Grade 4 Scope & Sequence

Bridges in Mathematics Second Edition

	August / September	October	November / December	January	February	March	April	May / June
	Unit 1 Multiplicative Thinking	**Unit 2** Multi-Digit Multiplication & Early Division	**Unit 3** Fractions & Decimals	**Unit 4** Addition, Subtraction & Measurement	**Unit 5** Geometry & Measurement	**Unit 6** Multiplication & Division, Data & Fractions	**Unit 7** Reviewing & Extending Fractions, Decimals & Multi-Digit Multiplication	**Unit 8** Playground Design
Module 1	Models for Multiplication & Division 3.OA, 4.OA.1, 4.OA 2 4.NBT.5, 4.NBT.6 (OA)	Building Multiplication Arrays 4.NBT.1, 4.NBT.5, 4.MD.1, 4.MD.3 (NBT)	Equivalent Fractions 4.NF.1, 4.NF.2, 4.NF.3 (NF)	Place Value & the Standard Algorithm 4.NBT.1, 4.NBT.2, 4.NBT.3, 4.NBT.4 (NBT)	Measuring Angles 4.MD.5, 4.MD.6, 4.MD.7, 4.G.1, 4.G.2 (MD) (G)	Multiplication & Division Strategies 4.NBT.5, 4.NBT.6 (NBT)	Comparing Fractions & Writing Equivalent Fractions 4.NF.1, 4.NF.2 (NF)	Introducing Playground Design 4 MD.1, 4 MD.2, 4 MD.3, 4 MD.5, 4 MD.6, 4 MD.7, 4.G.1 (MD) (G)
Module 2	Primes & Composites 3.OA, 4.OA.4 (OA)	Arrays & Ratio Tables 4.OA.3, 4.OA.4, 4 NBT.1, 4.NBT.5 (NBT)	Comparing, Composing & Decomposing Fractions & Mixed Numbers 4.NF.1, 4.NF.2, 4.NF.3a–d, 4.NF.4a–b (NF)	The Standard Subtraction Algorithm 4.NBT.1, 4.NBT.2, 4.NBT.3, 4.NBT.4 (NBT)	Polygons & Symmetry 4.OA 5, 4.MD 5b, 4 MD.6, 4.G.1, 4.G.2, 4.G.3 (G)	Revisiting Area & Perimeter 4.NBT.5, 4.NBT.6, 4.MD.1, 4.MD.2, 4.MD.3 (MD)	Decimals & Decimal Fractions 4.NF.5, 4.NF.6, 4.NF.7 (NF)	Making Decisions 4 MD.1, 4 MD.2, 4 MD.3, 4.G.1 (MD) (G)
Module 3	Multiplicative Comparisons & Equations 3.OA, 4.OA.1, 4.OA 2, 4.OA.3, 4.OA.4 (OA)	Multiplication Stories & Strategies 4.OA.3, 4.NBT.5, 4.MD.2 (NBT)	Introducing Decimals 4.NF.5, 4.NF.6, 4.NF.7 (NF)	Measurement 4.MD.1, 4.MD.2 (MD)	Area & Perimeter 4.NBT.5, 4.MD.3, 4.G.1, 4.G.2, 4.G.3 (MD)	Line Plots, Fractions & Division 4.OA.3, 4.OA.4, 4 NBT.6, 4.NF.1, 4.MD.4 (NBT)	Introducing the Standard Multiplication Algorithm 4.OA.3, 4.NBT.5 (NBT)	Using Scale Models for Our Playground & Field 4 MD.1, 4 MD.2, 4 MD.3, 4 MD.4, 4.G.1 (MD) (G)
Module 4	Measurement Experiences 4.OA 2, 4.MD.1, 4.MD 2 (MD)	Early Division with Remainders 4.NBT.5, 4.NBT.6 (NBT)	Fractions & Decimals 4.NF.2, 4.NF.5, 4.NF.6, 4.NF.7 (NF)	Measurement & Data Displays 4.MD.2, 4.MD.4 (MD)	Angles in Motion 4.MD.5, 4.MD.6, 4.MD.7 (G)	More Division 4.OA.3, 4.OA.4, 4 NBT.6 (NBT)	Extending the Standard Multiplication Algorithm 4.NBT.5, 4.NBT.6 (NBT)	Building Model Playgrounds 4 MD.1, 4 MD.2, 4 MD.6, 4.G.1, 4.G.2 (MD) (G)

Primary Focus: OA - Operations & Algebraic Thinking **NBT** - Number & Operations in Base Ten **MD** - Measurement & Data **G** - Geometry **NF** - Fractions

Grade 4 Scope & Sequence
Number Corner Second Edition

	August / September	October	November	December	January	February	March	April	May / June
Calendar Grid	Ancient Egyptian Symbols *4.OA 5, 4.NBT.1, 4.NBT.2* (NBT)	Fractions & Decimals *4.NF.1, 4.NF.2* (NF)	Night & Day *4.OA 5, 4.MD.1, 4.MD.2* (MD)	Pentominoes *4.MD.3, 4.G.1, 4.G.3* (G)	Similar Figures *4.OA.1, 4.OA.5, 4.MD.3* (OA)	Constructing Angles & Polygons *4.MD.7, 4.G.1, 4.G.2* (G)	The Function Machine *4.OA 5* (OA)	Perimeter Puzzles *4.MD.3, 4.G.2, 4.G.3* (MD)	Quilt Block Symmetry *4.G.3* (G)
Calendar Collector	Six Inches a Day *4.NF.1, 4.NF.3, 4.NF.4, 4.MD.1, 4.MD.2* (NF)	Race to the Millions *4.NBT.2* (NBT)	A Cup a Day *4.NF.1, 4.NF.2, 4.NF.3, 4.MD.1, 4.MD.2* (NF)	Up & Down to Two Thousand *4.NBT.2, 4.NBT.4* (MD)	Three Quarters a Day *4.NF3a–d, 4 NF.4a–b, 4.MD.2* (NF)	Spin, Add & Measure *4.MD.5, 4.MD.6, 4.MD.7* (MD)	The Great Fraction Race *4.NF.1–4.NF.3d* (NF)	A Decimeter a Day *4.OA.1, 4.OA.2, 4.MD.1, 4.MD.2* (MD)	Water Evaporation Experiment *4.MD.1, 4.MD.2* (MD)
Computational Fluency	The Number Line & Splat! *4.OA.4, 4.NBT.1, 4.NBT.5* (NBT)	The Number Line & Put It on the Line, Part 1 *4.OA.3, 4.OA.4, 4.NBT.1 – 4.NBT.3* (NBT)	The Number Line & Roll & Compare *4.OA.4, 4.NBT.2* (NBT)	The Number Line & The Mystery Grid Game *4.OA.4, 4.MD.3* (OA)	Division Capture *4.NF.1, 4.NF.2* (NF)	The Number Line & Put It on the Line, Part 2 *4.NF.1 – 4 NF.3, 4.NF.3a–c, 4 NF.4* (NF)	Don't Break 3.00 *4.NF1–4.NF.7* (NF)	Color Ten *4.NF.2–4.NF.4* (NF)	Decimal Draw *4.NF.5–4.NF.7* (NF)
Problem Strings	Multiplication Models *4.OA.1, 4.NBT.1, 4.NBT.5* (NBT)	Ratio Tables *4.NBT.5* (NBT)	Multi-Digit Addition Strategies *4.NBT.2, 4.NBT.4, 4.MD.2* (NBT)	Multi-Digit Subtraction Strategies *4.NBT.4, 4.NBT.2, 4.MD.2* (NBT)	Division Strategies *4.NBT.5, 4.NBT.6* (NBT)	Adding & Subtracting Fractions with Like & Unlike Denominators *4.NF.3a–c, 4 NF.4* (NF)	Generating Equivalent Fractions *4.NF.1, 4.NF.5* (NF)	More Division Strategies *4.NBT.6* (NBT)	Multiplying Fractions & Whole Numbers *4.NF.4* (NF)
Solving Problems	One-Step Multiplication Problems *4.OA.1 , 4.OA 2, 4.OA.4, 4.NBT.5* (OA)	Multi-Step Multiplication Problems *4.OA.3, 4.NBT.5* (NBT)	Place Value, Rounding & Comparing *4.NBT.2, 4.NBT.3* (NBT)	Lines & Symmetry *4.G.1, 4.G.2, 4.G.3* (G)	Multi-Step Division Problems *4.OA.3, 4.NBT.6* (OA)	Multi-Step Problems & Equations *4.OA.3* (OA)	Multiplying Fractions & Whole Numbers Story Problems *4.NF.3a–d, 4 NF.4* (NF)	Line Plots *4.MD.4* (MD)	Measurement Conversions *4.MD.1, 4.MD.2* (MD)

Primary Focus: OA - Operations & Algebraic Thinking **NBT** - Number & Operations in Base Ten **MD** - Measurement & Data **G** - Geometry **NF** - Fractions

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