

Math Resources for Parents

Virginia SOL Resources: 4th Grade Math (the link below takes you to a webpage where each objective is broken up by SOL) ****THIS IS A VERY USER FRIENDLY PAGE**

<https://sites.google.com/a/solteacher.com/olteacher-com/home/4th-grade/4th-grade-math>

SOL 4.1 Number and Number Sense

Addition and Subtraction Practice: http://nlvm.usu.edu/en/nav/grade_g_2.html

Rounding Numbers: 1. http://www.softschools.com/math/practice/rounding_numbers.jsp

2. <http://www.softschools.com/math/rounding/game/>

3. Rounding Millionaire Game: <http://mnrussbaum.com/mathmillions/>

Place Value: http://www.softschools.com/math/practice/place_value.jsp

Comparing Number Values: <http://www.quia.com/pop/7512.html>

SOL 4.2 Number and Number Sense (Fractions)

Finding Equivalent Fractions:

1. <http://illuminations.nctm.org/Activity.aspx?id=3510>

2. <http://www.harcourtschool.com/activity/elab2004/gr4/8.html>

Equivalent Fractions and Decimals:

1. <http://www.quia.com/mc/65724.html>

2. http://www.harcourtschool.com/activity/match_fractions_decimals4/

SOL 4.3 Number and Number Sense (Decimals)

Equivalent Decimals:

<http://www.harcourtschool.com/activity/elab2004/gr4/12.html>

Word and Standard Form of Decimals: <http://www.quia.com/mc/1380093.html>

Rounding Decimals: <http://www.quia.com/mc/938767.html>

SOL 4.4 Computation and Estimation (Estimate and Solve (Addition, Subtraction, Multiplication, and Division))

Computation and Estimation Game: 1. <http://www.quia.com/rr/293831.html>

2. <http://www.quia.com/rr/293832.html>

Long Division: 1. <http://www.quia.com/rr/208064.html>

2. <http://www.quia.com/rr/771283.html>

3. <http://www.quia.com/cb/488130.html>

Subtraction and Addition:

1. <http://mrnussbaum.com/draggablemain/index2/>

2. http://www.softschools.com/math/games/addition_subtraction_mix_practice.jsp

Multiplication: 1. <http://www.mathplayground.com/multiplication05.html>

2. http://www.eduplace.com/kids/hmm/practice/4/ep4_03.html

All Operations Flashcards:

http://www.softschools.com/math/games/addition_subtraction_mix_practice.jsp

SOL 4.5 Computation and Estimation (LCM and GCF, Add and Subtract Fractions, Add and Subtract Decimals, Word Problems)

GCF: 1. http://amby.com/educate/math/2-1_GCF.html

2.

http://www.glencoe.com/sites/texas/student/mathematics/assets/interactive_lab/mac1/M1_06/M1_06_dev_100.html

LCM: 1. <http://www.aaamath.com/fra66i-lcm.html>

Adding and Subtracting Fractions:

1. <http://www.harcourtschool.com/activity/elab2004/gr4/9.html>

2. <http://www.harcourtschool.com/activity/elab2004/gr4/10.html>

3. <http://www.harcourtschool.com/activity/elab2004/gr4/11.html>

Adding and Subtracting Decimals:

1. <http://www.quia.com/rr/176241.html>
2. <http://www.quia.com/rr/256210.html>
3. <http://www.math-play.com/baseball-math-subtracting-decimals/subtracting-decimals.html>
4. <http://www.math-play.com/subtracting-decimals-game.html>

SOL 4.6; 4.7; 4.8 Measurement (Weight and Mass; Length; Capacity)

All Measurement Review

1. http://nlvm.usu.edu/en/nav/grade_g_2.html
2. <http://www.quia.com/rr/230351.html>
3. <http://www.quia.com/mc/1107467.html>
4. <http://www.quia.com/cb/256059.html>

Customary and Metric Reviews:

<http://www.quia.com/mc/9260.html>

Length:

1. http://www.harcourtschool.com/activity/length_strength4/
2. <http://www.quia.com/rr/332217.html>
3. <http://www.funbrain.com/measure/>

Capacity:

1. <http://www.harcourtschool.com/activity/elab2004/gr4/17.html>
2. <http://www.quia.com/cb/683546.html>

Weight/Mass:

1. <http://www.harcourtschool.com/activity/elab2004/gr4/18.html>
2. <http://www.quia.com/rr/332216.html>

SOL 4.9 Measurement (Elapsed Time)

General Measurement Help: http://nlvm.usu.edu/en/nav/grade_g_2.html

Elapsed Time:

1. <http://www.harcourtschool.com/activity/elab2004/gr4/15.html>
2. http://www.harcourtschool.com/activity/telling_time_gr4/

3. <http://www.quia.com/mc/66516.html>
4. <http://www.quia.com/rr/225737.html>
5. <http://www.quia.com/rr/225721.html>
6. <http://marg.mhost.com/MathGr5/elapsedtime.htm>

SOL 4.10 and 4.11 Geometry (Lines, Points, Segments, Rays, Angles; Reflections, Rotations, Translations)

Geometry Review

1. <http://www.quia.com/mc/1274346.html>
2. http://nlvm.usu.edu/en/nav/grade_g_2.html

Reflection, Rotation, Translation

1. <http://www.quia.com/quiz/1651464.html>

SOL 4.12 Geometry (Polygons (10 or fewer sides))

1. http://www.mathplayground.com/matching_shapes.html
2. <http://www.math-play.com/Polygon-Game.html>

Naming Polygons:

1. <http://www.aaamath.com/geo318-polygons-numbers.html>

SOL 4.13 and 4.14 Probability and Statistics (Likelihood, Graphs)

General Probability and Graphing Help:

1. http://nlvm.usu.edu/en/nav/grade_g_2.html
2. http://www.harcourtschool.com/activity/probability_circus/
3. <http://www.harcourtschool.com/activity/elab2004/gr4/24.html>
4. <http://www.harcourtschool.com/activity/elab2004/gr4/28.html>

SOL 4.15 and 4.16 Patterns, Functions, Algebra (Extending Patterns; Associative Property of Multiplication and Division)

General Patterns, Functions, Algebra Help:

1. http://nlvm.usu.edu/en/nav/grade_g_2.html
2. <http://www.quia.com/rr/293807.html>
3. <http://www.funbrain.com/cracker/index.html>

4. <http://www.primarygames.com/patterns/start.htm>

Associative Property:

<http://www.quia.com/ba/108397.html>