MASTERY VIEW
Predictive Assessments

South Carolina
4th Grade Math
2025-2026 Pacing Guide

Note: The South Carolina College- and Career-Ready (SCCCR) Mathematical Process Standards describe the varieties of expertise that mathematics educators should seek to develop in their students. While they are not specifically stated in this pacing guide, students should be developing these skills throughout the school year.

Unit	Standards	Major Topics/Concepts
Place Value, Addition, and Subtraction of Whole Numbers	4.NR.1.1 4.NR.1.2 4.NR.1.3 4.PAFR.1.1	Use a strategy to accurately compute sums and differences of whole numbers up to 100,000 and justify the sum or difference. Estimate sums, differences, products, and quotients of multi-digit whole numbers, using rounding and place value to determine the reasonableness of real-world problem solutions. Write an equation for the estimate. Order whole numbers within 999,999 (no more than 3) in ascending or descending order and record the comparison(s) using symbols for *is less than* (<) and/or *is greater than* (>). Use a strategy to accurately compute sums and differences of whole numbers up to 100,000 and justify the sum or difference.
Algebraic Thinking	4.PAFR.3.1 4.PAFR.3.2 4.PAFR.3.3 4.PAFR.3.4	Find all factor pairs for a whole number in the range 1–50. Determine whether the whole number is prime or composite. Describe and extend a numerical pattern that follows a rule using function tables and real-world situations. Solve real-world situations involving multiplicative comparison situations and write equations to represent the problem using a variable for the unknown. Solve two-step, real-world problems using the four operations involving whole number answers. Represent the problem using an equation with a variable as the unknown in any position.
Multiplication and Division of Whole Numbers	4.PAFR.1.2 4.PAFR.1.3 4.PAFR.1.4 4.PAFR.3.2 4.PAFR.3.4	Compute the product of a one-digit whole number times a multiple of 10 (from 10 to 90) and 100 (from 100 to 900) based on place value and properties of operations. Decompose numbers by the value of each digit to multiply whole numbers up to four digits by a one-digit number and two 2-digit whole numbers. Use a strategy to divide up to a four-digit dividend by a one-digit divisor, with and without remainders. Justify the calculation. Describe and extend a numerical pattern that follows a rule using function tables and real-world situations. Solve two-step, real-world situations using the four operations involving whole number answers. Represent the problem using an equation with a variable as the unknown in any position.
1st Cumulative Assessment (covering all content to this point)		

Unit	Standards	Major Topics/Concepts
Fraction Equivalence	4.NR.2.3 4.NR.2.5 4.NR.2.6	Generate equivalent fractions, including fractions greater than 1, using multiple representations. Limit fractions to denominators of 2, 3, 4, 5, 6, 8, 10, 12, 20, 25, 50, and 100. Explain and demonstrate how a mixed number is equivalent to a fraction greater than 1 and how a fraction greater than 1 is equivalent to a mixed number. Limit fractions to denominators of 2, 3, 4, 5, 6, 8, 10, 12, 20, 25, 50, and 100. Compare fractions and mixed numbers with like and unlike denominators applying benchmark fractions such as 0, $\frac{1}{2}$, and 1 using the symbols for *is equal to* (=), *is less than* (<), or *is greater than* (>). Limit fractions to denominators of 2, 3, 4, 5, 6, 8, 10, 12, 20, 25, 50, and 100.
Adding, Subtracting, Multiplying, and Dividing with Fractions	4.NR.2.4 4.PAFR.2.1 4.PAFR.2.2 4.PAFR.2.3 4.PAFR.2.4 4.DPSR.1.1 4.DPSR.1.2 4.DPSR.2.1	Represent the composition and decomposition of fractions with the same denominator, including mixed numbers and fractions greater than 1, using multiple representations. Limit fractions to denominators of 2, 3, 4, 5, 6, 8, 10, 12, 20, 25, 50, and 100. Use a strategy to accurately compute sums and differences of fractions with like denominators and justify the reasonableness of the answer. Limit denominators to 2, 3, 4, 5, 6, 8, 10, 12, 25, and 100. Use fraction and decimal equivalencies to add and subtract tenths and hundredths, to include mixed numbers and fractions greater than 1. Represent and compute the product of a whole number times a unit fraction. Limit denominators to 2, 3, 4, 5, 6, 8, 10, 12, 25, and 100. Interpret a fraction as an equal sharing division situation, where a quantity (the numerator) is divided into equal parts (the denominator) to include real-world situations. Collect and organize numerical and categorical data based on observations, investigations, surveys, and experiments using tables, scaled bar graphs, or dot plots. Use titles and labels. Scales to include whole numbers, halves, and fourths. Solve one-step, real-world situations using whole number and fractional data represented in tables, scaled picture graphs, scaled bar graphs, or dot plots. Limit to like denominators of 2, 3, 4, 5, 6, 8, and 10. Determine the possible outcomes of a simple event and record the probability as certain, possible, or impossible.
Decimal Concepts	4.NR.2.1 4.NR.2.2	Represent fractions with denominators of 10 and 100 in words, models, and decimal notations. Compare decimal numbers to the hundredths using the benchmarks 0, 0.5, and 1.0, concrete area, and linear models. Use the symbols for *is equal to* (=), *is less than* (<), and/or *is greater than* (>).
2nd Cumulative Assessment (covering all content to this point)		

Unit	Standards	Major Topics/Concepts
Conversions and Problem Solving with Measurement	4.MGSR.1.1 4.MGSR.1.2 4.MGSR.2.1 4.MGSR.2.2 4.MGSR.2.3 4.MGSR.2.4 4.MGSR.2.5	Apply perimeter formulas for rectangles to solve real-world situations including finding the perimeter, given the side lengths, and finding an unknown side length. Apply area formulas for rectangles to solve real-world situations. Use square units to label area measurements. Calculate the value of a collection of coins and bills in real-world situations to determine whether there is enough money to make a purchase. Justify based on comparison of money amounts. Solve real-world situations involving addition and subtraction of time intervals within 60 minutes to find elapsed time, start time, or end time. Measure length to the nearest quarter inch. Measure weight in customary units and metric units to the nearest whole unit. Limit to ounces, pounds, grams, and kilograms. Convert customary units of length, weight, and liquid volume from a larger unit to a smaller unit, given direct comparisons of the two measurements and/or the unit equivalencies within a single system of measurement. Limit to inches, feet, yards, ounces, pounds, fluid ounces, cups, pints, quarts, and gallons when given unit equivalences.
Geometric Classifications	4.MGSR.3.1 4.MGSR.3.2	Classify triangles according to side length (isosceles, equilateral, scalene) and angle measure (acute, obtuse, right, equiangular). Classify quadrilaterals in a hierarchy based on their shared attributes.
Final Comprehensive Benchmark (covering all content)		