

St. Mary of Gostyn School

Grade 4 Curriculum Guide



Social Studies

Fourth grade students acquire social and cultural understanding of the world around them.

The focus will be:

- Immigration
- Regions of the U.S.
- Geography/Map Skills/Football Geography
- Government
- Illinois history
- Meeting needs through goods and services
- Individual and Group Projects

Religion

Fourth graders will learn through stories and activities.

- God, Jesus Christ and the Holy Spirit
- Planning, assisting in liturgy and other forms of Scripture, prayer, discussion and reflection about their Catholic faith. Catholic values are discussed.

Music

Grade 4 students will be able to:

- Identify timbre (tone color) in a variety of musical idioms
- Read basic music notation
- Perform written music presented on the recorder
- Perform music written in several time signatures
- Identify musical forms such as binary (A/B) rounded binary (sonata) and Ternary (A/B/A or song form)
- Classify instruments of the orchestra according to how they produce sound
- Emphasis is on musical performance of standard music notation via recorders and the study of orchestral instruments

Physical Education

In fourth grade, students learn and explore factors that affect a healthy lifestyle. Students will:

- Maintain personal fitness
- Develop muscle strength, endurance and flexibility
- Use rules, safety and strategies of sports and games
- Demonstrate sportsmanship and participation in sports and games

Spanish

The focus is on:

- History and geography of Latin America and Spain
- Grammar
- Conversation
- Conjugating Verbs
- Good Spelling and Pronunciation

Science

Students will engage in science and engineering practices to develop a conceptual understanding of earth, life, and physical sciences, and their connections, using inquiry and engineering design. Scientific inquiry involves the formulation of a question that can be answered through investigation. Engineering design involves the defining of a problem that can be solved through design of a solution. Science, Technology, Engineering, and Math – STEM – are interwoven and integrated into lessons, as they exist in everyday life.

Students will:

- Research, investigate, develop explanations, design, and model solutions to problems
- Engage in discussion and use evidence to explain and argue
- Examine Earth's place in relation to the solar system, Milky Way galaxy, and universe
- Explore light and heat energy and concept of energy transfer
- Understand factors that create and affect weather, climate, global climate change
- Explore formation and cycling of rocks/minerals
- Explain Earth's geological processes
- Investigate the evidence of life on Earth and human impacts on Earth systems
- Demonstrate knowledge of lab safety and proper use of scientific equipment
- Use computer technology to take notes, research, investigate, problem-solve, and report
- Develop and write a lab report to communicate *and explain* experiment findings

Math

Fourth grade students acquire a knowledge of mathematics and the ability to apply math skills to solve problems through the use of the text McGraw-Hill My Math, extended activities and hands-on experiences.

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The publisher offers information and activities at their website <http://connected.mcgraw-hill.com/>

Fourth grade math standards include:

- The four operations with whole numbers
- Factors and multiples; number patterns
- Place value understanding for multi-digit whole numbers
- Fraction equivalence and ordering
- Decimal notation for fractions, and comparing decimals and fractions
- Measurement and conversion of measurements
- Data using line plots
- Angle identification and measurement
- Classification of shapes by properties of their lines and angles

Technology

Students will use electronic devices to enhance the curriculum and learn introductory computer skills.

Students will:

- Login to local computer
- Open and close programs
- Navigate a browser
- Practice keyboarding using Internet software

Language Arts/Writing

The Language Arts Program includes reading, writing, speaking, listening and the study of literature. The components of the program emphasize the development of those skills that allow students to read with fluency, comprehend and interpret written materials, communicate well, and listen and speak effectively. The skills acquired and understood are applied and reinforced in all content areas. The textbook used for reading is McGraw-Hill Reading Wonders. The publisher offers information and activities at their website <http://connected.mcgraw-hill.com/>

Reading:

Children through the series experience authentic literature in the form of poetry, folktales, nonfiction, fiction, biographies, fantasies and plays. Reading fluency will develop and improve as students are presented with the following skills:

- Understanding cause and effect
- Understanding plot

- Identifying figurative language
- Sequencing events of a story
- Analyzing details
- Using context clues, other resources to enhance vocabulary
- Identifying the characteristics of fiction
- Stating the author's purpose
- Creating graphic organizers
- Self-correct while reading
- Interpret pronunciation key and diacritical marks in a dictionary or glossary
- Book reviews

Writing:

Fourth grade students use writing to convey meaning.

Students will:

- Write legibly using cursive
- Write multiple sequential paragraphs on a given topic
- Apply grammar and mechanics
- Parts of speech
- Tenses
- Punctuation
- Construct an outline
- Use the writing process including prewriting, writing, revising, editing and final draft
- Write in multiple forms
- Narrative, descriptive and persuasive essays

STEAM Lab

STEAM stands for Science Technology Engineering Art and Mathematics. The Robotics and Programming section of STEAM will focus on technology activities including the Sphero robotics program. These activities will be more teacher-led and focused on using critical thinking and problem-solving skills to program and code the robots to solve problems and accomplish goals.

The Makerspace section of STEAM will focus on hands-on activities in which students will work independently and collaboratively with their peers to devise solutions to problems and utilize a wide variety of tools to accomplish goals. The Makerspace is more student-led and explorative, while still maintaining structure with students working towards a common goal.