Valencia 4th Grade	
1 Angle	Two rays that share an endpoint.
2 Benchmark fractions	Fractions that are commonly used for estimation.
3 Common denominators	For two or more fractions, a common denominator is a common multiple of the denominators.
4 Composite number	A number greater than 0 that has more than two different factors.
5 Conversion	a change in the form of a measurement, different units, without a change in the size or amount.
6 Decimal	A number with one or more digits to the right of a decimal point.
7 Equation	A mathematical sentence with an equals sign. The amount on one side of the equals sign has the same value as the amount on the other side.
8 Expanded form	A way to write numbers that shows the place value of each digit.
9 Explicit	stated clearly and in detail, leaving no room for confusion or doubt
10 Fraction	A way to describe a part of a whole or a part of a group by using equal parts.
11 Intersecting lines	Lines that cross at a point.
12 Line	A set of connected points continuing without end in both directions.
13 Line segment	A part of a line with two endpoints.
14 Mass	The amount of matter in an object. Usually measured by comparing with an object of known mass. While gravity influences weight, it does not affect mass.
15 Mixed numbers	A number that has a whole number (not 0) and a fraction.
16 Multiple	A product of a given whole number and any other whole number.
17 Multiply	The operation of repeated addition of the same number.
18 Numerator	The number written above the line in a fraction. It tells how many equal parts are described in the fraction.
19 Operations	A mathematical process. Commonly add, subtract, multiply and divide
20 Perimeter	The distance around the outside of a figure.
21 Place value	The value of the place of a digit in a number.
22 Prime number	A whole number greater than 0 that has exactly two different factors, 1 and itself.
23 Product	The answer to a multiplication problem.

21 Protractor	A tool used to measure and draw angles.
22 Quotient	The answer to a division problem.
23 Ray	A part of a line that has one endpoint and goes on forever in one direction.
24 Remainder	The amount left over when one number is divided by another.
25 Standard algorithm	a specific method of computation which is conventionally taught for solving particular mathematical problems.
26 Unit	a particular amount of length, time, money, etc., that is used as a standard for counting or measuring
27 Volume	The number of cubic units it takes to fill a figure.