MATH / 4th Grade

Geometry

DIGITAL GAMES

Draw points, lines, line segments, rays, angles (right, acute, obtuse), and perpendicular and parallel lines; identify these in two-dimensional figures	CCSS.MATH.4.G.A.1
Classify two-dimensional figures based on the presence or absence of specific attributes (lines, angles, etc)	CCSS.MATH.4.G.A.2
Recognize and draw a line of symmetry for a two-dimensional figure	CCSS.MATH.4.G.A.3

KIT-REQUIRED GAME

Identify and classify the features of plane figures (including angles and lines)	CCSS.MATH.4.G.A
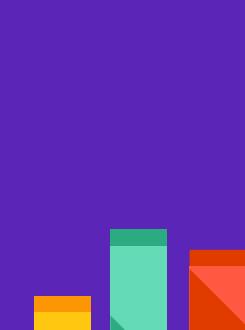
Measurement & Data

DIGITAL GAMES

Know relative sizes of measurement units within one system of units and record measurement equivalents in a two-column table (ex: inches/feet)	CCSS.MATH.4.MD.A.1
Use the four operations to solve word problems involving distances, intervals of time, liquid volumes, masses of objects, and money, including problems involving simple fractions or decimals	CCSS.MATH.4.MD.A.2
Apply the area and perimeter formulas for rectangles in real world and mathematical problems	CCSS.MATH.4.MD.A.3
Make a line plot to display a data set of measurements in fractions of a unit (1/2, 1/4, 1/8) and solve problems involving addition and subtraction of fractions by using information presented in line plots	CCSS.MATH.4.MD.B.4
Recognize angles as geometric shapes that are formed wherever two rays share a common endpoint; understand concepts of angle measurement	CCSS.MATH.4.MD.C.5
Measure angles in whole-number degrees using a protractor and sketch angles of specified measure	CCSS.MATH.4.MD.C.6
Recognize that the an angle's whole measurement is the sum of the angle measures of the parts	CCSS.MATH.4.MD.C.7

KIT-REQUIRED GAME

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Measure and calculate length, distances, intervals, liquid volume, mass and money	CCSS.MATH.4.MD.A
Represent and interpret data using line plots including fractions and decimals	CCSS.MATH.4.MD.B
Identify and measure angles	CCSS.MATH.4.MD.C

Number & Operations in Base Ten

DIGITAL GAMES

Recognize that in a multi-digit whole number, a digit in one place represents ten times what it represents in the place to its right	CCSS.MATH.4.NBT.A.1
Read and write multi-digit whole numbers using base-ten numerals, number names, and expanded form; compare them using >, =, and < symbols	CCSS.MATH.4.NBT.A.2
Use place value understanding to round multi-digit whole numbers to any place	CCSS.MATH.4.NBT.A.3
Fluently add and subtract multi-digit whole numbers using the standard algorithm	CCSS.MATH.4.NBT.B.4
Multiply a whole number of up to four digits by a one-digit whole number, and multiply two two-digit numbers	CCSS.MATH.4.NBT.B.5
Find whole-number quotients and remainders with up to four-digit dividends and one-digit divisors	CCSS.MATH.4.NBT.B.6

KIT-REQUIRED GAME

Use place value to understand and calculate operations	CCSS.MATH.4.NBT

Number & Operations: Fractions

DIGITAL GAMES

Explain why a fraction a/b is equivalent to a fraction (n × a / n × b) by using visual fraction models; generate equivalent fractions	CCSS.MATH.4.NF.A.1
Compare two fractions with different numerators and different denominators	CCSS.MATH.4.NF.A.2
Understand a fraction a/b with a > 1 as a sum of fractions 1/b	CCSS.MATH.4.NF.B.3
Multiply a fraction by a whole number	CCSS.MATH.4.NF.B.4
Express a fraction with denominator 10 as an equivalent fraction with denominator 100, and use this technique to add two fractions with respective denominators 10 and 100	CCSS.MATH.4.NF.C.5
Use decimal notation for fractions with denominators 10 or 100	CCSS.MATH.4.NF.C.6
Compare two decimals to hundredths by reasoning about their size, and record the results with the symbols >, =, or <	CCSS.MATH.4.NF.C.7

KIT-REQUIRED GAME

Understand and explain fractions and decimals	CCSS.MATH.4.NF
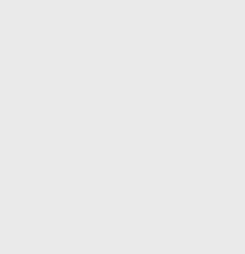
Operations & Algebraic Thinking

DIGITAL GAMES

Interpret a multiplication equation as a comparison	CCSS.MATH.4.OA.A.1
Multiply or divide to solve word problems involving multiplicative comparison (use the known to determine the unknown)	CCSS.MATH.4.OA.A.2
Solve multistep multiplication and division word problems posed with whole numbers using the four operations	CCSS.MATH.4.OA.A.3
Find all factor pairs for a whole number in the range 1-100; distinguish between prime and composite numbers	CCSS.MATH.4.OA.B.4
Generate and analyze patterns that follow a given rule	CCSS.MATH.4.OA.C.5

KIT-REQUIRED GAME

Multiply and divide fluently using strategies	CCSS.MATH.4.OA

VIEW ADDITIONAL RELATED GAMES