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	Unit 1 Multiplicative Thinking	Unit 2 Multidigit 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 & Multidigit Multiplication	Unit 8 Playground Design
Module 1	<b>Models for Multiplication &amp; Division</b> 3.OA.3, 3.OA.7, 4.OA.1, 4.OA.2, 4.NBT.6 	<b>Building Multiplication Arrays</b> 4.OA.4, 4.NBT.1, 4.NBT.5, 4.NBT.6, 4.MD.2 	<b>Equivalent Fractions</b> 4.NF.1, 4.NF.2, 4.NF.3a–b, 4.NF.4a–c 	<b>Place Value &amp; the Standard Algorithm</b> 4.NBT.1, 4.NBT.2, 4.NBT.3, 4.NBT.4 	<b>Measuring Angles</b> 4.MD.5, 4.MD.6, 4.MD.7, 4.G.1, 4.G.2  	<b>Multiplication &amp; Division Strategies</b> 4.OA.3, 4.NBT.5, 4.NBT.6 	<b>Comparing Fractions &amp; Writing Equivalent Fractions</b> 4.NF.1, 4.NF.2, 4.NF.3b 	<b>Introducing Playground Design</b> 4.MD.1, 4.MD.2, 4.MD.3, 4.MD.5, 4.MD.6, 4.MD.7, 4.G.3  
Module 2	<b>Primes &amp; Composites</b> 3.OA.5, 3.MD.7, 4.OA.4, 4.OA.5 	<b>Arrays &amp; Ratio Tables</b> 4.OA.4, 4.OA.5, 4.NBT.1, 4.NBT.4, 4.NBT.5, 4.NBT.6 	<b>Comparing, Composing &amp; Decomposing Fractions &amp; Mixed Numbers</b> 4.NF.1, 4.NF.2, 4.NF.3a–d, 4.NF.4a–b 	<b>The Standard Subtraction Algorithm</b> 4.NBT.1, 4.NBT.4 	<b>Polygons &amp; Symmetry</b> 4.MD.5, 4.MD.6, 4.MD.7, 4.G.1, 4.G.2, 4.G.3 	<b>Revisiting Area &amp; Perimeter</b> 4.NBT.4, 4.NBT.5, 4.NBT.6, 4.MD.3  	<b>Decimals &amp; Decimal Fractions</b> 4.NF.2, 4.NF.5, 4.NF.6, 4.NF.7 	<b>Making Decisions</b> 4.MD.1, 4.MD.2, 4.MD.3, 4.G.1  
Module 3	<b>Multiplicative Comparisons &amp; Equations</b> 4.OA.1, 4.OA.2, 4.OA.4 	<b>Multiplication Stories &amp; Strategies</b> 4.NBT.5, 4.MD.1, 4.MD.2 	<b>Introducing Decimals</b> 4.NF.5, 4.NF.6, 4.NF.7 	<b>Measurement</b> 4.NBT.2, 4.NBT.3, 4.NBT.4, 4.MD.1, 4.MD.2 	<b>Area &amp; Perimeter</b> 4.NBT.4, 4.NBT.5, 4.MD.3, 4.G.3 	<b>Division Strategies &amp; Situations</b> 4.OA.3, 4.NBT.6 	<b>Introducing the Standard Multiplication Algorithm</b> 4.OA.2, 4.NBT.1, 4.NBT.5, 4.MD.3 	<b>Using Scale Models for Our Playground &amp; Field</b> 4.MD.1, 4.MD.2, 4.MD.3, 4.G.1  
Module 4	<b>Measurement Experiences</b> 4.OA.2, 4.MD.1, 4.MD.2 	<b>Early Division with Remainders</b> 4.OA.4, 4.NBT.5, 4.NBT.6 	<b>Fractions &amp; Decimals</b> 4.NF.2, 4.NF.4c, 4.NF.5, 4.NF.6, 4.NF.7 	<b>Addition, Subtraction &amp; Measurement Situations</b> 4.NBT.3, 4.NBT.4, 4.MD.2 	<b>Angles Revisited</b> 4.NBT.4, 4.MD.5, 4.MD.6, 4.MD.7, 4.G.2 	<b>Fractions &amp; Data Displays</b> 4.NBT.4, 4.NBT.5, 4.NF.3, 4.NF.4, 4.MD.2, 4.MD.4  	<b>Extending the Standard Multiplication Algorithm</b> 4.OA.3, 4.NBT.5, 4.MD.2 	<b>Building Model Playgrounds</b> 4.MD.1, 4.MD.2, 4.MD.6, 4.G.1  

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

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Calendar Grid	<b>Ancient Egyptian Numerals</b> 4.OA.5, 4.NBT.1, 4.NBT.2 	<b>Fractions &amp; Decimals</b> 4.NF.1, 4.NF.2, 4.NF.5, 4.NF.6 	<b>Night &amp; Day</b> 4.OA.5, 4.MD.1, 4.MD.2 	<b>The Function Machine</b> 4.OA.5 	<b>Similar Figures</b> 4.OA.1, 4.OA.5, 4.MD.3 	<b>Angles &amp; Polygons</b> 4.MD.7, 4.G.1, 4.G.2 	<b>Pentominoes</b> 4.MD.3, 4.G.1, 4.G.3 	<b>Perimeter Puzzles</b> 4.MD.3, 4.G.3 	<b>Quilt Block Symmetries</b> 4.OA.5, 4.G.1, 4.G.3 
Calendar Collector	<b>Six Inches a Day</b> 4.NF.1, 4.NF.3a, 4.NF.4b, 4.MD.1, 4.MD.2 	<b>Race to the Millions</b> 4.NBT.1, 4.NBT.2 	<b>A Cup a Day</b> 4.OA.1, 4.NF.1, 4.NF.3b, 4.MD.1 	<b>Up &amp; Down to 2,000</b> 4.NBT.2, 4.NBT.4 	<b>Three Quarters a Day</b> 4.NF.3a, 4.NF.3b, 4.NF.4a, 4.NF.4b 	<b>Spin, Add &amp; Measure</b> 4.MD.5a, 4.MD.5b, 4.MD.6 	<b>The Great Fraction Race</b> 4.NF.1, 4.NF.3, 4.NF.3a, 4.NF.3c 	<b>A Decimeter a Day</b> 4.OA.1, 4.MD.1 	<b>The Water Evaporation Experiment</b> 4.MD.1, 4.MD.2 
Computational Fluency	<b>The Number Line &amp; Spat!</b> 4.OA.4, 4.NBT.1, 4.NBT.5 	<b>The Number Line &amp; Put It on the Line, Part 1</b> 4.OA.3, 4.OA.4, 4.NBT.5 	<b>The Number Line and Roll &amp; Compare</b> 4.OA.4, 4.NBT.2 	<b>The Number Line &amp; the Mystery Grid Game</b> 4.OA.4, 4.MD.3 	<b>Fractions on the Number Line &amp; Division Capture</b> 4.NBT.6, 4.NF.1, 4.NF.2 	<b>Decimals on the Number Line</b> 4.NF.1, 4.NF.2, 4.NF.5, 4.NF.6, 4.NF.7 	<b>Decimal Unit Frame Scavenger Hunt &amp; Don't Break 3</b> 4.NF.1, 4.NF.5, 4.NF.6, 4.NF.7 	<b>Color 10</b> 4.NF.1, 4.NF.3, 4.NF.3c, 4.NF.4b 	<b>Decimal Draw</b> 4.NF.5, 4.NF.6, 4.NF.7 
Number Strings	<b>Multiplication Models</b> 4.NBT.5 	<b>Ratio Tables</b> 4.NBT.5 	<b>Multidigit Addition Strategies</b> 4.NBT.4 	<b>Multidigit Subtraction Strategies</b> 4.NBT.4, 4.MD.2 	<b>Division Strategies</b> 4.NBT.5, 4.NBT.6 	<b>Adding &amp; Subtracting Fractions with Like &amp; Unlike Denominators</b> 4.NF.1, 4.NF.3, 4.NF.3a, 4.NF.3b, 4.NF.4b, 4.NF.5 	<b>Generating Equivalent Fractions</b> 4.NF.1, 4.NF.5 	<b>More Division Strategies</b> 4.NBT.6 	<b>Multiplying Fractions &amp; Whole Numbers</b> 4.NF.1, 4.NF.4a 
Solving Problems	<b>One-Step Multiplication Problems</b> 4.OA.2, 4.OA.4, 4.NBT.5 	<b>Multistep Problems</b> 4.OA.3, 4.NBT.5 	<b>Place Value, Rounding &amp; Comparing</b> 4.OA.3, 4.NBT.1, 4.NBT.3 	<b>Multiplying Fractions &amp; Whole Numbers</b> 4.NF.4a, 4.NF.4b, 4.NF.4c 	<b>Multistep Division Problem Situations</b> 4.OA.3, 4.NBT.6 	<b>Multistep Problems &amp; Equations</b> 4.OA.3 	<b>Lines &amp; Line Symmetry</b> 4.G.1, 4.G.2, 4.G.3 	<b>Line Plots</b> 4.MD.2, 4.MD.4 	<b>Measurement Conversions</b> 4.MD.1, 4.MD.2 