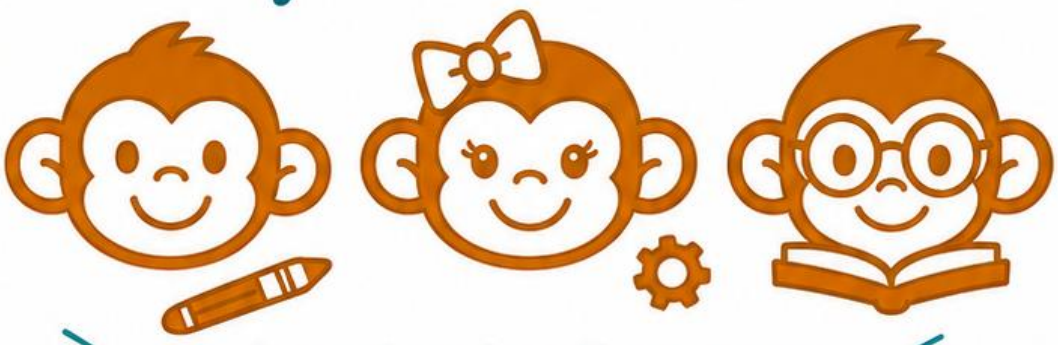
Monkey Buddies Activities



imagination lives here

Brain Maker Summer Math Transition Guide

Third to Fourth Grade

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

MULTIPLY

$6 \times 7 = 42$

MEASURE

12 cm

FIND AREA

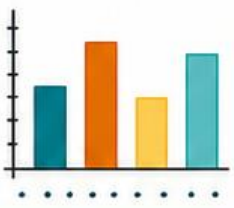
Area = 7 × 4
= 28 cm²

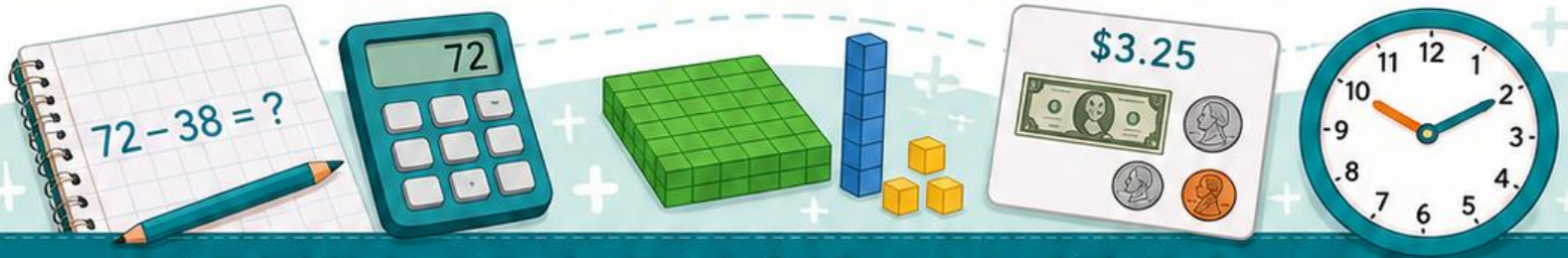
FRACTIONS

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

$\frac{2}{3}$

SOLVE & THINK DEEPER





Monkey Buddies Learning Lab + Brain Maker Connection + Christina Dennis, M.Ed.

Third-to-Fourth Grade Transition Math Plan

A Generalized Grade-Level Summer Readiness Map

Purpose
This plan helps a rising fourth grader strengthen the math skills that fourth grade depends on: multiplication fact fluency, division, place value, multi-step word problems, fractions, money, time, area/perimeter, measurement, data, and early fourth-grade reasoning. The goal is not to rush. The goal is to build flexible math thinking with enough repetition that the child can use the skills in real situations.

Count it. Build it. Draw it. Explain it. Use it.

How This Plan Works

This transition plan uses the same Brain Maker structure as the other grade-level plans: paired teaching pages with grade-level readiness skills beside the work. The first page introduces or strengthens the skill. The second page reinforces the same skill through hands-on, applied practice. Both pages are real teaching time.

Important Planning Note
Ideas may overlap for several weeks. Multiplication, place value, money, time, and math language should spiral throughout the summer instead of appearing once and disappearing.

High-Priority Readiness Targets

- Build stronger multiplication fact fluency through 10 x 10.
- Connect division to multiplication, arrays, and equal groups.
- Read, write, compare, and round numbers using place value.
- Solve two-step word problems and explain the strategy.
- Count money, add/subtract money amounts, and make change.
- Tell analog time to the nearest minute and solve elapsed-time problems.
- Understand fractions as numbers, including equivalent and comparing fractions.
- Find area and perimeter, including irregular/rectilinear shapes.
- Use math language accurately: factor, product, quotient, numerator, denominator, perimeter, area, estimate, and reasonable.

Third-to-Fourth Grade Readiness Map

Each pair has its own page so the document can be used for parent notes, tutoring observations, or next-step planning. Money and time appear early because they are real-world number-sense skills and should continue spiraling throughout the summer.

Pair 1: Baseline, Multiplication Facts, and Place Value

Skill Builder

Multiplication fact check; number reading/writing; place value to 10,000; rounding and comparing numbers.

Use It / Hands-On Reinforcement

Fact games, place value build-it mats, expanded form cards, number talks, quick explain-the-digit routines.

Grade-Level Readiness Skills

Third-grade foundation: multiplication facts, place value, rounding, and multi-digit number sense.
Fourth-grade readiness: use place value to compare, round, and reason with larger whole numbers.

Brain Maker Focus

Can the child read numbers, explain digit value, round, compare, and recall facts without freezing?

Notes / Observations

Pair 2: Count Money and Make Change

Skill Builder

Coin and bill values; count mixed coins; add/subtract money amounts; understand totals and change.

Use It / Hands-On Reinforcement

Store math, menu math, receipt math, pay-and-make-change, coin/bill matching, and price comparison task cards.

Grade-Level Readiness Skills

Third-grade foundation: solve practical addition/subtraction problems and work with time/money contexts.
Fourth-grade readiness: use money problems to practice multi-step reasoning, subtraction, estimation, and precision.

Brain Maker Focus

Money gives place value, decimals, subtraction, and real-world word problems a practical place to live.

Notes / Observations

Pair 3: Tell Time and Elapsed Time

Skill Builder

Read analog/digital time to the nearest minute; use start/end times; count elapsed time on a number line.

Use It / Hands-On Reinforcement

Clock cards, draw-the-hands pages, schedule math, elapsed-time number lines, and how-long-until problems.

Grade-Level Readiness Skills

Third-grade foundation: tell time to the nearest minute and solve elapsed-time problems.
Fourth-grade readiness: solve measurement and time word problems with clear labels and reasonable strategies.

Brain Maker Focus

Time should be practiced early and often because it mixes skip counting, measurement, and multi-step reasoning.

Notes / Observations

Pair 4: Multiplication Meaning and Fact Fluency

Skill Builder

Equal groups, arrays, repeated addition, products, factors, commutative property, and distributive thinking.

Use It / Hands-On Reinforcement

Array builds, skip-count paths, multiplication war, fact-family cards, dot arrays, and build-a-product mats.

Grade-Level Readiness Skills

Third-grade foundation: understand multiplication through equal groups, arrays, and properties; build fact fluency.
Fourth-grade readiness: use facts and place value to support multi-digit multiplication and factor/product language.

Brain Maker Focus

Multiplication facts are the spine of this transition plan.

Notes / Observations

Pair 5: Division Meaning and Fact Families

Skill Builder

Division as sharing and grouping; quotient; divisor; dividend; division as an unknown factor.

Use It / Hands-On Reinforcement

Equal-group builds, how-many-groups cards, array division, and remainder intro with counters.

Grade-Level Readiness Skills

Third-grade foundation: understand division as sharing, grouping, and unknown-factor thinking. Fourth-grade readiness: connect division to multiplication, quotients, remainders, and multi-step problem solving.

Brain Maker Focus

Division should feel connected to multiplication, not like a totally separate operation.

Notes / Observations

Pair 6: Multi-Digit Addition and Subtraction

Skill Builder

Add/subtract within 1,000 and beyond using place value; regrouping; estimate to check reasonableness.

Use It / Hands-On Reinforcement

Regrouping puzzles, base-ten models, error analysis, and estimate-then-solve cards.

Grade-Level Readiness Skills

Third-grade foundation: add and subtract multi-digit numbers using place value and estimation. Fourth-grade readiness: use place-value reasoning for larger numbers, rounding, and reasonableness checks.

Brain Maker Focus

Accuracy matters, but the child should also be able to explain why the answer makes sense.

Notes / Observations

Pair 7: Multiply by Multiples of 10 and Intro Multi-Digit Multiplication

Skill Builder

Use place value to solve examples such as 6 x 40, 8 x 70, and 23 x 4; build toward partial products.

Use It / Hands-On Reinforcement

Area models, base-ten arrays, break-apart multiplication, and product matching cards.

Grade-Level Readiness Skills

Third-grade foundation: multiply by multiples of 10 and connect arrays to products.
Fourth-grade readiness: build toward partial products, area models, and multi-digit multiplication.

Brain Maker Focus

This is the bridge from fact fluency to fourth-grade multi-digit multiplication.

Notes / Observations

Pair 8: Two-Step Word Problems and Equations

Skill Builder

Read carefully; identify what is known; choose operations; use a letter or box for the unknown; estimate.

Use It / Hands-On Reinforcement

Draw-it/model-it mats, operation sorting, equation match, and does-this-answer-make-sense cards.

Grade-Level Readiness Skills

Third-grade foundation: solve one- and two-step word problems using equations and unknowns. Fourth-grade readiness: use operations flexibly, explain strategies, and check whether answers make sense.

Brain Maker Focus

The goal is not just answer-getting. The child should explain the plan and check the result.

Notes / Observations

Pair 9: Fractions as Numbers

Skill Builder

Fractions as parts of a whole; unit fractions; same-whole rule; fractions on a number line.

Use It / Hands-On Reinforcement

Fraction strips, number-line hops, build-a-whole, equal-parts sort, and fraction picture cards.

Grade-Level Readiness Skills

Third-grade foundation: understand fractions as equal parts and numbers on a number line.
Fourth-grade readiness: compare fractions, use equivalent fractions, and maintain the same-whole rule.

Brain Maker Focus

Fractions must make sense visually before procedures are introduced.

Notes / Observations

Pair 10: Equivalent and Comparing Fractions

Skill Builder

Generate simple equivalent fractions; compare fractions with the same numerator or denominator; use benchmarks.

Use It / Hands-On Reinforcement

Fraction war, model matching, benchmark sort, and same-whole check cards.

Grade-Level Readiness Skills

Third-grade foundation: compare fractions with models and benchmarks.
Fourth-grade readiness: generate equivalent fractions and compare fractions using visual and numeric reasoning.

Brain Maker Focus

Benchmark thinking helps students notice unreasonable fraction answers.

Notes / Observations

Pair 11: Area and Perimeter

Skill Builder

Area as square units; perimeter as distance around; connect area to multiplication; solve rectangle problems.

Use It / Hands-On Reinforcement

Measure/design a room, tile rectangles, perimeter paths, and area-versus-perimeter sorting.

Grade-Level Readiness Skills

Third-grade foundation: connect area to square units, arrays, multiplication, and perimeter as distance around.
Fourth-grade readiness: solve area/perimeter word problems and explain the difference between inside and around.

Brain Maker Focus

Area is inside. Perimeter is around. This language needs repeated practice.

Notes / Observations

Pair 12: Irregular Area and Irregular Perimeter

Skill Builder

Decompose rectilinear shapes into rectangles; find missing side lengths; count only the outside for perimeter.

Use It / Hands-On Reinforcement

Split-shape challenges, grid-paper builds, tile shapes, missing-side cards, and design-a-garden activities.

Grade-Level Readiness Skills

Third-grade foundation: use area/perimeter understanding with rectilinear shapes and missing sides. Fourth-grade readiness: decompose shapes, find missing side lengths, and solve irregular area/perimeter problems.

Brain Maker Focus

Irregular shapes build flexible thinking because the child must choose a strategy instead of applying one obvious formula.

Notes / Observations

Pair 13: Measurement and Data

Skill Builder

Measure lengths; use rulers marked with halves/fourths; line plots; measurement word problems.

Use It / Hands-On Reinforcement

Measure-and-plot activities, ruler scavenger hunt, line plot questions, and estimate/measure/compare.

Grade-Level Readiness Skills

Third-grade foundation: measure lengths, use rulers, make line plots, and solve measurement questions.
Fourth-grade readiness: work with measurement units, data, and multi-step measurement word problems.

Brain Maker Focus

Measurement and data keep math connected to real objects and units.

Notes / Observations

Pair 14: Geometry and Angles Preview

Skill Builder

Classify quadrilaterals; notice shared attributes; introduce lines, rays, angles, parallel/perpendicular.

Use It / Hands-On Reinforcement

Shape sort, quadrilateral family tree, angle hunt, and draw-and-label geometry cards.

Grade-Level Readiness Skills

Third-grade foundation: classify shapes by attributes and partition shapes into equal parts.
Fourth-grade readiness: use geometry vocabulary for lines, rays, angles, parallel/perpendicular lines, and quadrilaterals.

Brain Maker Focus

This is preview and language-building. The child should recognize and use the words.

Notes / Observations

Pair 15: Mixed Fourth-Grade Readiness Review

Skill Builder

Mixed review: facts, place value, multiplication, division, fractions, money, time, area/perimeter, measurement, and word problems.

Use It / Hands-On Reinforcement

Brain Maker review games, task-card stations, applied problem solving, final readiness check, and parent summary.

Grade-Level Readiness Skills

Third-grade foundation: review multiplication, division, place value, money, time, fractions, measurement, data, and geometry.
Fourth-grade readiness: choose strategies, explain thinking, use math language, and apply skills across problem types.

Brain Maker Focus

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

Notes / Observations

Activity Page and Hands-On Menu

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

Skill Area	Activity Page Ideas
Multiplication and Division	Array cards, equal-group builds, fact-family triangles, multiplication bingo, skip-count paths, division grouping mats.
Place Value	Build-it/write-it/say-it mats, expanded form match, rounding number lines, compare-and-order cards.
Money	Coin and bill counting, price tags, store/menu math, receipt totals, make-change task cards.
Time	Analog/digital match, draw-the-hands clocks, elapsed-time number lines, schedule problems.
Fractions	Fraction strips, number-line fractions, equivalent fraction match, benchmark fraction sort.
Area and Perimeter	Tile rectangles, perimeter path tracing, split-shape area, missing-side challenges, design-a-room or garden.
Measurement and Data	Ruler hunts, measure-and-plot line plots, estimate/measure/compare, graph interpretation cards.
Word Problems	Draw-the-story mats, operation sort, equation match, reasonableness check, explain-your-thinking prompts.

Math Language Cheat Sheet

Operation Words

Word	Kid-Friendly Meaning
factor	a number being multiplied
product	the answer to multiplication
dividend	the number being divided
divisor	the number doing the dividing
quotient	the answer to division
remainder	what is left over after equal groups

Math Language Cheat Sheet

Place Value Words

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

Math Language Cheat Sheet

Money and Time Words

Word	Kid-Friendly Meaning
cent	part of a dollar
total	how much altogether
change	money returned after paying
analog clock	a clock with hands
elapsed time	how much time passed
nearest minute	the exact minute shown by the clock

Math Language Cheat Sheet

Fraction Words

Word	Kid-Friendly Meaning
numerator	top number; how many parts
denominator	bottom number; size/name of the parts
unit fraction	one equal part
equivalent	same value
benchmark	a familiar number used to compare, such as 1/2
same whole	fractions must refer to the same whole to compare

Math Language Cheat Sheet

Measurement and Geometry Words

Word	Kid-Friendly Meaning
area	space inside a flat shape
perimeter	distance around the outside
irregular/rectilinear shape	a shape that can be split into rectangles
decompose	break apart into smaller shapes
unit square	a square used to measure area
line plot	a graph that shows measurement data

Math Language Cheat Sheet

Thinking Words

Word	Kid-Friendly Meaning
equation	a math sentence with an equal sign
unknown	the missing number
strategy	the plan used to solve
model	a drawing/tool/object that shows the math
reasonable	an answer that makes sense
justify	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
Multiplication facts	Facts through 10 x 10 are improving and many are automatic.	
Division connection	Can use multiplication facts to solve basic division.	
Place value	Can read, write, compare, and round multi-digit numbers.	
Money	Can count money, add money amounts, and make simple change.	
Time	Can tell time to the nearest minute and solve simple elapsed-time problems.	
Word problems	Can identify what is known, choose an operation, and explain the answer.	
Fractions	Can model, compare, and generate simple equivalent fractions.	
Area/perimeter	Can explain the difference and solve rectangle/irregular shape problems.	
Math language	Uses core words like factor, product, quotient, numerator, denominator, area, perimeter, estimate, and reasonable.	

Parent-Friendly Closing Language

Brain Maker Connection

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

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 intended as a parent-facing transition guide, not a state-specific standards document. The skill sequence is organized around generalized grade-level math expectations commonly found across state standards.