## Grade 4 Number Corner Planner NOTE: Introduce Activities 1 & 2 from Supplement D3, Capacity in Metric Units, in place of two of the Problem Solving workouts during NUMBER CORNER IN MARCH. Set up materials for both activities somewhere in the room so that each student can complete them. MONTH: March

MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY		
Notes:  * Number of days varies from year to year based on school calendar.  * items above each line () are "Updates" by student helpers; the teacher facilitates items below each line during a group lesson.  * If you have extra time for Number Corner, consider including more Quick Facts (Computational Fluency) workouts or an additional game of "Round & Add to the Nearest Tenth" (Number Line).  ** To provide your students with practice sheets and games for each set of facts, ask a fifth grade teacher in your school to share the Grade 5 Fact Fluency Supplement with you. This is a set of sheets at the back of the Grade 5 Number Corner Blacklines.  *** You may want to introduce and assign the problems in each set early in the week and let students do them at home or during designated seatwork periods. That way, you can discuss students' strategies and solutions during your Problem Solving workouts.  *TG=Teachers Guide, OPT=optional, CG=Calendar Grid, CC = Calendar Collector, PS = Problem Solving, CF = Computational Fluency, NL = Number Line, NCSB = Number Corner Student Book						
Day 1	Day 2	Day 3	Day 4	Day 5		
CC Introduce the Water Evaporation Experiment. (TG p. 272)	CC Update	CC & CG Update	CC & CG Update	CC & CG Update		
	CG Introduce & discuss the first two markers. (TG p. 265)	CF Quick Facts** (TG pp. 276 – 279) NCSB p. 50 Blackline NC 5.6, class set	NL Think about numbers that never got marked. Students do NCSB p. 71. (TG p. 284) NCSB p. 71	PS Story Problems, Sheet 1 (TG pp. 280 – 283)*** NCSB p. 70 Blacklines NC 6.5, 7.6 opt.		
Day 6	Day 7	Day 8	Day 9	Day 10		
CG Update	CC Update	CC & CG Update	CC & CG Update	CC & CG Update		
CC Graph the data collected so far. Students do NCSB p. 72. (TG p. 273) NCSB p. 72	CG Make predictions about the 8 <sup>th</sup> or 9 <sup>th</sup> markers. (TG p. 266)	CF Quick Facts** (TG pp. 276 – 279) NCSB p. 50 Blackline NC 5.6, class set	NL Discuss the numbers that never got marked. (TG p. 285)	PS Story Problems, Sheet 2 (TG pp. 280 – 283)*** NCSB p. 73 Blacklines NC 6.5, 7.6		
<u>Day 11</u>	Day 12	Day 13	Day 14	<u>Day 15</u>		
CG Update	CC Update	CC & CG Update	CC & CG Update	CG Update		
CC Graph the data collected so far. Students do NCSB p. 72. (TG p. 273) NCSB p. 72	CG Make observations & predictions. Students do NCSB p. 74 (TG p. 267) NCSB p. 74	PS Story Problems, Sheet 3 (TG pp. 280 – 283)*** NCSB p. 75 Blacklines NC 6.5, 7.6 opt	NL Play Round & Add to the Nearest Tenth. (TG p. 286)	CC Look at line graphs. Students do NCSB p. 77. (TG p. 275) NCSB p. 77		

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MONTH: March

MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
<u>Day 16</u>	<u>Day 17</u>			
CC Update	CC & CG Update			
CG Think about thirds. Students do NCSB p. 76 (TG p. 269) NCSB p. 76	PS Story Problems, Sheet 4 (TG pp. 280 – 283)*** NCSB p. 78 Blacklines NC 6.5 & 7.6 (optional)			
Notes:				