

Unit 1: Numeration

| Lesson | Topics | Objectives |
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| 1.1 | Place Value Decimals (Hundredths) Place Value Reading and Writing Numbers | -demonstrate an understanding of place value in whole numbers and decimal numbers from 0.01 to 100 000, using a variety of tools and strategies (e.g., use numbers to represent 23 011 as $20\ 000 + 3000 + 0 + 10 + 1$) -read and print in words whole numbers to ten thousand, using meaningful contexts (e.g., newspapers, magazines); |
| 1.2 | Number Lines Comparing whole numbers ($>$, $<$, $=$) Comparing decimal Numbers ($>$, $<$, $=$) | -represent, compare, and order whole numbers and decimal numbers from 0.01 to 100 000, using a variety of tools (e.g., number lines with appropriate increments, base ten materials for decimals) |
| 1.3 | Rounding to the nearest 10s, 100s, 1000s Rounding to the nearest 10ths, 100ths, 1000ths | -round decimal numbers to the nearest tenth, in problems arising from real-life situations; |
| 1.4 | Counting by tenths and hundredths | -count forward by hundredths from any decimal number expressed to two decimal places, using concrete materials and number lines |
| 1.5 | Counting Money | read and write money amounts to \$1000 (e.g., \$455.35 is 455 dollars and 35 cents, or four hundred fifty-five dollars and thirty-five cents); |

Unit 2: Arithmetic

| Lesson | Topics | Objectives |
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| 2.1 | Estimation | -use estimation when solving problems involving the addition, subtraction, multiplication, and division of whole numbers, to help judge the reasonableness of a solution |
| 2.2 | Adding Whole Numbers | |
| 2.3 | Adding Decimals | -add and subtract decimal numbers to hundredths, including money amounts, using concrete materials, estimation, and algorithms (e.g., use 10 x 10 grids to add 2.45 and 3.25); |
| 2.4 | Subtracting Decimals | |
| 2.5 | Working with Money (adding/Subtracting) | |
| 2.6 | Estimating Products and Quotients Multiplying by Tens | – multiply decimal numbers by 10, 100, 1000, and 10 000, and divide decimal numbers by 10 and 100, using mental strategies (e.g., use a calculator to look for patterns and generalize to develop a rule); |
| 2.7 | Dividing 3 and 4 Digit Numbers | – divide three-digit whole numbers by one-digit whole numbers, using concrete materials, estimation, student-generated algorithms, and standard algorithms; |
| 2.8 | Multiply Decimal number by whole numbers | |
| 2.9 | Divide Decimal number by whole numbers | |

Unit 3: Fractions

| Lesson | Topics | Objectives |
|--------|--|--|
| 2.1 | Representing Proportions as Fractions | |
| 2.2 | Equivalent Fractions | -demonstrate and explain the concept of equivalent fractions, using concrete materials |
| 2.3 | Comparing / Ordering fractions ($>$, $<$, $=$) | |
| 2.4 | Improper Fractions and Mixed Numbers | -represent, compare, and order fractional amounts with like denominators, including proper and improper fractions and mixed numbers, using a variety of tools (e.g., fraction circles, Cuisenaire rods, number lines) and using standard fractional notation |

Unit 4: Geometry

| Lesson | Topics | Objectives |
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| 3.1 | Classifying Angles Constructing Triangle Classifying Triangles by Angles | -identify and classify acute, right, obtuse, and straight angles -measure and construct angles up to 90° , using a protractor – construct triangles, using a variety of tools (e.g., protractor, compass, dynamic geometry software), given acute or right angles and side measurements |
| 3.2 | Classifying Triangles by Side Length | – identify triangles (i.e., acute, right, obtuse, scalene, isosceles, equilateral), and classify them according to angle and side properties |
| 3.3 | Regular vs Irregular Polygons Symmetry | -distinguish among polygons, regular polygons, and other two-dimensional shapes |
| 3.4 | Classifying 3D shapes: prisms and Pyramids | – distinguish among prisms, right prisms, pyramids, and other three-dimensional figures |
| 3.5 | Constructing 3D shapes from Nets | - identify prisms and pyramids from their nets – construct nets of prisms and pyramids, using a variety of tools (e.g., grid paper, isometric dot paper, Polydrons, computer application) |
| 3.6 | Translating and Reflecting Shapes | -identify, perform, and describe translations, using a variety of tools – create and analyse designs by translating and/or reflecting a shape, or shapes, using a variety of tools |