

## G4-M1-Topic A

G4-M1-L1: Create immediate success associations with written fluency. If the Sprint will confuse even one student, select a simple first or second grade Sprint. There will be plenty of time to introduce grade level Sprints later in the school year.

G4-M1-L2: If the problem set jumps too quickly in complexity, consider asking students to complete this subset before starting the problem set:  $10 \times 5 = \underline{\quad}$ ,  $10 \times 5$  birds =  $\underline{\quad}$  birds,  $10 \times 5$  cars =  $\underline{\quad}$  cars,  $10 \times 5$  ones =  $\underline{\quad}$  ones

G4-M1-L3: Many students will be able to solve the Application Problem mentally. Consider adding the instructions: "Draw a Place Value chart & number disks to demonstrate the solving process". Other options: add an extension question OR select a different application problem that will provide a richer problem-solving experience.

G4-M1-L4: For the Application Problem to be meaningful, add an additional instruction: "Draw a place value chart and number disks to demonstrate how you arrived at your answer."