### Grade 4 Curriculum

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# **Bible Study**

- Based on Concordia Publishing House One In Christ
- Study Old Testament and New Testament stories which provide opportunities for students to grow in their faith and life with God

- Study Law and Gospel, confession and repentance, forgiveness and grace
- Memorize weekly memory verses and parts of the Catechism
- Worship weekly in a school wide chapel service

#### **Mathematic**

- Strengthen addition, subtraction, multiplication, and division facts
- Measure using customary units and metric units
- Multiply by 2-digit numbers and perform long division by 1 digit
- Name the 2D and 3D shapes, find the area and perimeter of rectangles and triangles, and name and graph ordered pairs
- Use estimation skills in addition, subtraction, multiplication and division
- Use powers of numbers as repeated multiplication
- Read, write, add, and subtract fractions and mixed numbers

# Language Arts Reading

 Emphasis of reading has changed in Grade 4. Now, students read to gather information rather than learning how to read.

- Expose students to a variety of genre, such as fantasy, fables, tall tales, biographies, poetry, and realistic fiction
- Improve fluency and comprehension through word knowledge, vocabulary, reading strategies, and reading skills
- Improve reading comprehension with independent reading as well as quided reading and level groups

#### Grammar

- Reinforce knowledge in parts of speech-nouns, verbs, pronouns, adjectives, adverbs, conjunctions
- Develop writing skills through sentences, paragraphs, poetry, and reports
- Identify, describe, and evaluate specific traits through student guide writing experiences

## **Spelling**

- Use phonetics to aide in learning how to spell
- Use lists that follow a pattern or rule of spelling

### **Science**

- See God's hand in His creation
- Hands-On Activities
- Learn about the Life Sciences by studying Cells, Order of Life, and the Human Body
- Investigate the Earth Science by studying the Lithosphere, Hydrosphere, Atmosphere, and the Universe
- Experience the Physical Sciences by studying Energy, Light and Sound, Motion and Force
- Participate in STEM activities intensively afterschool for 5 weeks

#### **Social Studies**

- Study Michigan History
- Explain the history, landforms, resources, and economy of Michigan.
- Read different types of maps, measure distance, and read map keys

## **Foreign Languages**

- Introductory course in which the students are exposed to Mandarin, Spanish, German, and French
- Learn about the cultures in which these languages are spoken

# Library

- Students are encouraged to check out books from our school library each week
- ACCELERATED READING: Encourage independent reading through the Accelerated Reading program

#### Music

- Explore music in a variety of listening, singing, performance, and instrumental activities including playing the recorder
- Music theory-note values, rhythm patterns, harmony, expression

#### Art

- Variety of mediums which include but are not limited to pencils, crayons, markers, paints, tissue paper, scissors, glue, and clay
- Explore elements of line, shape, texture, color, and space

## **Physical Education**

- Understand and strive for personal physical fitness
- Understand and play by the basic rules of basketball, volleyball, soccer, football, bowling, softball, and track and field

## Computers

- Continue to practice and expand word processing skills including inserting and formatting clipart, pictures, shapes, adding columns and tabs
- Introduction to presentation software (PowerPoint) to create a slide show with text & graphics
- Play online games to enhance math skills including multiplication and division
- Utilize online website to learn and place the 50 United States and capitals
- Students have access to ipads in their classrooms for various educational apps
- COMPUTER CODING using an online coding website, students learn:
  - continue programming using loops, nested loops, and conditionals
  - introduction of angles and mathematical concepts
  - lessons on digital citizenship
  - students program a robot to move and perform tasks
  - students will use the online "play lab" to create an animated game