

# Curriculum Analysis: Math In Practice, Grade 4

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## Overview

Analysis of the Math in Practice curriculum revealed that it aligns with multiple key best practices for effective mathematics education:

- Activation of and connection to prior knowledge (NCTM, 2014; Van de Walle, Karp, & Bay-Williams, 2016)
- Creating and interacting with models and visual representations (Woodward et al., 2012) and use of varied representations (Goldin, 2003)
- Higher-order questions that stimulate thinking (Marzano, Pickering, & Pollock, 2001)
- Engaging students in productive math talk (Stein & Smith, 2011)
- Concrete-Representational-Abstract instruction (Agrawal & Morin, 2016)
- Students generate story problems to represent the equation of interest (Drake & Barlow, 2007; Whitin & Whitin, 2008)

## References

Agrawal, J., & Morin, L.L. (2016). Evidence-based practices: Applications of concrete-representational abstract framework across math concepts for students with mathematics disabilities. *Learning Disabilities Research & Practice*, 31(1), 34-44.

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Goldin, G. (2003). Representation in school mathematics: A unifying research perspective. In J. Kilpatrick, W.G. Martin, & D. Schifter (Eds.) *A Research Companion to Principles and Standards for School Mathematics* (pp. 275-285). Reston, VA: NCTM.

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Stein, M.K., & Smith, M.S. (2011). *5 Practices for Orchestrating Productive Mathematics Discussion*. Reston, VA and Thousand Oaks, CA: NCTM and Corwin Press.

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Woodward, J., Beckmann, S., Driscoll, M., Franke, M., Herzig, P., Jitendra, A., Koedinger, K. R., & Ogbuehi, P. (2012). *Improving mathematical problem solving in grades 4 through 8: A practice guide* (NCEE 2012-4055). Washington, DC: National Center for Education Evaluation and Regional Assistance, Institute of Education Sciences, U.S. Department of Education.

## Exploring the Instructional Progression

Grade 3	Previous	Grade 4	Now	Grade 5	Next
	Concept of multiplication; area model Multiplying by 10 Exploring distributive property	Using place value concepts and properties to multiply 1-digit by multi-digit and 2-digit by 2-digit numbers			Use standard multiplication algorithm to multiply multi-digit numbers Extend multiplication understanding to decimals

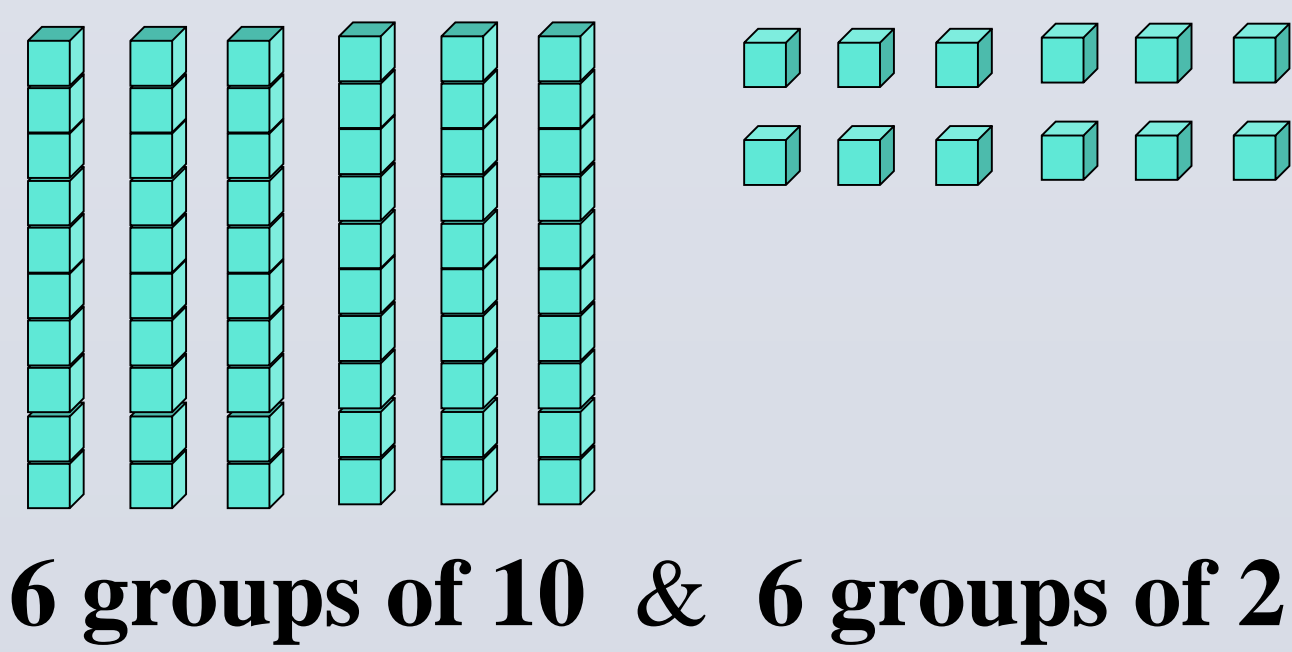
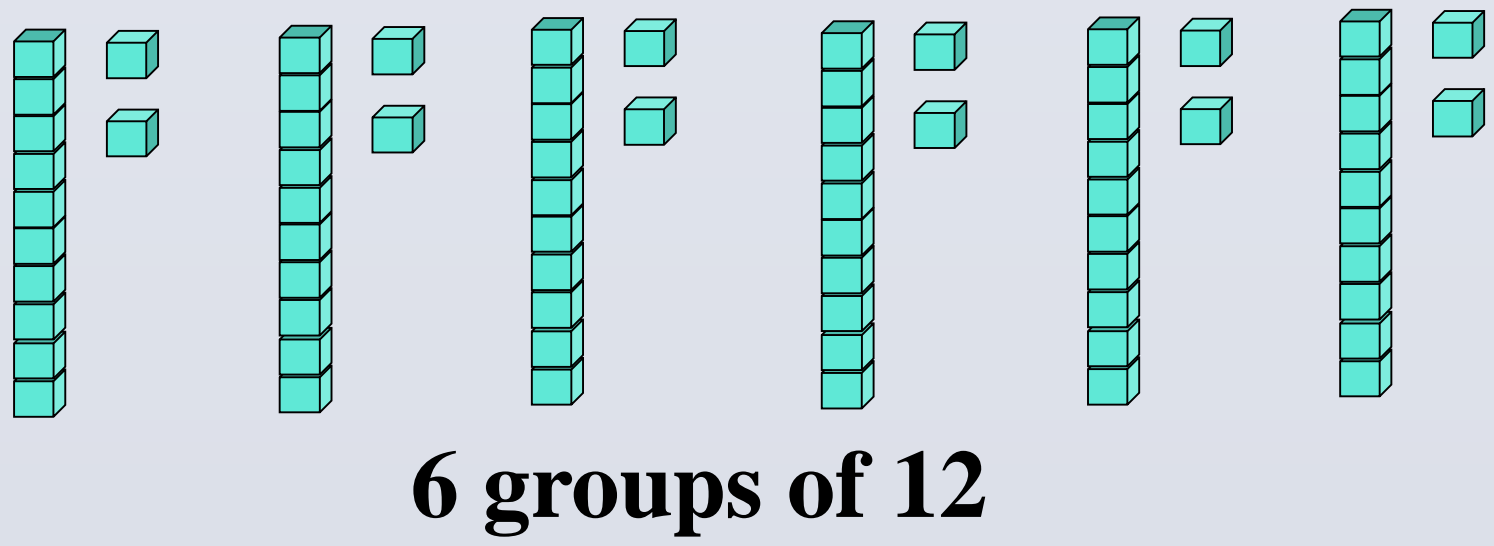
## Activating & Building on Prior Knowledge

At the beginning of the lesson, students play a game to revisit multiplying by multiples of 10, a skill that provides the foundation for multiplication with a 2-digit factor.

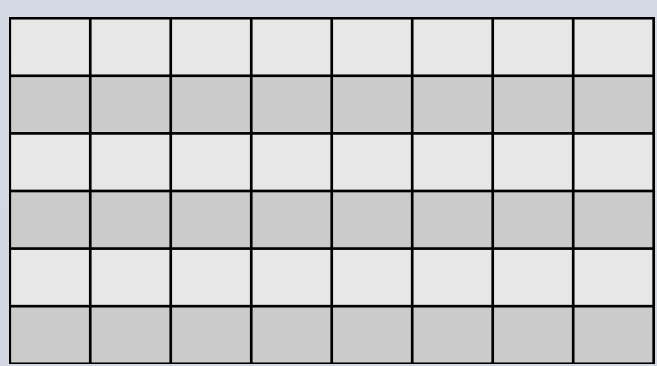
Next, students extend the area model they used in third grade to multiply single digit factors by a 2-digit factor.

## Models and Visual Representations

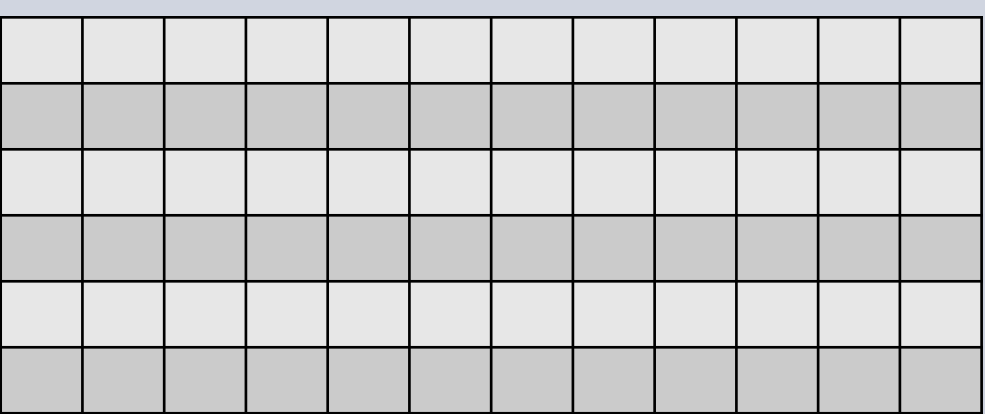
First students use concrete models like base-ten blocks to represent a multiplication problem like  $6 \times 12$  to understand that 6 groups of 12 is the same as 6 groups of 10 and 6 groups of 2:



Next, students use grid paper to show a single digit multiplication problem like  $6 \times 8$  with an area model, then share with their partners and discuss:



Then students use grid paper to show  $6 \times 12$  with an area model, then discuss with their partners:



Guiding questions:

*How did you find the product? (might have counted squares, but may have used other strategies like  $6 \times 10$  and  $6 \times 2$ )*

*If students broke apart the factor, discuss their thinking. If not, prompt them to explain a strategy to use if you forget a multiplication fact as a way to guide them to think about breaking a factor apart.*

*Is there a way to break apart  $6 \times 12$  to make it easier to solve? (Partners discuss)*

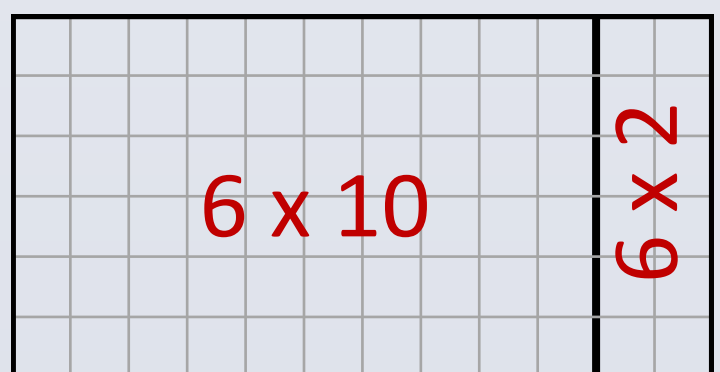
*Probe further:*

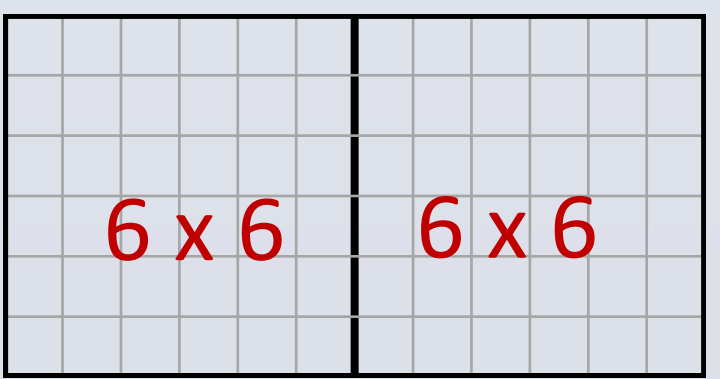
*Why would you break apart the 12?*

*Which way will breaking apart the 12 make it easiest for you to solve  $6 \times 12$ ?*

## Flexible Strategies

Various ways to decompose 12 to make it easier to multiply 6 by 12:


$$6 \times 12 = 6 \times 10 + 6 \times 2$$
$$60 + 12$$


$$6 \times 12 = 6 \times 6 + 6 \times 6$$
$$36 + 36$$

## Increasing the Level of Abstraction

Next, larger numbers are used to minimize drawing and counting of individual unit squares and problems are presented in the context of a story:

*A bookcase has 5 shelves. There are 27 books on each shelf. How many books total are in the bookcase? Make an area model to help solve the problem.*

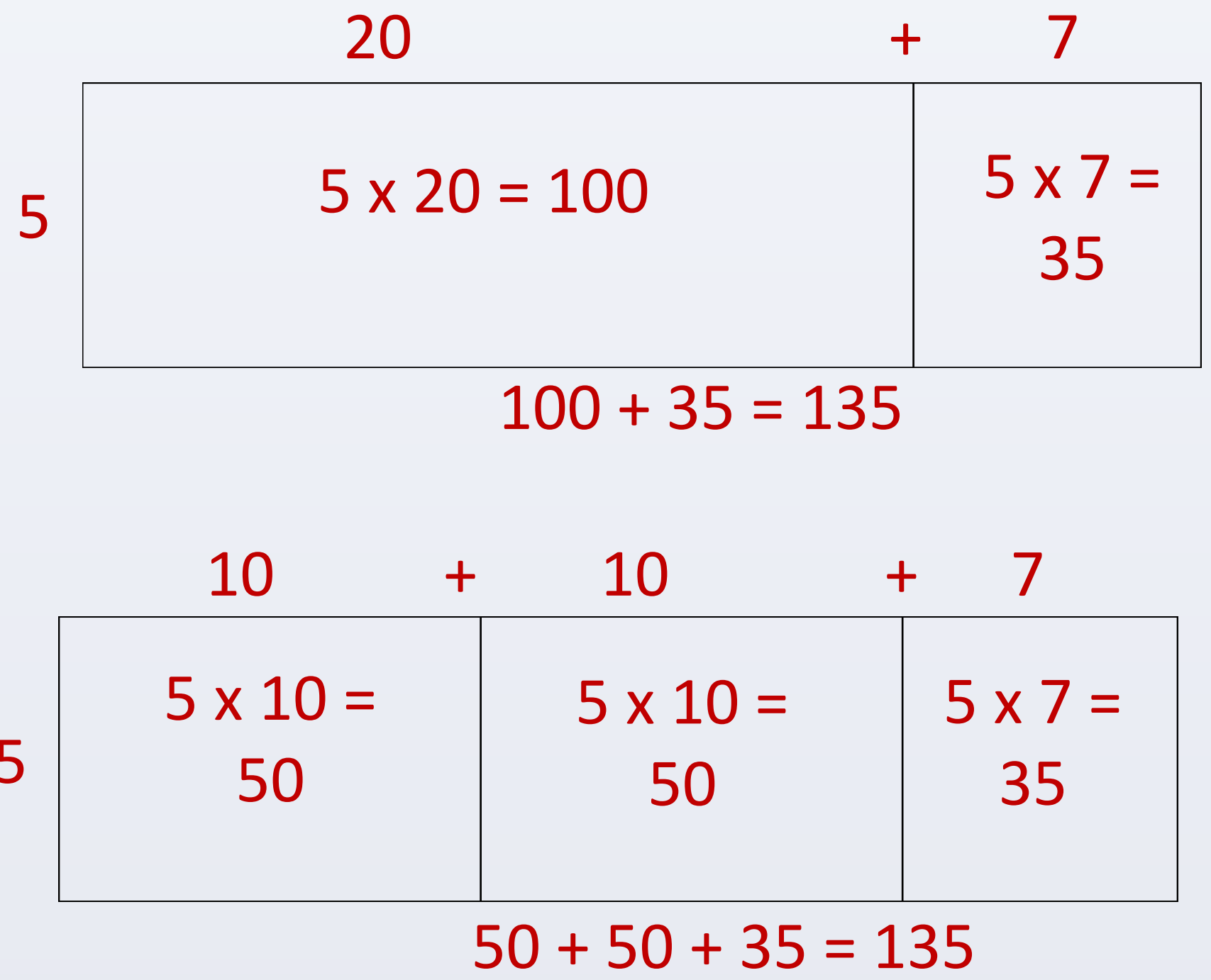
Guiding questions:

*Is there a way to break apart 27 to make the problem  $5 \times 27$  easier to solve?*

*Why did breaking apart 27 the way you did make it easier to solve the problem?*

*Can you think of another way to break apart 27?*

$5 \times 27$

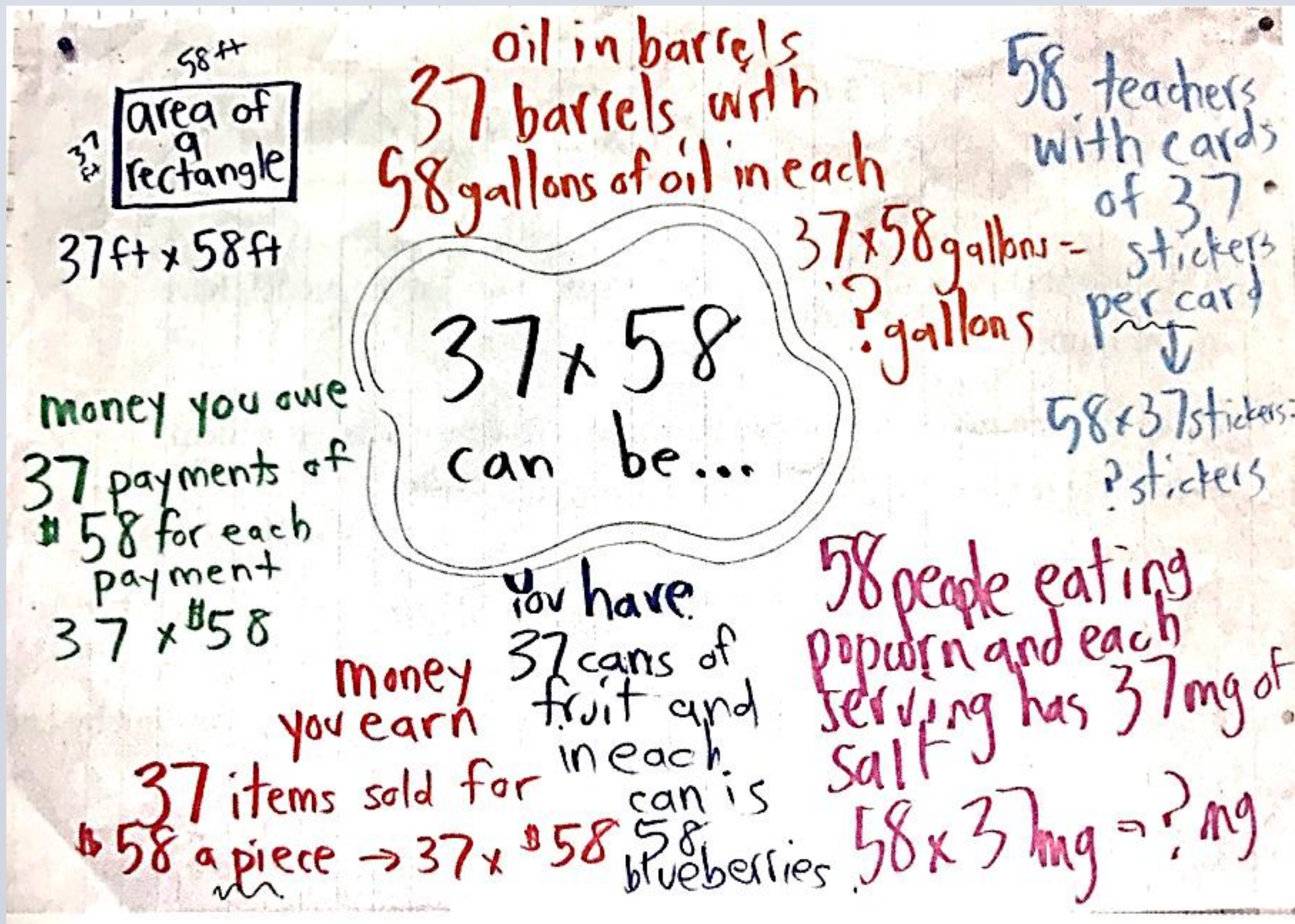

$$5 \times 27 = 5 \times 20 + 5 \times 7$$
$$100 + 35 = 135$$

Once students understand decomposition, they can solve problems without the rectangle to guide them:

$$27 = 20 + 7$$
$$5 \times 20 = 100$$
$$5 \times 7 = 35$$
$$100 + 35 = 135$$

## Generating Relevant Story Problems

Students work collaboratively using chart paper to create multiple real-world examples to represent a problem. This is a great wrap up to the unit and assists in reviewing prior to assessment.



Sammons, K.B., O'Connell, S., SanGiovanni, J. (2016). *Math in practice: Teaching fourth-grade math*. Portsmouth, NH: Heinemann.