

LESSON PLAN OVERVIEW

CHAPTER 4: PLACE VALUE: TWO-DIGIT NUMBERS			
PAGES	OBJECTIVES	RESOURCES & MATERIALS	ASSESSMENTS
Lesson 22 Tens & Ones in Numbers to 50			
<p>Teacher Edition 95–99</p> <p>Worktext 44–46</p>	<p>22.1 Count 1–50.</p> <p>22.2 Identify numbers 1–50 and numbers that come <i>before</i> and <i>after</i>.</p> <p>22.3 Count decade numbers to 100.</p> <p>22.4 Make sets of up to 50 objects by using a Hundred Chart.</p> <p>22.5 <i>Count on</i> by ones from a decade number.</p> <p>22.6 Represent a set of tens and ones by using Number Cards.</p> <p>22.7 Recall that counting helps people explore God’s world. BWS Exploring (recall)</p>	<p style="text-align: center;">Teacher Edition</p> <ul style="list-style-type: none"> • Instructional Aid 2: <i>Hundred Chart</i> <p style="text-align: center;">Visuals</p> <ul style="list-style-type: none"> • Visual 1: <i>Hundred Chart</i> • Visuals 2–11: <i>Ten to One Hundred</i> • Shapes Kit: 4 yellow circles <p style="text-align: center;">Student Manipulatives Packet</p> <ul style="list-style-type: none"> • Number Cards: 0–9 <p style="text-align: center;">BJU Press Trove*</p> <ul style="list-style-type: none"> • Video: Ch 4 Intro • Games/Enrichment: Addition Flashcards • PowerPoint® presentation 	<p style="text-align: center;">Reviews</p> <ul style="list-style-type: none"> • Pages 43–44
Lesson 23 Expanded Form; Even & Odd			
<p>Teacher Edition 100–103</p> <p>Worktext 47–48</p>	<p>23.1 Represent a set of tens and ones by using Number Cards.</p> <p>23.2 Read the expanded form of a number.</p> <p>23.3 Make sets of up to 50 objects by using UNIFIX® Cubes.</p> <p>23.4 Identify even and odd numbers up to 50.</p>	<p style="text-align: center;">Visuals</p> <ul style="list-style-type: none"> • Visuals 2–11: <i>Ten to One Hundred</i> • DQ Puppet <p style="text-align: center;">Student Manipulatives Packet</p> <ul style="list-style-type: none"> • Number Cards: 0–9 • Tens/Ones Mat <p style="text-align: center;">BJU Press Trove</p> <ul style="list-style-type: none"> • Games/Enrichment: Addition Flashcards • PowerPoint® presentation 	<p style="text-align: center;">Reviews</p> <ul style="list-style-type: none"> • Pages 45–46
Lesson 24 Greater Than & Less Than			
<p>Teacher Edition 104–7</p> <p>Worktext 49–50</p>	<p>24.1 Represent a set of tens and ones by using Number Cards.</p> <p>24.2 Write the expanded form of a number.</p> <p>24.3 Identify the greater of 2 numbers up to 50.</p> <p>24.4 Identify the lesser of 2 numbers up to 50.</p>	<p style="text-align: center;">Visuals</p> <ul style="list-style-type: none"> • Visual 1: <i>Hundred Chart</i> • Place Value Kit: Tens, Ones • Sign Cards: Greater than, Less than <p style="text-align: center;">Student Manipulatives Packet</p> <ul style="list-style-type: none"> • Number Cards: 0–9 <p style="text-align: center;">BJU Press Trove</p> <ul style="list-style-type: none"> • Video: Greater and Lesser • Games/Enrichment: Addition Flashcards • PowerPoint® presentation 	<p style="text-align: center;">Reviews</p> <ul style="list-style-type: none"> • Pages 47–48

*Digital resources for homeschool users are available on Homeschool Hub.

PAGES	OBJECTIVES	RESOURCES & MATERIALS	ASSESSMENTS
Lesson 25 Tens & Ones in Numbers to 100			
Teacher Edition 108–11 Worktext 51–52	25.1 Write numbers 1–100. 25.2 Make sets of up to 100 objects by using dimes and pennies. 25.3 Represent a set of dimes and pennies by using Number Cards. 25.4 Write the expanded form of a number.	<p>Teacher Edition</p> <ul style="list-style-type: none"> Instructional Aid 2: <i>Hundred Chart</i> <p>Visuals</p> <ul style="list-style-type: none"> Visual 1: <i>Hundred Chart</i> Money Kit: 9 dimes, 12 pennies <p>Student Manipulatives Packet</p> <ul style="list-style-type: none"> Number Cards: 0–9 Money Kit: 9 dimes, 25 pennies <p>BJU Press Trove</p> <ul style="list-style-type: none"> Games/Enrichment: Addition Flashcards PowerPoint® presentation 	<p>Reviews</p> <ul style="list-style-type: none"> Pages 49–50
Lesson 26 Greater Than & Less Than with Numbers to 100			
Teacher Edition 112–15 Worktext 53–54	26.1 Make sets of up to 100 objects by using dimes and pennies. 26.2 Identify even and odd numbers up to 100. 26.3 Interpret a pictograph to compare numbers. 26.4 Compare numbers by using the greater-than and less-than signs.	<p>Teacher Edition</p> <ul style="list-style-type: none"> Instructional Aid 3: <i>Pictograph</i> <p>Visuals</p> <ul style="list-style-type: none"> Money Kit: 9 dimes, 9 pennies Sign Cards: Greater than, Less than <p>Student Manipulatives Packet</p> <ul style="list-style-type: none"> Number Cards: 0–6 Tens/Ones Mat Money Kit: 9 dimes, 9 pennies <p>BJU Press Trove</p> <ul style="list-style-type: none"> Games/Enrichment: Addition Flashcards PowerPoint® presentation 	<p>Reviews</p> <ul style="list-style-type: none"> Pages 51–52
Lesson 27 Counting by 1s, 5s & 10s			
Teacher Edition 116–19 Worktext 55–56	27.1 Count by 1s, 5s, and 10s to 100. 27.2 Skip count on a number line. 27.3 Complete a number pattern. 27.4 Explain how counting by 1s, 5s, or 10s helps people explore God’s world. BWS Exploring (explain)	<p>Teacher Edition</p> <ul style="list-style-type: none"> Instructional Aid 4: <i>Number Patterns</i> <p>Visuals</p> <ul style="list-style-type: none"> Visual 1: <i>Hundred Chart</i> Money Kit: 10 dimes, 10 nickels Shapes Kit: 4 red circles, 5 yellow circles Number Line <p>Student Manipulatives Packet</p> <ul style="list-style-type: none"> Number Cards: 0–9 DQ Puppet Number Line <p>BJU Press Trove</p> <ul style="list-style-type: none"> Video: Skip Counting Web Link: Virtual Manipulatives: Number Line Games/Enrichment: Addition Flashcards PowerPoint® presentation 	<p>Reviews</p> <ul style="list-style-type: none"> Pages 53–54

PAGES	OBJECTIVES	RESOURCES & MATERIALS	ASSESSMENTS
Lessons 28–29 Introducing Hundreds			
Teacher Edition 120–23 Worktext 57–58	28–29.1 Count numbers 101–110. 28–29.2 Rename 10 ones as 1 ten. 28–29.3 Represent numbers 100–130 by using manipulatives.	<p style="text-align: center;">Visuals</p> <ul style="list-style-type: none"> Place Value Kit: Hundreds, Tens, Ones <p style="text-align: center;">Student Manipulatives Packet</p> <ul style="list-style-type: none"> Place Value Kit: Hundreds, Tens, Ones Hundreds/Tens/Ones Mat <p style="text-align: center;">BJU Press Trove</p> <ul style="list-style-type: none"> Video: Hundreds PowerPoint® presentation 	<p style="text-align: center;">Reviews</p> <ul style="list-style-type: none"> Pages 55–56
Lesson 30 Representing Hundreds			
Teacher Edition 124–27 Worktext 57–58	30.1 Count by 100s to 1,000. 30.2 Represent 3-digit numbers by using manipulatives.	<p style="text-align: center;">Visuals</p> <ul style="list-style-type: none"> Place Value Kit: Hundreds, Tens, Ones <p style="text-align: center;">Student Manipulatives Packet</p> <ul style="list-style-type: none"> Place Value Kit: Hundreds, Tens, Ones Hundreds/Tens/Ones Mat <p style="text-align: center;">BJU Press Trove</p> <ul style="list-style-type: none"> PowerPoint® presentation 	<p style="text-align: center;">Reviews</p> <ul style="list-style-type: none"> Pages 57–58
Lesson 31 Chapter 4 Review			
Teacher Edition 128–31 Worktext 61–62	31.1 Recall concepts and terms from Chapter 4.	<p style="text-align: center;">Teacher Edition</p> <ul style="list-style-type: none"> Instructional Aid 4: <i>Number Patterns</i> <p style="text-align: center;">Visuals</p> <ul style="list-style-type: none"> Visual 1: <i>Hundred Chart</i> Visuals 2–11: <i>Ten to One Hundred</i> Sign Cards: Greater than, Less than <p style="text-align: center;">Student Manipulatives Packet</p> <ul style="list-style-type: none"> Number Cards: 0–9 <p style="text-align: center;">BJU Press Trove</p> <ul style="list-style-type: none"> Games/Enrichment: Addition Flashcards PowerPoint® presentation 	<p style="text-align: center;">Worktext</p> <ul style="list-style-type: none"> Chapter 4 Review <p style="text-align: center;">Reviews</p> <ul style="list-style-type: none"> Pages 59–60
Lesson 32 Coding: Following Steps			
Teacher Edition 132–35 Worktext 63–64	32.1 Identify coding terms. 32.2 Compose an algorithm. 32.3 Write a program. 32.4 Debug a program. 32.5 Follow the Engineering Design Process to solve a problem. 32.6 Explain why a person can solve a problem by thinking like an engineer. BWS Exploring (explain)	<p style="text-align: center;">Teacher Edition</p> <ul style="list-style-type: none"> Instructional Aid 5: <i>STEM Engineering Design Process</i> Instructional Aid 6: <i>DQ's Library Books</i> <p style="text-align: center;">Visuals</p> <ul style="list-style-type: none"> DQ Puppet Counters: 6 duck tracks <p style="text-align: center;">Student Manipulatives Packet</p> <ul style="list-style-type: none"> Counters: 6 duck tracks <p style="text-align: center;">BJU Press Trove</p> <ul style="list-style-type: none"> PowerPoint® presentation 	<p style="text-align: center;">Teacher Edition</p> <ul style="list-style-type: none"> Instructional Aid 7: <i>Coding Rubric: Following Steps</i>

PAGES	OBJECTIVES	RESOURCES & MATERIALS	ASSESSMENTS
Lesson 33 Test, Cumulative Review			
Teacher Edition 136–38 Worktext 65	33.1 Demonstrate knowledge of concepts from Chapter 4 by taking the test.		Assessments <ul style="list-style-type: none"> • Chapter 4 Test Worktext <ul style="list-style-type: none"> • Cumulative Review Reviews <ul style="list-style-type: none"> • Pages 61–62