

## Math Recovery Curriculum Integration

Grade: 4th Unit Name: Fractions

Estimated Start Date: \_\_\_\_\_ End Date: \_\_\_\_\_

Standard(s):  
4.NF.A.1, 4.NF.A.2, 4.NF.B.3, 4.NF.B.4, 4.NF.C.5, 4.NF.C.6, 4.NF.C.7

Big Ideas:  
Identify, Compare, & Order Fractions, Mixed Numbers & Improper Fractions. Simplify & convert fractions, Adding & Subtract fractions, multiplying by whole #. ~~Decimal fractions, Equivalence & Ordering~~

Student Readiness Profile (AVMR Levels):  
Struct- 5, +1-5, Place Value 4, x ÷ 3

Lessons to use: 1.1, 1.2, 1.3, 1.5, 1.6, ~~1.4, 1.7~~, 2.1, 2.2, 2.3, 2.4, 2.5, 2.6,

*make examples not 24*

Lessons to skip: 1.4, 2.7A, all the rest at this point.

MR Instructional Strategies/Activities to use:

|   |   |
|---|---|
| <u>I have... who has</u><br><u>Measure Hunt</u> | <u>Capture Fractions</u><br><u>Fractions Pizza</u><br><u>Paper folding fractions</u><br><u>Poll Slide &amp; Cover</u> |
|---|---|

- Comparing Fraction Map
- Clothes Pin Fraction | Decimal Place
- Fractions App
- Fractions Matching Cards
- Equivalent Fractions Race
- Domino
- First to 50

## Math Recovery Curriculum Integration

Grade: 4<sup>th</sup>

Unit Name: Multiplication

Estimated Start Date: Sept 3

End Date:

Standard(s):

4.OA.A.1, 4.OA.A.2, 4.OA.A.3, 4.OA.A.4

Big Ideas:

Multidigit Multiplication

Student Readiness Profile (AVMR Levels):

Add/Subt. Construct 3, Structuring Const. 5, Place Value Const. 4, x/÷ Const 3

Lessons to use:

1.1, 1.3<sup>1,2</sup>, 1.5, 1.6A, 3.1, 3.2, 3.3,

Lessons to skip:

1.4, 2.1, 2.2, 2.3, 2.4, 2.5, ~~3.4~~

MR Instructional Strategies/Activities to use:

Need. Fact families, Quick Images, use 2.3 Multiple Turn Over as center, 2.5 is a Multiplication Computation Sheet. Do periodically.

Purple pg 170 - Remade stand

? - Treasure Hunt Game.

174 - Four's a Winner

175 - I have Who has w/ switches

- Showing on number line

Red 170 - Multiples Game

- Factoring Game

24 Game

Pr. interest - Spiral x Game