

MGSE4.OA.4 Find all factor pairs for a whole number in the range 1–100. Recognize that a whole number is a multiple of each of its factors. Determine whether a given whole number in the range 1–100 is a multiple of a given one-digit number. Determine whether a given whole number in the range 1–100 is prime or composite. This standard requires students to demonstrate understanding of factors and multiples of whole numbers. This standard also refers to prime and composite numbers. Prime numbers have exactly two factors, the number one and their own number. For example, the number 17 has the factors of 1 and 17. Composite numbers have more than two factors. For example, 8 has the factors 1, 2, 4, and 8.

Common Misconceptions: A common misconception is that the number 1 is prime, when in fact; it is neither prime nor composite. Another common misconception is that all prime numbers are odd numbers. This is not true, since the number 2 has only 2 factors, 1 and 2, and is also an even number. When listing multiples of numbers, students may not list the number itself. Emphasize that the smallest multiple is the number itself. Some students may think that larger numbers have more factors. Having students share all factor pairs and how they found them will clear up this misconception.

Prime vs. Composite:

- A prime number is a number greater than 1 that has only 2 factors, 1 and itself.
- Composite numbers have more than 2 factors. Students investigate whether numbers are prime or composite by
- Building rectangles (arrays) with the given area and finding which numbers have more than two rectangles (e.g., 7 can be made into only 2 rectangles, 1×7 and 7×1 , therefore it is a prime number).
- Finding factors of the number. Students should understand the process of finding factor pairs so they can do this for any number 1-100. Example: Factor pairs for 96: 1 and 96, 2 and 48, 3 and 32, 4 and 24, 6 and 16, 8 and 12.

Factors and Multiples:

Multiples can be thought of as the result of skip counting by each of the factors. When skip counting, students should be able to identify the number of factors counted e.g., 5, 10, 15, 20 (there are 4 fives in 20).

Examples:

Factors of 24: 1, 2, 3, 4, 6, 8, 12, 24

Multiples:

1, 2, 3, 4, 5, ... , 24

2, 4, 6, 8, 10, 12, 14, 16, 18, 20, 22, 24

3, 6, 9, 12, 15, 18, 21, 24 4, 8, 12, 16, 20, 24

To determine if a number between 1-100 is a multiple of a given one-digit number, some helpful hints include the following:

- All even numbers are multiples of 2.
- All even numbers that can be halved twice (with a whole number result) are multiples of 4.
- All numbers ending in 0 or 5 are multiples of 5.

MGSE4.OA.5 Generate a number or shape pattern that follows a given rule. Identify apparent features of the pattern that were not explicit in the rule itself. For example, given the rule “Add 3” and the starting number 1, generate terms in the resulting sequence and observe that the terms appear to alternate between odd and even numbers. Explain informally why the numbers will continue to alternate in this way. Patterns involving numbers or symbols either repeat or grow. Students need multiple opportunities creating and extending number and shape patterns. Numerical patterns allow students to reinforce facts and develop fluency with operations.

Patterns and rules are related. A pattern is a sequence that repeats the same process over and over. A rule dictates what that process will look like. Students investigate different patterns to find rules, identify features in the patterns, and justify the reason for those features. After students have identified rules and features from patterns, they need to generate a numerical or shape pattern from a given rule. This standard calls for students to describe features of an arithmetic number pattern or shape pattern by identifying the rule, and features that are not explicit in the rule.