







Fourth-Grade Math Minutes is designed to be implemented in numerical order. Students who need the most support will find the order of skills as introduced most helpful in building and retaining confidence and success. For example, the first time that students are asked to compute the area of a shape, a possible answer is provided, and students must decide if the answer is true or false. Eventually, students are asked to compute the area without the support of a possible answer.

Fourth-Grade Math Minutes can be used in a variety of ways. Use one Minute a day for warm-up activities, bell-work, review, assessment, or a homework assignment. Keep in mind that students will get the most benefit from their daily Minute if they receive immediate feedback. If you assign the Minute as homework, correct it in class at the beginning of the day.

If you use the Minutes as a timed activity, place the paper facedown on the students' desks, or display it as a transparency. Use a clock or kitchen timer to measure one minute. Encourage students to concentrate on completing each problem successfully and not to dwell on problems they cannot complete. At the end of the minute, have students stop working. Then, read the answers from the answer key (pages 108–112), or display them on a transparency. Have students correct their own work and record their score on the Minute Journal reproducible (page 6). Then, have the class go over each problem together to discuss the solution(s). Spend more time on problems that were clearly challenging for most of the class. Tell students that difficult problems will appear on future Minutes and they will have other opportunities for success.



MINUTE JOURNAL														
	NAM	£												
	MINUTE	Date	SCORE											
	1			26			51			76			1	
	2			27			52			77			1	
	3			28			53			78				
	4			29			54			79				
	5			30			55			80				
	6			31			56			81				
	7			32			57			82				
	8			33			58			83			_	
	9			34			59			84			_	
	10			35			60			85			_	
	11			36			61			86			_	
	12			37			62			87			_	
	13 14			38 39			63 64			88 89			-	
				40			65			89 90			-	
	15 16			40	-		66			90 91		+	-	
	12			42			67			92			-	
	18			43			68			93			-	
	19			44			69			94			-	
	20			45			20			95			-	
	21			46			71			96		+	-	
	22			47			72			97			-	
	23			48			73			98			-	
	24			49			74			99			-	

SCOPE AND SEQUENCE
SKILL MINUTE IN WHICH SKILL FIRST APPEARS
Congruency 1
Perimeter/Area/Volume1
Expanded Form 1
Place Value
Addition
Story Problems
Money Calculations
Multiplication (up to multiples of 12)
Division (basic facts)
Patterning
Lines of Symmetry
Multiplication (one digit times two or more digits)
Greater Than/Less Than/Equal To
Fractions (calculation, equivalency, lowest terms)
Identifying Attributes of a Figure.
Circle Graphs
Identifying and Comparing Fractions
Finding the Mean/Mode/Range7
Money Equivalency
Time Equivalency
Even and Odd Numbers
Missing Elements in a Pattern
Rounding
Time Calculations
Angles 11 Standard Measurement (weight, length, distance, volume) 13
Metric Measurement (weight, length, distance, volume)
Identifying Angles
Decimals
Bar Graphs
Identifying Geometric Figures
Circles (radius, diameter)
Line Graphs
Ordered Pairs
Relating Fractions to Decimals
Relating Mixed Fractions to Decimals
Identifying Triangles
Improper Fraction to Mixed Number
Temperature (Fahrenheit and Celsius)



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