2, 4, and 8), and uses addition and subtraction of fractions to solve problems involving information in the line plot.	
J	4.MD.5a 4.MD.5b 4.MD.6	Measures benchmark angles.	can measure angles in whole number	Understands that angles are measured in reference to a circle, and can measure angles in whole-number degrees using a protractor. Sketches angles of specific measure.	Recognizes how angles are formed, understands that angles are measured in reference to a circle, and can measure angles in whole-number degrees using a protractor. Sketches angles of specific measure.

Range	4.MD.7	Recognizes that angle measure is additive. Solves addition real-world mathematical problems to find unknown angles on a diagram with no more than two angles, within a 90- degree angle.	Recognizes that angle measure is additive. Solves addition and subtraction real-world mathematical problems to find unknown angles on a diagram with no more than two angles, within a 180-degree angle.	Recognizes that angle measure is additive. Solves addition and subtraction real-world mathematical problems to find unknown angles on a diagram.	Given angle parameters, decomposes into multiple angles and gives the measure of each angle in relationship to the whole.
Range	4.G.1	Identifies points, lines, line segments, rays, perpendicular and parallel lines; classifies angles (right, acute, obtuse).	segments, rays, angles (right, acute,	Draws points, lines, line segments, rays, angles (right, acute, obtuse), and perpendicular and parallel lines; identifies these in two-dimensional figures.	Creates a two-dimensional shape when given specific attributes.
Range	4.G.2	Identifies two-dimensional figures, including right triangles.	Classifies two-dimensional figures based on the presence or absence of parallel or perpendicular lines; identifies right triangles.	Classifies two-dimensional figures based on the presence or absence of parallel or perpendicular lines, or the presence or absence of angles of specified size; identifies right triangles.	Constructs two-dimensional figures based on the presence or absence of parallel or perpendicular lines, or the presence or absence of angles of specified size; identifies triangles.
Range	4.G.3	Identifies line-symmetric regular figures.	Identifies line-symmetric figures and draws lines of symmetry for regular two-dimensional figures.	Identifies line-symmetric figures and draws lines of symmetry for two- dimensional figures.	Constructs a figure with a given number of lines of symmetry.