Georgia Mathematics

Grade 4 - Learning Progressions

Adopted 2021

K-5 Learning Progressions

Numerical Reasoning

Numbers (whole numbers, fractions, and decimal numbers)

1. Whole numbers to 100,000 4.LP1.1.1
2. Non-unit fractions with denominators of 2, 3, 4, 5, 6, 8, 10, 12, and 100 4.LP1.1.2
3. Fractions with like denominators 4.LP1.1.3
4. Decimal fractions (tenths and hundredths) 4.LP1.1.4

Counting

1. Counting non-unit fractions 4.LP1.2.1

Place Value

1. Magnitude of place value 4.LP1.3.1
2. Multi-digit whole numbers to 100,000 4.LP1.3.2
3. Round multi-digit whole numbers 4.LP1.3.3
4. Fractions with 4.LP1.3.4
5. denominators of 10 or 100 4.LP1.3.5

Comparisons

1. Multi-digit numbers 4.LP1.4.1
2. Fractions less than 1 4.LP1.4.2
3. Decimal fractions to hundredths place 4.LP1.4.3

Computational Fluency

1. Fluency with addition and subtraction with multi-digit whole numbers 4.LP1.5.1

Addition & Subtraction

1. Within 100,000 4.LP1.6.1
2. Fractions with like denominators 4.LP1.6.2

Multiplication & Division

1. Factors and multiples 4.LP1.7.1
2. Prime and composite numbers 4.LP1.7.2
3. Multiply by multi-digit whole numbers 4.LP1.7.3
4. Divide by 1-digit divisors 4.LP1.7.4

Patterning & Algebraic Reasoning

Patterns

1. Generate number and shape patterns that follow a rule 4.LP2.1.1
2. Represent and describe patterns 4.LP2.1.2

Geometric & Spatial Reasoning

Shapes And Properties

1. Points, lines, line segments, rays, angles, and parallel & perpendicular line segments `4.LP3.1.1`
2. Classify, compare, & contrast polygons based on presence or absence of parallel or perpendicular line segments, angles of a specified size or side lengths. `4.LP3.1.2`

Geometric Measurement

1. Area and perimeter of composite rectangles `4.LP3.2.1`
2. Angle measurement `4.LP3.2.2`

Measurement & Data Reasoning

Measurement & Data

1. Measure liquid volume, distance, and mass using the metric measurement system `4.LP4.1.1`
2. Use rulers to measure lengths to nearest ½, ¼ and 1/8 of an inch `4.LP4.1.2`
3. Analyze data using dot plots (with values to the nearest 1/8 of a unit) `4.LP4.1.3`

Money

1. Using money as a tool or manipulative to solve problems `4.LP4.2.1`

Time

1. Intervals of time `4.LP4.3.1`
2. Elapsed time to the nearest minute `4.LP4.3.2`