**Useful Math Links By Outcome (Grade 4)**

*\*\*Reminder: You need to be using Edge and not Chrome in order to play games requiring Flash Plug In (it will install automatically)\*\**

**Numeration**

**N2—Paintball Ascending Number Order** <https://www.abcya.com/games/ascending_number_order>

 **N2--Ordering Numbers** <http://www.softschools.com/math/ordering_numbers/>

**Soccer Math (Level 2)** <https://www.abcya.com/games/rounding_numbers>

**Hit the Button (Fact Review)** <https://www.topmarks.co.uk/maths-games/hit-the-button>

**Addend Arrest** <https://www.fuelthebrain.com/games/addend-arrest/>

**Fractions On A Number Line** <http://www.sheppardsoftware.com/mathgames/fractions/mathman_fractions_numberline.htm>

**N8--Fractions (Parts of A Set)** <http://www.sheppardsoftware.com/mathgames/fractions/fractionSet.htm>

**Estimate Sums (Addition)** <http://www.sheppardsoftware.com/mathgames/round/mathman_round_addition.htm>

**Estimate Sums (Subtraction)**

**N9—Converting Fractions to Decimals (Puppy Chase)** <https://www.arcademics.com/games/puppy-chase>

**N9-- Estimate fractions with decimals (advanced)**

http://www.sheppardsoftware.com/mathgames/decimals/DecimalModels10.htm

**Compare Money Amounts (1000’s)** <https://ca.ixl.com/math/grade-4/compare-money-amounts>

**N5—Clear It Multiplication!**  https://www.abcya.com/games/clear\_it\_multiplication

**Shape and Space**

**SS3--Compare Area** <https://ca.ixl.com/math/grade-4/select-two-figures-with-the-same-area>

**SS3--Compare Area of Rectangles (units)** <https://ca.ixl.com/math/grade-4/find-the-area-or-missing-side-length-of-a-rectangle>

**SS3--Area Word Problems** <https://ca.ixl.com/math/grade-4/area-and-perimeter-word-problems>

**SS3--Area Builder** <http://phet.colorado.edu/sims/html/area-builder/latest/area-builder_en.html>

**Area Blocks (Shape Shoot)** <http://www.sheppardsoftware.com/mathgames/geometry/shapeshoot/AreaShapesShoot.htm>

**SS4--3D Shape Properties (Counting vertices, edges, etc)**

**SS4--Describing 3D Shapes** <https://ca.ixl.com/math/grade-4/which-three-dimensional-figure-is-being-described>

**Nets of 3D Shapes Match** <https://ca.ixl.com/math/grade-4/nets-of-three-dimensional-figures>

**SS2—Recording Calendar Dates**

**SS1--****Space Time (Reading A Clock)** <https://www.abcya.com/games/telling_time>

**SS1—Elapsed Time** <http://www.sheppardsoftware.com/mathgames/time/mathman_time_elapsed.htm>

**SS6--Identify Congruent Shapes** <https://ca.ixl.com/math/grade-4/identify-congruent-figures>

**SS5—Identify Lines of Symmetry (Yes/No)** <https://ca.ixl.com/math/grade-4/identify-lines-of-symmetry>

**Statistics and Probabilty**

**SP1-**- **Stem and Leaf Plots** <https://ca.ixl.com/math/grade-4/interpret-stem-and-leaf-plots>

**SP2-- Interpreting Bar Graphs** <https://ca.ixl.com/math/grade-4/interpret-bar-graphs>

**SP2—Creating Bar Graphs** https://ca.ixl.com/math/grade-4/create-bar-graphs

**Patterns and Relations**

**PR3—Multiplication** https://ca.ixl.com/math/grade-4/multiplication-patterns-over-increasing-place-values