Fourth Grade Math Checklist

Name_____ **Teacher**_____

For each student, indicate his or her level of achievement quarterly using the key below. Leave blank if not taught during the specific quarter.

A (Advanced) indicates mastery; the student will need virtually no review of the skill or concept.
P (Proficient) indicates that the student will need minimal review of the skill or concept.
B (Basic) indicates that the student will need substantial review of the skill or concept.
BB (Below Basic) indicates that the student will need to be re-taught the skill or concept.

Anchors/Indicators	1st quarter	2nd quarter	3rd quarter	4th quarter
M4.A.1. 1. Use models and/or words to represent quantities as decimals, fractions or mixed numbers				
1. Write the fraction or decimal, including mixed numbers, that corresponds to a drawing or set – no simplification necessary.				
2. Create a drawing or set that represents a given fraction or decimal, including mixed numbers (through the tenths).				
3. Match the standard number form to the word form of decimal numbers (through the tenths place).				
4. Write whole numbers in expanded, standard and/or word form through 6 digits (example of standard to expanded form: 43,076 = 40,000+3000+70+6).				
M4.A.1. 2. Compare quantities and magnitudes of numbers				
1. Locate/identify fractions or decimals on a number line (decimals and fractions through the tenths – do not mix fractions and decimals).				
2. Compare and/or order whole numbers through 6 digits and amounts of money to $100 (limit set for ordering, to no more than 4 numbers).				
M4.A.1. 3. Develop and/or apply number theory concepts to represent numbers in various ways				
1. List/identify all factors through 10 of any given number.				
2. List/identify multiples of a number, where the multiples do not exceed 100.				
M4.A.2. 1. Use operations to solve problems (may include word problems)				
1. Solve problems involving all operations with whole numbers, and/or explain the solution (limit to				

two-step problems; e.g., multiply then add - single digit multipliers and divisors).				
2. Solve problems involving addition or subtraction with decimals through the tenths or money to the cent and/or explain the solution. Limit to two-step problems.				
M4.A.3. 1. Apply rounding and/or estimation strategies to solve problems				
1. Round whole numbers (including whole dollar amounts) to the nearest ten, hundred, thousand, ten-thousand or hundred-thousand.				
2. Round amounts of money to the nearest dollar.				
3. Estimate the answer to addition, subtraction and multiplication problems using whole numbers through 6 digits. (For multiplication, no more than 2 digits X 1 digit, excluding powers of 10).				
M4.A.3. 2. Compute using fractions or decimals (written vertically or horizontally - straight computation only				
1. Solve addition or subtraction problems involving decimals through hundredths (decimal numbers must have the same number of places).				
2. Solve addition or subtraction problems with fractions with like denominators (denominators to 10, no simplifying necessary).				
M4.B.2. 1. Select and/or use appropriate tools and/or attributes for measuring quantities				
1. Use or read a ruler (provided) to measure to the nearest 1/4 inch or centimeter.				
M4.B.2. 2. Estimate measurements of figures				
1. Make reasonable estimates of weights, lengths and capacities of familiar objects (measurements in the same system).				
M4.C.1. 1. Identify/describe the basic properties of geometric figures in two or three dimensions				
1. Identify/classify/compare two-dimensional figures (circle, triangle, square, parallelogram, trapezoid, rhombus, rectangle, pentagon, hexagon, octagon).				
2. Identify or classify three-dimensional figures (cube, sphere, rectangular prism and pyramid).				
M4.C.1. 2. Represent and/or use properties or relationships of points, lines, line segments, rays and angles				
1. Identify points, lines, line segments or rays.				
2. Identify parallel and perpendicular lines.				
M4.C.2. 1. Apply the concepts of reflection and symmetry				
1. Identify or create figures that have one, two or no lines of symmetry.				

M4.C.3. 1. Locate points on a simple grid				
1. Match or plot the ordered pair with the appropriate point (or object) on a simple grid.				
M4.D.1. 1. Recognize, describe, extend, create and/or replicate a variety of patterns				
1. Extend or find a missing element in a numerical or geometric pattern (+, - or x may be used - numerical patterns must be whole numbers).				
2. Identify/describe the rule for a numerical or geometric pattern shown (+, - or x may be used - numerical patterns must be whole numbers).				
3. Create or replicate a numerical or geometric pattern showing 3 repetitions (+, - or x may be used - numerical pattern must be whole numbers or money).				
M4.D.1. 2. Apply simple function rules				
1. Determine the missing elements in a function table (functions may use +, - or x and whole numbers or money).				
2. Determine the rule for a function given a table (functions may use +, - or x and whole numbers).				
M4.D.2. 1. Use numbers and symbols to model the concepts of expressions and/or equations				
1. Correlate story situations with expressions or equations (may use numbers and one operation +, - or x; no variables).				
M4.D.2. 2. Determine the missing number or symbol in a number sentence				
1. Solve for a missing number in an equation (using estimation, guess & check, etc.) (may use +, - or single digit x or / only).				
2. Identify the missing symbol (+, -, x, /, =, <, >) that makes a number sentence true (single digit x or / only).				
M4.E.1. 1. Interpret data shown on tables, charts, line graphs, bar graphs or pictographs				
1. Describe, interpret and/or answer questions based on data shown in tables, charts, bar graphs, or pictographs.				
M4.E.1. 2. Organize or display data using tables, bar graphs, line graphs or pictographs				
1. Graph data or complete a graph given the data (bar graph or pictograph - grid is provided).				
2. Translate information from one type of display to another (table, chart, bar graph, or pictograph).				
M4.E.2 - Data Analysis and Probability: Select and use appropriate statistical methods to analyze data				
M4.E.3 - Data Analysis and Probability: Understand and apply basic concepts of probability				

M4.E.3. 1. Predict and/or measure the likelihood of events				
1. Make a prediction based on data or chance (data may be shown in tables, charts, line graphs, bar graphs or pictographs).				