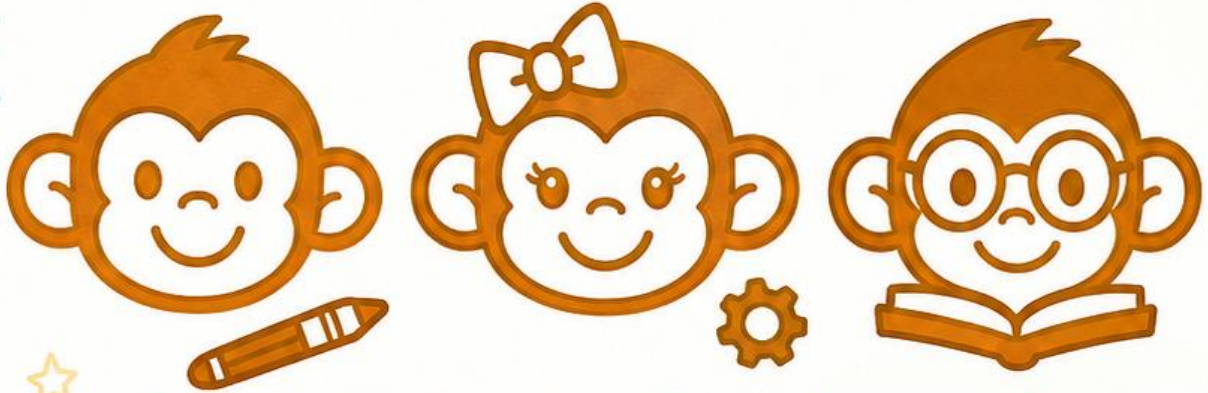


# Monkey Buddies Activities

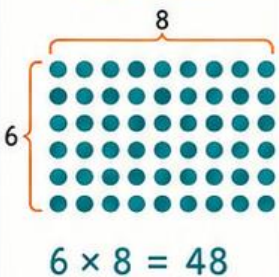


imagination lives here

# Brain Maker Summer Math Transition Guide Fourth to Fifth Grade

A parent-friendly readiness guide built around  
generalized grade-level math skills

Area Model



Multi-Digit  
Multiplication

$$\begin{array}{r} 246 \\ \times 4 \\ \hline 984 \end{array}$$

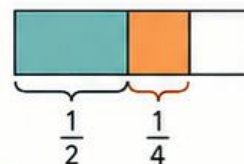
Decimal  
& Money

$$\begin{array}{r} \$4.75 \\ + 2.30 \\ \hline \$7.05 \end{array}$$

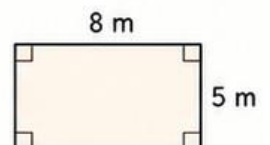


Fractions

$$\frac{1}{2} + \frac{1}{4} = \frac{3}{4}$$



Perimeter  
& Area



Perimeter = 26 m  
Area = 40 m<sup>2</sup>

# Brain Maker

## Fourth-to-Fifth Grade Transition Math Plan

**A generalized summer readiness map for building stronger fifth-grade math foundations**

### Program Purpose

This transition plan is designed for students who move from fourth grade into fifth grade. The goal is not to rush ahead into a full fifth-grade curriculum. The goal is to strengthen the fourth-grade skills that fifth-grade math depends on while gently previewing the language, models, and problem-solving habits students will meet next.

## Core Summer Priorities

- Strengthen multiplication fact fluency and connect multiplication to division.
- Review place value consistently through whole numbers, money, decimals, rounding, and estimation.
- Build flexible strategies for multi-digit multiplication, division, and multi-step word problems.
- Develop stronger fraction and decimal understanding before relying on procedures.
- Use math language, models, drawings, and real-world applications to explain thinking.
- Preview fifth-grade ideas such as expressions, decimal operations, fraction operations, volume, and coordinate grids without creating mastery pressure.

## How This Plan Works

Each pairing includes a Skill Builder page and a Use It / Hands-On Reinforcement page. Both are teaching pages. The second part makes the math concrete, flexible, and usable through tools, games, models, measuring, money, clocks, task cards, and applied problem-solving.

### Skill Builder

Introduces or strengthens the skill with modeling, vocabulary, guided examples, written practice, and short checks for understanding.

### Use It / Hands-On Reinforcement

Teaches the same skill through manipulatives, visuals, games, task cards, models, real-world contexts, and explain-your-thinking routines.

## Generalized Grade-Level Expectations

This guide uses fourth-grade skills as the review foundation and fifth-grade skills as the readiness preview. Grade-level expectations vary by state and curriculum, so this document uses parent-friendly readiness language instead of state-specific standards codes.

*The overall progression matches the common elementary-to-fifth-grade bridge: whole-number operations, place value, fractions, decimals, measurement, area/perimeter, volume, coordinate grids, and mathematical reasoning.*

## Fourth-to-Fifth Grade Readiness Map

Use this as a flexible 15-pair map. Each pair can be one week, part of a week, or spread across multiple weeks depending on the student. Skills should spiral back often, especially facts, place value, math language, money, time, and word problems.

# Pair 1: Baseline, Multiplication Facts, and Place Value

Skill Builder	Use It / Hands-On Reinforcement
Multiplication fact baseline through 12; division fact connection; place value check with whole numbers; compare, order, and round numbers; introduce explain-your-thinking sentence frames.	Fact games; place-value build-it mats; expanded form cards; number talks; quick “explain the digit” routines; confidence check without pressure.

## Grade-Level Readiness Skills

Fourth-grade review: factor pairs, multiples, whole-number place value, rounding, comparing, and multi-digit operation readiness.

Fifth-grade preview: larger place-value patterns, decimal place value, and fluency expectations.

## Brain Maker Focus

Find the gaps before filling the notebook. Watch for confidence, language, and number sense - not just correct answers.

## Notes / Observations

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## Pair 2: Money, Decimals, and Making Change

### Skill Builder

Count mixed coins and bills; add and subtract money amounts; make change; connect dollars/cents to decimal notation; estimate totals.

### Use It / Hands-On Reinforcement

Store math; menu math; receipt totals; “pay and make change” cards; compare prices; budget a small shopping list.

### Grade-Level Readiness Skills

Fourth-grade review: solve real-world money problems using the four operations and measurement language.

Fifth-grade preview: decimal operations and financial contexts with estimation and reasonableness checks.

### Brain Maker Focus

Money makes decimals visible. It also shows whether place value and subtraction are truly usable.

### Notes / Observations

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## Pair 3: Analog Time and Elapsed Time

### Skill Builder

Read analog and digital time; tell time to the nearest minute; use start and end times; solve elapsed-time problems with number lines.

### Use It / Hands-On Reinforcement

Clock cards; draw-the-hands pages; schedule math; elapsed-time number lines; “how long until?” and “what time will it be?” problems.

### Grade-Level Readiness Skills

Fourth-grade review: time as measurement and multi-step word problems.

Fifth-grade readiness: persistence with multi-step contexts and precision with units.

### Brain Maker Focus

Time is not the main fifth-grade skill, but it reveals skip-counting, sequencing, and problem-solving stamina.

### Notes / Observations

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## Pair 4: Multi-Digit Multiplication by One Digit

### Skill Builder

Multiply 2-, 3-, and 4-digit numbers by 1-digit numbers using place value, partial products, area models, and estimation.

### Use It / Hands-On Reinforcement

Arrays; base-ten blocks; area-model mats; partial-product matching; estimate-then-solve cards; explain-which-strategy tasks.

### Grade-Level Readiness Skills

Fourth-grade review: multiply multi-digit whole numbers by one digit using place value strategies.

Fifth-grade preview: fluency with larger whole-number multiplication.

### Brain Maker Focus

Students need to understand why multiplication works, not just stack numbers and hope.

### Notes / Observations

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## Pair 5: Two-Digit by Two-Digit Multiplication

### Skill Builder

Multiply two 2-digit numbers using area models, partial products, place value, and distributive thinking. Connect written methods to models.

### Use It / Hands-On Reinforcement

Build-the-box multiplication; area model puzzles; product matching; “find the missing partial product” cards; real-world rectangle problems.

### Grade-Level Readiness Skills

Fourth-grade review: multiply two 2-digit numbers with models and equations.

Fifth-grade preview: fluent multi-digit multiplication and expression writing.

### Brain Maker Focus

This connects multiplication, place value, area, and early algebraic thinking.

### Notes / Observations

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## Pair 6: Division and Fact Families

### Skill Builder

Division as equal groups and sharing; relationship to multiplication; quotients, remainders, and partial quotient thinking; use facts to divide.

### Use It / Hands-On Reinforcement

Equal-group builds; array division; remainder reasoning; fact-family cards; “what multiplication fact helps?” prompts.

### Grade-Level Readiness Skills

Fourth-grade review: divide using place value, properties, and the relationship between multiplication and division.

Fifth-grade preview: division with larger numbers and 2-digit divisors.

### Brain Maker Focus

Division should feel connected to multiplication, not like a separate mystery procedure.

### Notes / Observations

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## Pair 7: Expressions, Equations, and Multi-Step Word Problems

### Skill Builder

Read word problems carefully; identify knowns and unknowns; write equations or expressions; use parentheses when helpful; estimate and check.

### Use It / Hands-On Reinforcement

Draw-it/model-it mats; operation sorting; equation matching; “what is the question asking?” cards; reasonableness checks.

### Grade-Level Readiness Skills

Fourth-grade review: multi-step problems with whole numbers and measurement contexts.

Fifth-grade preview: writing and interpreting numerical expressions and solving more complex real-world problems.

### Brain Maker Focus

This is the bridge from answer-getting to mathematical thinking.

### Notes / Observations

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## Pair 8: Area, Perimeter, and Irregular Shapes

### Skill Builder

Area as inside space; perimeter as distance around; rectangle formulas; decompose rectilinear shapes; find missing side lengths; count only outside edges for perimeter.

### Use It / Hands-On Reinforcement

Tile rectangles; grid-paper shapes; split-the-shape challenges; perimeter paths; design-a-room or design-a-garden task.

### Grade-Level Readiness Skills

Fourth-grade review: area/perimeter, measurement word problems, and decomposition of shapes.

Fifth-grade preview: volume and deeper measurement reasoning.

### Brain Maker Focus

Area and perimeter must stay separate: area is inside; perimeter is around.

### Notes / Observations

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## Pair 9: Fraction Meaning and Fraction Models

### Skill Builder

Fractions as numbers; numerator, denominator, unit fractions, equal parts, same whole, and fractions on a number line.

### Use It / Hands-On Reinforcement

Fraction strips; build-a-whole; number-line hops; fraction circles; equal/not equal parts sort; same-whole discussion cards.

### Grade-Level Readiness Skills

Fourth-grade review: fraction equivalence, ordering, comparing, and fraction notation.

Fifth-grade preview: fraction operations and visual models.

### Brain Maker Focus

Before procedures, students need to know what a fraction actually represents.

### Notes / Observations

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## Pair 10: Equivalent and Comparing Fractions

### Skill Builder

Generate equivalent fractions; compare fractions using same numerator, same denominator, benchmarks, number lines, and common denominators.

### Use It / Hands-On Reinforcement

Fraction war; benchmark sorting; model matching; compare-on-a-number-line cards; “is this reasonable?” fraction checks.

### Grade-Level Readiness Skills

Fourth-grade review: equivalent fractions and comparing fractions with models and reasoning.

Fifth-grade preview: using equivalence to add and subtract unlike denominators.

### Brain Maker Focus

Benchmark thinking helps students catch unreasonable fraction answers.

### Notes / Observations

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# Pair 11: Fraction Operations and Mixed Numbers

## Skill Builder

Add and subtract fractions with like denominators; work with mixed numbers; preview unlike denominators; introduce fraction multiplication as repeated groups or scaling.

## Use It / Hands-On Reinforcement

Recipe math; fraction tile equations; build-the-sum models; mixed-number picture cards; simple “groups of fractions” models.

## Grade-Level Readiness Skills

Fourth-grade review: add/subtract fractions and mixed numbers with like denominators; multiply fractions by whole numbers.

Fifth-grade preview: unlike-denominator operations and fraction multiplication/division concepts.

## Brain Maker Focus

The denominator names the size of the pieces. The numerator tells how many pieces.

## Notes / Observations

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## Pair 12: Decimal Place Value

### Skill Builder

Tenths, hundredths, thousandths; decimals as fractions; word form; expanded form; compare and round decimals using place value.

### Use It / Hands-On Reinforcement

Decimal grids; money-to-decimal cards; place-value mats; compare-and-order decimals; round-on-a-number-line tasks.

### Grade-Level Readiness Skills

Fourth-grade review: tenths/hundredths and decimal comparison.

Fifth-grade preview: place value to thousandths, rounding decimals, and decimal reasoning.

### Brain Maker Focus

Decimals are place value. They should not feel like a brand-new number system.

### Notes / Observations

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## Pair 13: Decimal Operations and Powers of Ten

### Skill Builder

Add and subtract decimals; estimate decimal sums/differences; line up decimal points; preview multiplying/dividing by powers of 10 using place-value shifts.

### Use It / Hands-On Reinforcement

Shopping totals; receipt math; decimal card sorts; decimal number-line problems; powers-of-10 place-value slide tasks.

### Grade-Level Readiness Skills

Fourth-grade review: decimal comparison and money contexts.

Fifth-grade preview: operations with decimals to hundredths and powers-of-10 reasoning.

### Brain Maker Focus

Decimal operations should be connected to place value and money, not memorized as isolated rules.

### Notes / Observations

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## Pair 14: Volume, Geometry, and Coordinate Grids

### Skill Builder

Volume as cubic units; rectangular prisms; length x width x height; classify shapes; plot points on a first-quadrant coordinate grid.

### Use It / Hands-On Reinforcement

Cube builds; volume counting; classify-shape sorts; grid maps; ordered-pair games; build-and-label rectangular prisms.

### Grade-Level Readiness Skills

Fourth-grade review: lines, angles, shape properties, and measurement.

Fifth-grade preview: volume, coordinate planes, and classifying figures by attributes.

### Brain Maker Focus

This is preview work, not mastery pressure. Students should recognize the language and models.

### Notes / Observations

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## Pair 15: Mixed Fifth-Grade Readiness Review

### Skill Builder

Cumulative review: facts, place value, multiplication, division, fractions, decimals, money, time, area/perimeter, volume preview, and word problems.

### Use It / Hands-On Reinforcement

Applied problem-solving stations; task cards; build-and-explain challenges; final readiness check; parent/tutor summary notes.

### Grade-Level Readiness Skills

Fourth-grade review across major skill areas with fifth-grade readiness preview in operations, fractions, decimals, measurement, geometry, and problem solving.

### Brain Maker Focus

Can the student choose a strategy, explain the thinking, use correct math language, and check for reasonableness?

### Notes / Observations

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## Activity Page and Hands-On Menu

These page and activity types fit the fourth-to-fifth transition plan. They can be repeated with new numbers, new contexts, and new vocabulary across several weeks.

Skill Area	Activity Page Ideas
<b>Fact Fluency</b>	Multiplication grids, fact-family triangles, division match cards, skip-count paths, missing-factor puzzles.
<b>Place Value</b>	Build-it/write-it/say-it mats, expanded form match, rounding number lines, compare-and-order cards.
<b>Money and Decimals</b>	Receipt totals, menu math, make-change cards, decimal place-value mats, money-to-decimal match.
<b>Time</b>	Analog/digital match, draw-the-hands clocks, elapsed-time number lines, schedule problems.
<b>Multiplication and Division</b>	Area models, partial-product mats, division grouping mats, remainder reasoning cards, estimate-then-solve.
<b>Fractions</b>	Fraction strips, number-line fractions, equivalent fraction match, benchmark fraction sort, recipe fraction tasks.
<b>Area, Perimeter, and Volume</b>	Tile rectangles, perimeter path tracing, split-shape area, missing-side challenges, cube-volume builds.
<b>Coordinate Grids and Geometry</b>	Grid maps, ordered-pair cards, classify-shape sorts, angle/line vocabulary cards.
<b>Word Problems</b>	Draw-the-story mats, operation sort, equation match, reasonableness check, explain-your-thinking prompts.

## Math Language Cheat Sheet

Use this as a quick-reference language page for tutoring, parent conversation, and student explanations. The goal is repeated, natural use of the words while solving problems.

### Operation Words

Word	Kid-Friendly Meaning
<b>addend</b>	a number being added
<b>sum</b>	the answer to addition
<b>difference</b>	the answer to subtraction
<b>factor</b>	a number being multiplied
<b>product</b>	the answer to multiplication
<b>dividend</b>	the number being divided
<b>divisor</b>	the number doing the dividing
<b>quotient</b>	the answer to division
<b>remainder</b>	what is left over after equal groups

### Place Value and Decimal Words

Word	Kid-Friendly Meaning
<b>digit</b>	one symbol in a number
<b>place</b>	where a digit is located
<b>value</b>	what the digit is worth
<b>standard form</b>	the usual way to write a number
<b>expanded form</b>	a number broken apart by value
<b>round</b>	find a nearby easier number

<b>estimate</b>	a reasonable close answer
<b>tenth/hundredth/thousandth</b>	decimal places smaller than one whole

## Fraction Words

Word	Kid-Friendly Meaning
<b>numerator</b>	top number; how many parts
<b>denominator</b>	bottom number; size/name of the parts
<b>unit fraction</b>	one equal part
<b>equivalent</b>	same value
<b>benchmark</b>	a familiar number used to compare, such as $\frac{1}{2}$
<b>same whole</b>	fractions must refer to the same whole to compare
<b>mixed number</b>	a whole number and a fraction together

## Measurement and Geometry Words

Word	Kid-Friendly Meaning
<b>area</b>	space inside a flat shape
<b>perimeter</b>	distance around the outside
<b>decompose</b>	break apart into smaller shapes
<b>volume</b>	space inside a 3D shape
<b>cubic unit</b>	unit used to measure volume
<b>coordinate plane</b>	a grid used to locate points

<b>ordered pair</b>	two numbers that tell where a point is
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## Thinking Words

<b>Word</b>	<b>Kid-Friendly Meaning</b>
<b>equation</b>	a math sentence with an equal sign
<b>expression</b>	numbers and operations without an equal sign
<b>unknown</b>	the missing number
<b>variable</b>	a letter or symbol used for an unknown
<b>strategy</b>	the plan used to solve
<b>model</b>	a drawing, tool, or object that shows the math
<b>reasonable</b>	an answer that makes sense
<b>justify</b>	explain why the answer works

## End-of-Summer Readiness Check

Use this as a quick parent/tutor summary. The goal is a working understanding, not perfection in every category.

Skill	What We Want to See	Notes
<b>Multiplication facts</b>	Facts through 12 x 12 are improving and many are automatic.	_____
<b>Division connection</b>	Can use multiplication facts to solve basic division and reason about remainders.	_____
<b>Place value</b>	Can read, write, compare, round, and explain multi-digit whole numbers and decimals.	_____
<b>Money</b>	Can count money, add/subtract money amounts, and make simple change.	_____
<b>Time</b>	Can tell time to the nearest minute and solve simple elapsed-time problems.	_____
<b>Word problems</b>	Can identify what is known, choose an operation or expression, and explain the answer.	_____
<b>Fractions</b>	Can model, compare, generate equivalent fractions, and add/subtract simple fractions.	_____
<b>Decimals</b>	Can read, compare, round, and add/subtract decimals using place value.	_____

<b>Area/perimeter</b>	Can explain the difference and solve rectangle/irregular shape problems.	_____
<b>Volume preview</b>	Can count cubic units and understand volume as space inside a 3D shape.	_____
<b>Math language</b>	Uses core words like factor, product, quotient, numerator, denominator, decimal, area, perimeter, volume, expression, estimate, and reasonable.	_____

## Final Note for Families

This plan is designed to help a rising fifth grader strengthen the fourth-grade skills that fifth-grade math depends on while previewing the language and thinking that will appear next. The work is built around generalized grade-level math skills and is taught through direct instruction, models, hands-on activities, math language, and real-world practice.

**Brain Maker Connection: When students can explain their thinking, use correct math words, and apply math in real situations, they are not just completing problems. They are building flexible math brains.**

## Standards Note

This guide is built around generalized grade-level math skills commonly addressed in fourth and fifth grade math standards across states. It is intended as a parent-facing transition guide, not a state-specific standards document.

Reference Area	Use in This Guide	Notes
<b>Generalized grade-level math expectations</b>	Used to organize fourth-grade review and fifth-grade readiness skills.	This is not a state-specific standards document.
<b>Upper elementary number sense and operations</b>	Used to prioritize multiplication, division, place value, decimals, expressions, and multi-step problem solving.	Skills are presented in parent-friendly language.
<b>Fractions, measurement, geometry, and data</b>	Used to include fractions, decimals, area, perimeter, volume, coordinate grids, and applied reasoning.	Activities can overlap across several weeks.