Standard Code	Standards
EL4-MA-G.01.00*.0	**Draw and identify lines and angles, and classify shapes by properties of their lines and angles.**
EL4-MA-G.01.A.0	Draw points, lines, line segments, rays, angles (right, acute, obtuse), and perpendicular and parallel lines. Identify these in two-dimensional figures.
EL4-MA-G.01.B.0	Classify two-dimensional figures based on the presence or absence of parallel or perpendicular lines, or the presence or absence of angles of a specified size.
EL4-MA-G.01.B.a	Recognize right triangles as a category, and identify right triangles.
EL4-MA-G.01.C.0	Recognize a line of symmetry for a two-dimensional figure as a line across the figure such that the figure can be folded along the line into matching parts. Identify line-symmetric figures and draw lines of symmetry.
EL4-MA-G.01.D.0	Identify the shapes of the faces of a prism in a given picture.
EL4-MA-G.01.E.0	Describe the results of subdividing, combining, and transforming shapes.
EL4-MA-MD.01.00*.0	**Solve problems involving measurement and conversion of measurements.**
EL4-MA-MD.01.A.0	Know relative sizes of measurement units within one system of units, including: km., m., cm., kg., g., lb., oz., l, ml., hr., min., sec. Within a single system of measurement, express measurements in a larger unit in terms of a smaller unit. Record measurement equivalents in a two-column table. (e.g., know that 1ft is 12 times as long as 1in) Express the length of a 4ft snake as 48 in. Generate a conversion table for feet and inches listing the number pairs (1,12), (2, 24), (3, 36).
EL4-MA-MD.01.B.0	Using the four operations to solve word problems involving distances, intervals of time, liquid volumes, masses of objects, and money, including problems involving simple fractions or decimals, and problems that require expressing measurements given in a larger unit in terms of a smaller unit.
EL4-MA-MD.01.B.a	Represent measurement quantities using diagrams such as number line diagrams that feature a measurement scale.
EL4-MA-MD.01.D.0	Apply the area and perimeter formulas for rectangles in real-world and mathematical problems. (e.g., find the width of a rectangular altar given the area of the altar and the length, by viewing the area formula as a multiplication equation with an unknown factor).
EL4-MA-MD.02.00.0	**Represent and interpret data.**
EL4-MA-MD.02.A.0	Solve problems involving addition and subtraction of fractions by using information presented in line plots. (e.g., from a line plot find and interpret the difference in length between the longest and shortest specimens in an insect collection).
EL4-MA-MD.03.00*.0	**Demonstrate knowledge of concepts of angles and measure angles.**
EL4-MA-MD.03.A.0	Recognize angles as geometric shapes that are formed wherever two rays share a common endpoint, and demonstrate knowledge of angle measurement.
EL4-MA-MD.03.A.a	An angle is measured with reference to a circle with its center at the common endpoint of the rays.
EL4-MA-MD.03.A.b	An angle that turns through n one-degree angles is said to have an angle measure of n degrees.
EL4-MA-MD.03.B.0	Measure angles in whole-number degrees using a protractor. Sketch angles of specified measure.

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EL4-MA-MD.03.C.0	Recognize angle measure as additive. When an angle is decomposed into non-overlapping parts, the angle measure of the whole is the sum of the angle measure of the parts. Solve addition and subtraction problems to find unknown angles on a diagram in real-world and mathematical problems, (e.g., by using an equation with a symbol for the unknown angle measure).
EL4-MA-NBT.01.00*.0	**Use place value understanding and properties of operations to perform multi-digit arithmetic.**
EL4-MA-NBT.01.A.0	Recognize that in a multi-digit whole number, a digit in the ones place represents ten times what it represents in the place value to its right.
EL4-MA-NBT.01.B.0	Read and write multi-digit whole numbers using base-ten numerals, number names, and expanded form.
EL4-MA-NBT.01.B.a	Compare two multi-digit numbers based on meanings of the digits in each place, using >, =, < symbols to record the results of the comparisons.
EL4-MA-NBT.01.C.0	Use place value understanding to round multi-digit whole numbers to any place.
EL4-MA-NBT.01.D.0	Generalize place value understanding for multi-digit whole numbers.
EL4-MA-NBT.02.E.0	Fluently add and subtract multi-digit whole numbers using the standard algorithm.
EL4-MA-NBT.02.F.0	Multiply a whole number of up to four digits by a one-digit whole number, and multiply two two-digit numbers, using strategies based on place value and the properties of operations. Illustrate and explain the calculation by using equations, rectangular arrays, and/or area models.
EL4-MA-NBT.02.F.a	Know multiplication facts and related division facts through 12 x 12.
EL4-MA-NBT.02.G.0	Find whole number quotients and remainders with up to four-digit dividends and one-digit divisors, using strategies based on place value, the properties of operations, and/or the relationship between multiplication and division. Illustrate and explain the calculation by using equations, rectangular arrays, and/or area models.
EL4-MA-NF.01.00*.0	**Demonstrate understanding of fraction equivalence and ordering.**
EL4-MA-NF.01.A.0	Generate and explain why a fraction is equivalent to another fraction by using visual models and simplifying fractions.
EL4-MA-NF.01.B.0	Compare two fractions with different numerators and different denominators. (e.g.,, create common denominators or numerators, or compare to a benchmark fraction such as 1/2. Recognize that comparisons are valid only when the two fractions refer to the same whole. Record the results of comparisons with symbols <, =, or >, and justify the conclusions. (e.g., use a visual fraction model).
EL4-MA-NF.02.00*.0	**By understandings the operations of whole numbers, build fractions from unit fractions.**
EL4-MA-NF.02.A.0	Add and subtract fractions with like denominators.
EL4-MA-NF.02.A.a	Identify addition and subtraction of fractions as joining and separating parts referring to the same whole.
EL4-MA-NF.02.A.b	Decompose a fraction into a sum of fractions into a sum of fractions with the same denominator in more than one way, recording each decomposition by an equation. Justify decompositions. (e.g., use a visual fraction model).
EL4-MA-NF.02.A.c	Add and subtract mixed numbers with like denominators. (e.g., replace each mixed number with an equivalent fraction, and/or use properties of operations and the relationship between addition and subtraction.

Standard Code	Standards
EL4-MA-NF.02.A.d	Solve word problems involving addition and subtraction of fraction referring to the same whole and having like denominators. (e.g., use visual fraction models and equations to represent the problem.
EL4-MA-NF.02.B.0	Apply and extend previous understandings of multiplication to multiply a fraction by a whole number.
EL4-MA-NF.02.B.a	Identify and construct a fraction a/b as a multiple of 1/b. (e.g., use a visual fraction model to represent 5/4 as the product of 5 x (1/4), recording the conclusion by the equation 5/4 = 5 x (1/4).
EL4-MA-NF.02.B.b	Identify and construct a multiple of a/b as a multiple of 1/b, and use this understanding to multiply a fraction by a whole number. (e.g., use a visual fraction model to express 3 x(2/5) as 6 x (1/5), recognizing this product as 6/5. In general, n x(a/b) = (n x a)/b).
EL4-MA-NF.02.B.c	Solve word problems involving multiplication of a fraction by a whole number. (e.g., use visual fraction models and equations to represent the problem. (e.g., on a Friday during Lent, each person at the dinner table ate 3/8 of a cheese pizza, and there were 5 people at the table, how many cheese pizzas will be needed? Between what two whole numbers does your answer lie?
EL4-MA-NF.03.00*.0	**Understand decimal notation for fractions and compare decimal fractions.**
EL4-MA-NF.03.C.0	Express a fraction with denominator 10 as an equivalent fraction with denominator 100, and use this technique to add two fraction with respective denominators 10 and 100. (e.g., express 3/10 as 30/100, and add 3/10 + 4/100 = 34/100.
EL4-MA-NF.03.D.0	Use decimal notation for fractions with denominators 10 or 100. (e.g., rewrite 0.62 as 62/100; describe a length as 0.62 meters; locate 0.62 on a number line diagram.
EL4-MA-NF.03.E.0	Compare two decimals to hundredths by reasoning about their size. Recognize that comparisons are valid only when the two decimals refer to the same whole. Record the results of the comparisons with symbols >, =, or <, and justify the conclusions. (e.g., use a visual model.
EL4-MA-OA.01.00*.0	**Use the four operations with whole numbers to solve problems.**
EL4-MA-OA.01.A.0	Use and describe various models for multiplication in problem solving situations and demonstrate recall of basic multiplication and related division facts with ease.
EL4-MA-OA.01.B.0	Multiply or divide to solve word problems involving multiplicative comparison. (e.g., by using drawings or equations with a symbol for the unknown number to represent the problem, distinguishing multiplicative comparison from additive comparison.
EL4-MA-OA.01.C.0	Solve multi-step word problems posed with whole numbers and having whole numbers answers using the four operations including problems in which remainders must be interpreted. Represent these problems using equations with a letter standing for the unknown quantity. Assess the reasonableness of answers using mental computation and estimation strategies including rounding.
EL4-MA-OA.02.00*.0	**Introduce and identify factors and multiples.**

Standard Code	Standards
EL4-MA-OA.02.A.0	Find all factor pairs for a whole number in the range of 1-100. Recognize that a whole number is a multiple of each of its factors. Determine whether a given whole number in the range of 1-100 is multiple of a given one-digit number. Determine whether a given whole number in the range of 1-100 is prime, composite, or square.
EL4-MA-OA.03.00.0	**Generate and analyze patterns.**
EL4-MA-OA.03.A.0	Generate algebraic rules and use all four operations to describe patterns, including non-numeric growing or repeating patterns. Identify apparent features of the pattern that were not explicit in the rule itself. (e.g., given the rule "Add 3" and the starting number 1, observe that the resulting sequence appears to alternate between odd and even numbers.