

Start Quick and Ramp It Up! Measurement Overview

Activity	Content	Focus
4.MMT.1 Ramp Up	Measurement conversions	Use a card sort game involving fact-based problems to create the tables used to solve conversions.
4.MMT.2 Ramp Up	Measurement conversions	Solve fact-based conversion problems using tables.
4.MMT.3 Ramp Up	Measurement conversions	Solve fact-based conversion problems using tables.
4. MMT.4 Ramp Up	Length problems	Use a card sort game to create sketches and strip diagrams in order to solve length problems.
4.MMT.5. Launch	Length problems	Solve word problems where the problems comprise an ongoing story.
4.MMT.6 Ramp Up	Length with conversions	Solve word problems involving length where a measurement conversion is needed.
4.MMT.7 Ramp Up	Area and perimeter	Solve area and perimeter problems.
4.MMT.8 Ramp Up	Area and perimeter	Solve area and perimeter problems.
4.MMT.9 Ramp Up	Area and perimeter with conversions	Solve area and perimeter problems where conversions are needed.
4.MMT.10 Ramp Up	Length, area, and perimeter with conversions	Use a card sort to discern between: <ul style="list-style-type: none"> • Length vs. area vs. perimeter problems • Problems that involve conversions vs. problems that do not involve conversions
4.MMT.11 Ramp Up	Area and perimeter	Use a card sort game to solve area and perimeter problems where the dimensions are given as relationships between side lengths.
4.MMT.12 Ramp Up	Elapsed time	Solve word problems involving elapsed time using strip diagrams.
4.MMT.13 Ramp Up	Elapsed time	Solve word problems involving elapsed time using strip diagrams.
4.MMT.14 Ramp Up	Elapsed time	Solve word problems involving elapsed time using strip diagrams.
4.MMT.15 Launch	Measurement problems (time, length, area, perimeter)	Solve word problems where the problems comprise an ongoing story.