



MATHEMATICS

GRADE 4 CURRICULUM

TREASURE ISLAND QUEST

8 LEARNING MODULES | 30 MINUTES PER SESSION

EXPEDITION	DESTINATION	LEARNING OUTCOMES
1 NUMBER NAVIGATORS	 Exploring Large Numbers and Place Value	- Read, write and compare large numbers - Understand place value up to 7-digit numbers - Round numbers to the nearest 10, 100, 1,000 and more
2 OPERATIONS OUTPOST	 Mastering Addition, Subtraction, Multiplication and Division	- Add and subtract 4-digit numbers - Multiply 2 and 3-digit numbers - Divide 3 and 4-digit numbers - Solve multi-step word problems
3 FRACTION FORT	 Understanding Fractions and Decimals	- Identify and represent fractions - Add and subtract fractions with like denominators - Understand decimals and compare them - Convert fractions to decimals and vice versa
4 PATTERN PIRATES	 Exploring Patterns, Sequences and Algebra Basics	- Identify and extend number patterns - Understand rules and create sequences - Use variables and expressions - Solve simple equations
5 MEASUREMENT MARSH	 Measuring Length, Mass, Capacity, Time and Money	- Convert units of length, mass and capacity - Read and use time (analogue and digital) - Solve problems involving money - Estimate and measure accurately
6 SHAPE SHORES	 Exploring 2D and 3D Shapes and Their Properties	- Identify and classify 2D shapes - Understand properties of 3D shapes - Find perimeter of rectangles and squares - Find area of rectangles
7 DATA DIVERS	 Collecting, Organizing and Interpreting Data	- Collect and organize data - Represent data using tables, bar graphs and pictographs - Interpret and answer questions from data
8 PROBLEM SOLVING EXPLORERS	 Applying Math Skills in Real-Life Situations	- Solve real-life word problems - Use logical reasoning and critical thinking - Apply learned concepts in daily life - Build confidence and accuracy

