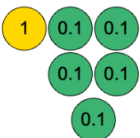
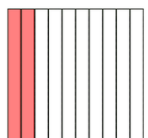
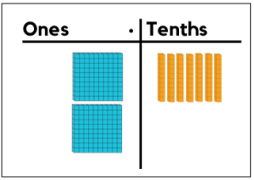
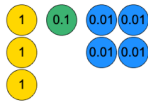
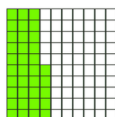




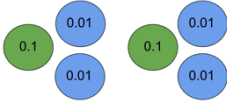
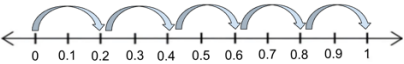
## Decimal Intervention Tracker

**Student Name:** \_\_\_\_\_

<b>Intervention Guide</b>			
<b>Fourth-Grade Standards</b>			
	<b>Description</b>	<b>Examples and Notes</b>	<input checked="" type="checkbox"/>
<b>A</b>	<b>Read</b> decimal numbers to the <b>tenths</b> place using formal mathematics language.	0.7 is read as "seven-tenths" 1.4 is read as "one and four-tenths"	
<b>B</b>	Represent decimal numbers to the <b>tenths</b> place using <b>concrete/visual models</b> .	<div style="display: flex; justify-content: space-around; align-items: flex-start;"> <div style="text-align: center;"> <p>1.5</p>  </div> <div style="text-align: center;"> <p>0.2</p>  </div> <div style="text-align: center;"> <p>2.7</p>  </div> </div>	
<b>C</b>	Use <b>concrete/visual models</b> and the <b>standard algorithm</b> to <u>add</u> decimal numbers up to the <b>tenths</b> place ( <i>without regrouping</i> ).	$0.2 + 0.5$ $1.3 + 0.4$ (include one decimal > 1) $2.1 + 3.7$ (include two decimals > 1) $17.6 + 1.2$ (include one decimal > 10) $22.3 + 13.1$ (include two decimals > 10) $0.8 + 5$ (include whole numbers)	
<b>D</b>	Use <b>concrete/visual models</b> and the <b>standard algorithm</b> to <u>subtract</u> decimal numbers up to the <b>tenths</b> place ( <i>without regrouping</i> ).	$0.7 - 0.3$ $1.6 - 0.4$ (include one decimal > 1) $5.4 - 3.1$ (include two decimals > 1) $18.6 - 4.2$ (include one decimal > 10) $25.3 - 14.1$ (include two decimals > 10) $4.8 - 2$ (subtrahend is a whole number)	
<b>E</b>	Use <b>concrete/visual models</b> and the <b>standard algorithm</b> to <u>add</u> decimal numbers up to the <b>tenths</b> place ( <i>with regrouping</i> ).	$0.8 + 0.4$ $1.7 + 0.5$ (include one decimal > 1) $2.3 + 3.7$ (include two decimals > 1) $15.7 + 1.5$ (include one decimal > 10) $31.6 + 12.7$ (include two decimals > 10) $7.5 + 8.6, 18.7 + 3.4, 19.8 + 12.5$ (include multiple regroupings)	
<b>F</b>	Use <b>concrete/visual models</b> and the <b>standard algorithm</b> to <u>subtract</u> decimal numbers up to the <b>tenths</b> place ( <i>with regrouping</i> ).	$1.4 - 0.8$ $2.1 - 1.6$ (include two decimals > 1) $18.6 - 4.2$ (include one decimal > 10) $25.3 - 14.7$ (include two decimals > 10) $12.7 - 3.9, 23.4 + 15.6$ (include multiple regroupings) $5 - 2.3$ (include minuend as a whole number)	

<b>G</b>	Read decimal numbers to the <b>hundredths</b> place using formal mathematics language.	0.08 is read as "eight hundredths" 0.14 is read as "fourteen hundredths" 3.26 is read as "three and twenty-six hundredths"	
<b>H</b>	Represent decimal numbers to the <b>hundredths</b> place using <b>concrete/visual models</b> .	<div style="display: flex; justify-content: space-around; align-items: flex-start;"> <div style="text-align: center;"> <p>3.14</p>  </div> <div style="text-align: center;"> <p>0.35</p>  </div> <div style="text-align: center;"> <p>1.18</p>  </div> </div>	
<b>I</b>	Use <b>concrete/visual models</b> and the <b>standard algorithm</b> to <u>add</u> decimal numbers up to the <b>hundredths</b> place ( <i>without regrouping</i> ).	$0.06 + 0.03$ , $0.14 + 0.05$ , $0.21 + 0.53$ $0.04 + 0.2$ , $0.3 + 0.25$ (include tenths and hundredths) $\$1.03 + \$2.51$ , $\$0.45 + \$1.32$ , $\$12.05 + \$24.31$ (include money)	
<b>J</b>	Use <b>concrete/visual models</b> and the <b>standard algorithm</b> to <u>subtract</u> decimal numbers up to the <b>hundredths</b> place ( <i>without regrouping</i> ).	$0.08 - 0.05$ , $0.37 - 0.04$ , $0.53 - 0.26$ $0.53 - 0.4$ (include tenths in the subtrahend) $\$1.09 - \$1.03$ , $\$3.42 - \$0.20$ , $\$15.45 - \$12.32$ (include money)	
<b>K</b>	Use <b>concrete/visual models</b> and the <b>standard algorithm</b> to <u>add</u> decimal numbers up to the <b>hundredths</b> place ( <i>with regrouping</i> ).	$0.05 + 0.08$ , $0.06 + 0.35$ , $0.17 + 0.56$ $0.9 + 0.28$ (include tenths and hundredths) $\$1.59 + \$1.23$ , $\$0.45 + \$2.37$ , $\$12.05 + \$24.38$ (include money) $\$2.57 + \$1.64$ , $\$17.98 + \$5.34$ (include multiple regroupings)	
<b>L</b>	Use <b>concrete/visual models</b> and the <b>standard algorithm</b> to <u>subtract</u> decimal numbers up to the <b>hundredths</b> place ( <i>with regrouping</i> ).	$0.32 - 0.05$ , $0.54 - 0.27$ , $0.53 - 0.21$ $\$2.05 - \$1.08$ , $\$3.42 - \$0.25$ , $\$15.45 - \$12.39$ (include money) $\$3.28 - \$1.53$ , $\$9.36 - \$0.82$ , $\$23.49 - \$11.53$ (regroup in tenths place) $\$2.43 - \$1.68$ , $\$17.98 + \$5.34$ (include multiple regroupings) $5 - 2.31$ (include minuend as a whole number)	
<b>M</b>	Spiral review		

**Fifth-Grade Standards**

	Description	Examples and Notes	☑
<b>N</b>	Use <b>concrete/visual models</b> and the <b>standard algorithm</b> to <u>multiply</u> whole numbers and decimals to the <b>tenths</b> place ( <i>without regrouping</i> ).	$5 \times 0.1$ $4 \times 0.3$ $3 \times 0.2$ $2 \times 0.3$ 	
<b>O</b>	Use <b>concrete/visual models</b> and the <b>standard algorithm</b> to <u>multiply</u> whole numbers and decimals to the <b>hundredths</b> place ( <i>without regrouping</i> ).	$4 \times 0.02$ $3 \times 0.13$ $3 \times \$1.23, 2 \times \$13.42$ (include money) $2 \times 0.12$ 	
<b>P</b>	Use <b>concrete/visual models</b> and the <b>standard algorithm</b> to <u>multiply</u> whole numbers and decimals to the <b>tenths</b> place ( <i>with regrouping</i> ).	$2 \times 0.6$ $3 \times 0.4$ $5 \times 0.3$ $10 \times 0.3$ (whole number = 10) $13 \times 0.5$ (whole number > 10) $5 \times 0.2$ 	
<b>Q</b>	Use <b>concrete/visual models</b> , and the <b>standard algorithm</b> to <u>multiply</u> whole numbers and decimals to the <b>hundredths</b> place ( <i>with regrouping</i> ).	$4 \times 0.03$ (regroup in the hundredths place, no tenths) $5 \times 0.14$ (regroup in the hundredths place) $3 \times 0.52$ (regroup in the tenths place) $4 \times 0.67$ (regroup in the tenths and hundredths places) $5 \times \$1.23, 3 \times \$2.41, 4 \times \$1.34, 3 \times \$4.56$ (include money)	
<b>R</b>	Use <b>concrete/visual models</b> , including the <b>area model</b> , and the <b>standard algorithm</b> to <u>divide</u> decimals by a 1-digit whole number.	$0.6 \div 2$ (tenths) $0.08 \div 4, 0.12 \div 3$ (hundredths) $1.4 \div 7$ (decimals > 1) $21.3 \div 3$ (decimals > 10) $\$3.15 \div 3, \$12.36 \div 4$ (include money)	
<b>S</b>	Use <b>concrete/visual models</b> , including the <b>area model</b> , and the <b>standard algorithm</b> to <u>divide</u> decimals by a 2-digit whole number.	$0.6 \div 12$ (tenths) $0.24 \div 12, 0.33 \div 11$ (hundredths) $2.4 \div 12$ (decimals > 1) $12.1 \div 11$ (decimals > 10) $\$2.25 \div 15, \$32.48 \div 16$ (include money)	





