



Grade 4

Unit 2 Addition and SUBTRACTION of Whole NUMBERS and DECIMALS



Whole CLASS Lessons and Guided Math Groups
Active Engagement and Games
Intervention and Enrichment
EXIT TICKETS



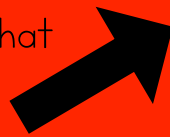
I Plan ~ You Teach

Helping you live your life
AND

be the math teacher that gets results

Are you Ready For Help?

Click the links for Lesson Plans that align with TEXAS TEKS!



[2nd Grade Math Lesson Plans](#)

[3rd Grade Math Lesson Plans](#)

[4th Grade Math Lesson Plans](#)

[5th Grade Math Lesson Plans](#)

I SEE YOU~

- struggling each week to write lesson plans that meet the rigor of the TEKS.
- searching endlessly for resources that will help kids learn math while being challenged and engaged.
- staying late everyday after school working on plans and creating everything from scratch.

You are exhausted from working with students all day, and still have to prep, write and create.

I SEE YOU~

SACRIFICING your time with your family and friends

to ensure success for ALL of OUR Children.



Want to know when sales are happening? Click links to follow



Name _____

LT	Statement	1	2	3	4	Evidence
1	I can round whole numbers to a given place value through the hundred thousands place.					
2	I can add and subtract whole numbers to the millions place using the standard algorithm.					
3	I can add and subtract decimals to the hundredths place using the standard algorithm.					
4	I can round to the nearest 10, 100, or 1,000 or use compatible numbers to estimate solutions involving whole numbers.					
5	I can calculate profit in a given situation.					
6	I can describe the basic purpose of financial institutions, including keeping money safe, borrowing money, and lending.					

1	2	3	4
I have no idea how to do this.	I can do this with some help.	I can do this by myself	I can teach someone to do this.

Unit 2 Addition and Subtraction of Whole Numbers and Decimals

Learning Target	What do we want students to learn?	How will we know if they learned it?	What will we do if they don't?	What will we do if they already know it?
1 4.2D	Round whole numbers to a given place value through the hundred thousands place.	<ul style="list-style-type: none"> <input type="checkbox"/> Number lines <input type="checkbox"/> Proportionally scaled <input type="checkbox"/> Open Number lines <input type="checkbox"/> Round to nearest 10 <input type="checkbox"/> Round to the nearest 100 <input type="checkbox"/> Round to the nearest 1,000 <input type="checkbox"/> Round to the nearest 10,000 <input type="checkbox"/> Round to the nearest 100,000 <input type="checkbox"/> Rounding numerically based on place value 	<ul style="list-style-type: none"> <input type="checkbox"/> Understand the place values of digits given in standard form <input type="checkbox"/> Understand how to round a number to a given place value <input type="checkbox"/> Round a number to the nearest ten 	<ul style="list-style-type: none"> <input type="checkbox"/> Round decimals to the tenths or hundredths.
2 4.4A	Add and subtract whole numbers to the millions place using the standard algorithm.	<ul style="list-style-type: none"> <input type="checkbox"/> Connection between place value and the standard algorithm <input type="checkbox"/> Standard algorithm 	<ul style="list-style-type: none"> <input type="checkbox"/> Recognize addition presented in a real-world problem situation <input type="checkbox"/> Recognize subtraction presented in a real-world problem situation <input type="checkbox"/> Understand how to add multi-digit numbers involving regrouping <input type="checkbox"/> Understand how to subtract multi-digit number involving regrouping over multiple zeros <input type="checkbox"/> Solve a two-step problem involving addition and subtraction 	<ul style="list-style-type: none"> <input type="checkbox"/> Estimate to determine solutions to mathematical and real-world problems involving addition, subtraction, multiplication, or division.

Unit 2 Addition and Subtraction of Whole Numbers and Decimals

Learning Target	What do we want students to learn?	How will we know if they learned it?	What will we do if they don't?	What will we do if they already know it?
3 4.4A	Add and subtract decimals to the hundredths place using the standard algorithm.	<ul style="list-style-type: none"> <input type="checkbox"/> Relate addition and subtraction of decimals to the hundredths place using concrete objects and pictorial models to the standard algorithm for adding and subtracting decimals. <input type="checkbox"/> Trailing zeros – a sequence of zeros in the decimal part of a number that follow the last non-zero digit, and whether recorded or deleted, does not change the value of the number <input type="checkbox"/> Standard algorithm 	<ul style="list-style-type: none"> <input type="checkbox"/> Recognize addition presented in a real-world problem situation <input type="checkbox"/> Recognize subtraction presented in a real-world problem situation Understand how to represent a whole number as a decimal to the hundredths place <input type="checkbox"/> Understand how to add decimal numbers involving regrouping <input type="checkbox"/> Understand how to subtract decimal numbers involving regrouping over multiple zeros <input type="checkbox"/> Solve a two-step problem involving addition and subtraction 	<ul style="list-style-type: none"> <input type="checkbox"/> Estimate to determine solutions to mathematical and real-world problems involving addition, subtraction, multiplication, or division.
4 4.4G	Round to the nearest 10, 100, or 1,000 or use compatible numbers to estimate solutions involving whole numbers.	<ul style="list-style-type: none"> <input type="checkbox"/> Rounding – a type of estimation with specific rules for determining the closest value <input type="checkbox"/> To the nearest 10; 100; or 1,000 <input type="checkbox"/> Proportionally scaled number lines <input type="checkbox"/> Open number line Rounding to the nearest 10-100,000 on a number line <input type="checkbox"/> Rounding numerically based on place value <input type="checkbox"/> Round numbers to a common place then compute. <input type="checkbox"/> Determine compatible numbers then compute. 	<ul style="list-style-type: none"> <input type="checkbox"/> Recognize addition or subtraction presented in a real-world problem situation <input type="checkbox"/> Understand how to use rounding or compatible numbers to estimate a solution <input type="checkbox"/> Understand how to determine the reasonableness of an estimation <input type="checkbox"/> Determine a reasonable estimate of the solution to a problem involving addition 	<ul style="list-style-type: none"> <input type="checkbox"/> Round decimals to tenths or hundredths.

Unit 2 Addition and Subtraction of Whole Numbers and Decimals

Learning Target	What do we want students to learn?	How will we know if they learned it?	What will we do if they don't?	What will we do if they already know it?
5 4.10B	Calculate profit in a given situation.	<ul style="list-style-type: none"> <input type="checkbox"/> Determining profit from a single source for income and/or expenses <input type="checkbox"/> Determining profit from multiple sources for incomes and/or expenses <input type="checkbox"/> Relationship between income, expenses, and profit <ul style="list-style-type: none"> o When income is greater than expenses there is a profit. o When income is less than expenses, there is no profit or the costs exceed the income. 	<ul style="list-style-type: none"> <input type="checkbox"/> Understand that the cost for preparing snacks represents the expenses <input type="checkbox"/> Understand that the amount received from the sale of the snacks represents the income <input type="checkbox"/> Understand that profit is the amount earned after expenses are subtracted from income <input type="checkbox"/> Solve a problem involving calculating profit 	<ul style="list-style-type: none"> <input type="checkbox"/> Use multiple sources of income and expenses to the billions place
6 4.10E	Describe the basic purpose of financial institutions, including keeping money safe, borrowing money, and lending.	<ul style="list-style-type: none"> <input type="checkbox"/> Take in funds (deposits), pool that money, and lend that money to those who need funds. <input type="checkbox"/> Keep deposits safe and regulate accounts and transactions according to federal and/or state laws. <input type="checkbox"/> Provide a place where individuals, businesses, and governments can deposit and borrow money. <input type="checkbox"/> Serve as agents for depositors (who lend money to the bank) and borrowers (to whom the bank lends money). <input type="checkbox"/> Depositors and borrowers can be individuals and households, financial and nonfinancial firms, or national and local governments. <input type="checkbox"/> Keep individual funds available on demand (e.g., checking accounts) or with some restrictions (e.g., savings or investments). <input type="checkbox"/> Process payments to and from account holders and other financial institutions. 	<ul style="list-style-type: none"> <input type="checkbox"/> Understand the basic purpose of financial institutions <input type="checkbox"/> Understand services generally provided by financial institutions <input type="checkbox"/> Identify whether or not a service is provided by a financial institution 	<ul style="list-style-type: none"> <input type="checkbox"/> Identify the advantages and disadvantages of different methods of payment, including check, credit card, debit card, and electronic payments

Day 1	Day 2	Day 3	Day 4	Day 5
Anticipation Guide Mini Lesson LT 1, 4 Rounding & Compatible Numbers	Mini Lesson LT 2 Problem Solving Addition and Subtraction Decimals	Ghost in the Graveyard LT 2, 3 Addition and Subtraction Whole Numbers and Decimals	Independent Practice LT 1-4	Video and Gallery Walk LT 6 Purpose of Financial Institutions
Guided Math	Guided math	Guided Math	Guided Math	Guided Math
Reteach Unit 1	LT 1, 4	LT 2	LT 2, 3	LT 2, 3
Day 6	Day 7	<h2>Unit 2</h2> <h3>Addition and Subtraction of Whole Numbers and Decimals</h3>		
Mini Lesson LT 5 Profit	Independent Practice LT 5-6			
Guided Math	Guided Math			
LT 2, 3	LT 5			



Thank you for your
download!

I hope this helps your
students!

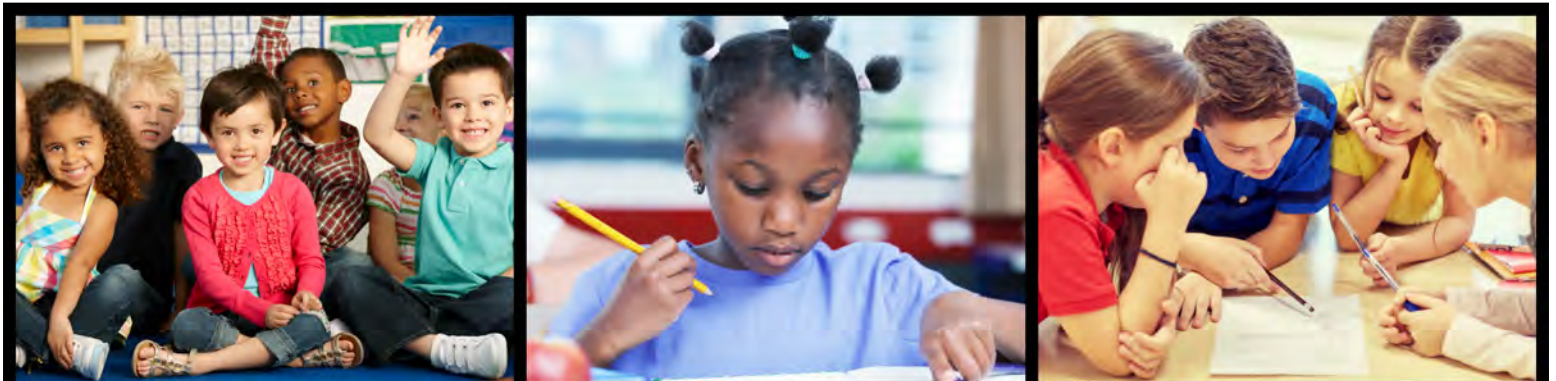


A portion of the materials contained in this publication were created with the use of 1,2,3 Math
Fonts. And Math Clipart

Graphics by



Copyright © iPohly INC. All rights reserved by author. This product is to be used by the original downloader only. Copying for more than one teacher, classroom, department, school, or school system is prohibited. This product may not be distributed or displayed digitally for public view. Failure to comply is a copyright infringement and a violation of the Digital Millennium Copyright Act (DMCA). Clipart and elements found in this PDF are copyrighted and cannot be extracted and used outside of this file without permission or license. Intended for classroom and personal use ONLY.



Whole Class Lessons and Guided Math Groups
Active Engagement and Games
Intervention and Enrichment
Exit Tickets