## Essential Element, Linkage Levels, and Mini-Map

**Math: Grade 4**  
**M.EE.4.NBT.3**

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<th>Grade-Level Standard</th>
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| M.4.NBT.3            | M.EE.4.NBT.3 Round any whole number 0–30 to the nearest ten | **Initial Precursor**  
  • Use perceptual subitizing  
**Distal Precursor**  
  • Recognize a unit  
  • Explain ten as a composition of ten ones  
  • Recognize ten and something  
  • Recognize multiple tens and something  
  • Decompose numbers based on tens  
**Proximal Precursor**  
  • Explain place value for ones and tens  
  • Explain the relationship between rounding and place value  
**Target**  
  • Round whole numbers from 0–30 to the nearest ten  
**Successor**  
  • Round whole numbers 0–100 to the nearest ten  
  • Round whole numbers to the nearest hundred |

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### How is the Initial Precursor related to the Target?

**Initial Precursor:** To round numbers, students first need to know number names, the count sequence, one-to-one correspondence, and have cardinality. These procedures and concepts develop through many experiences in early counting. Perceptual subitizing happens when the student is able to name the amount (1–3 items) without actually counting them. For example, when an educator asks the student to get their shoes and asks, “How many shoes do you have?” The student would reply, “two,” without using the count sequence of one, two. This only happens when students have been given many experiences counting small numbers with many different contexts and materials.

NOTE: Students who are blind will learn to use tactile enumeration for 1–3 items.

### How is the Distal Precursor related to the Target?

**Distal Precursor:** As students continue to gain experience in early counting (1–10 items), educators will introduce the concept that 10 can be grouped into one unit. Educators will use models that help students perceive a group of 10 and some more (e.g., bundles, ten frames, number line, arrays, etc.). Teen numbers are an important part of understanding this concept.

A diagram showing the relationship of nodes in the mini-map appears below.

**Key to map codes in upper right corner of node boxes:**

- **IP** Initial Precursor
- **SP** Supporting
- **DP** Distal Precursor
- **S** Successor
- **PP** Proximal Precursor
- **UN** Untested
- **T** Target
M.EE.4.NBT.3 Round any whole number 0-30 to the nearest ten.