

Math Kangaroo Curriculum for grades 3 and 4

1. Geometry

- Measurement: simple area and perimeter, for instance comparing lengths, counting in boxes on squared paper
- Symmetry

2. Numbers

- Basic operations with positive integers (+, -, x, :) with numbers under 1000
- Comparing sizes of numbers; ordering numbers
- Multiples and divisors
- Simple fractions representing parts of figures, like quarter, half and third
- Number of the year problem can be an exception to the under 1000 rule for problems about the digits or similar ideas
- Averages (arithmetic mean)

3. Logic

- Strategies for simple games
- Classification of objects
- Puzzles

