

## Connections to Pennsylvania State Math Standards: 4<sup>th</sup> Grade

Exhibit Module	Airplane	Airplane Shooter	Amazing Airways	Archimedes Screw	Bernoulli Fountain	Blue Screen	Brain Quiz	Catenary Arch	Crackle Screen	Echo Tube	Erosion Table	Gear Wall	Hurricane Chamber	Kapla Blocks	Laser Guitar	Lego Table	Magnet Wall	Peakaboo Window	PVC Pipe Organ	Rhythm machine	Stream Table	Video Browser	Water Table/Tide Pool
<b>Academic Content Standards Benchmarks 4<sup>th</sup> Grade</b>																							
<b>Number, Number Sense and Operations Standard</b>																							
Develop and explain strategies for performing computations mentally.							X																
<b>Measurement Standard</b>																							
Relate the number of units to the size of the units used to measure an object.								X						X		X							
Demonstrate and describe perimeter as surrounding and area as covering a two-dimensional shape, and volume as filling a three-dimensional object.														X		X					X		X
Identify and select appropriate units to measure:														x		X					X		
<b>Geometry and Spatial Sense Standard</b>																							
Describe, classify, compare and model two- and three-dimensional objects using their attributes.	X	X												X		X							
Identify, describe and use reflections (flips), rotations (turns), and translations (slides) in solving geometric problems; e.g., use transformations to determine if 2 shapes are congruent.								X						X		X							

<p style="text-align: right;"><b>Exhibit Module</b></p> <p><b>Academic Content Standards Benchmarks 4th Grade</b></p>	Airplane	Airplane Shooter	Amazing Airways	Archimedes Screw	Bernoulli Fountain	Blue Screen	Brain Quiz	Catenary Arch	Crackle Screen	Echo Tube	Erosion Table	Gear Wall	Hurricane Chamber	Kapla Blocks	Laser Guitar	Lego Table	Magnet Wall	Peakaboo Window	PVC Pipe Organ	Rhythm machine	Stream Table	Video Browser	Water Table/Tide
Use geometric models to solve problems in other areas of mathematics, such as number (multiplication/division) and measurement (area, perimeter, border).														X	X								
<b>Patterns, Functions and Algebra Standard</b>																							
Describe how a change in one variable affects the value of a related variable; e.g., as one increases the other increases or as one increases the other decreases																				X	X		
<b>Data Analysis and Probability Standard</b>																							
Conduct simple probability experiments and draw conclusions from the results;		X	X		X			X					X		X	X	X						