

## KINDERGARTEN MATHEMATICS LEARNING GOALS

*Organized by month*

### **October**

Count forward from 0 to 21.  
Count back from 10 to 1.  
Read the numbers 0 to 10.  
Compare lengths, matching ends.  
Recognize a penny and know its value.  
Match one-to-one.

### **November**

Count forward from 0 to 35.  
Count back from 10 to 1.  
Read the numbers 1 to 15.  
Recognize and name a triangle, square, circle, and rectangle.  
Recognize simple examples of symmetry.

### **December**

Count forward from 0 to 50.  
Count back from 12 to 0.  
Understand each “teen” number as  $10 +$  a digit.  
Use concepts of greater and less to find a “mystery number.” (Monster Squeeze Game)  
Read and record amounts of pennies using the cents sign.  
Generate, continue, and copy patterns.

### **January**

Write the numbers from 0 to 10.  
Count forward from 0 to 70.  
Count back from 15 to 0.  
Skip count with the group by 2's, 5's, and 10's.  
Count with a calculator.  
Explore using a variety of measuring tools.  
Identify a dime and a nickel.  
Participate in telling change-to-more (addition) number stories.  
Discuss graph outcomes with the group.

### **February**

Count forward from 0 to 90.  
Count back from 15 to 0.  
Count tally marks.  
Count on, varying the starting point.  
Identify a quarter.

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### **March**

Count forward from 0 to 115.

Count back from 20 to 0.

Read time to the nearest hour on an analog clock.

Participate in telling change-to-less (subtraction) stories.

Make and continue three-art patterns.

### **April**

Count forward from 0 to 115

Count back from 20 to 0.

Skip count by 2's, 5's, and 10's.

Write the numbers from 0 to 20.

Read 3-digit numbers.

Recognize and understand  $\frac{1}{2}$ .

Estimate (on analog clocks) using the hour hand only.

Know the value of a penny, nickel, and dime; recognize a quarter.

Enjoy playing simple "What's My Rule?" games.

## FIRST GRADE MATHEMATICS LEARNING GOALS

### *Organized by unit*

1a	Count by 5's to 40	(Developing)
1b	Count by 2's to 40	(Developing)
1c	Write numbers from 1 to 20	(Developing)
1d	Compare pairs of numbers less than 16	(Developing)
1e	Write and count tallies	(Developing)
1f	Count up and back by 1's, starting with any number up to and including 20	(Secure)
1g	Count up to 20 objects	(Secure)
2a	Calculate the values of various combinations of pennies and nickels	(Developing)
2b	Find complements of 10	(Developing)
2c	Solve simple addition and subtraction number stories	(Developing)
2d	Count up and back by 1's on the number grid	(Developing/Secure)
2e	Tell time to the nearest hour	(Developing/Secure)
2f	Exchange pennies for nickels	(Developing/Secure)
2g	Count by 2's to 20; 5's to 50	(Secure)
3a	Complete Frames-and-Arrows diagrams	(Beginning/Developing)
3b	Identify and complete patterns	(Developing)
3c	Solve simple addition and subtraction problems by skip counting on the number line and the number grid	(Developing)
3d	Identify numbers as even or odd	(Developing)
3e	Know the values of pennies, nickels, and dimes, and calculate the value of combinations of these	(Developing)
3f	Tell time to the nearest half-hour	(Developing)
3g	Solve simple number stories	(Developing)
4a	Use standard units for measuring lengths	(Beginning/Developing)
4b	Find simple sums and missing addends	(Developing)
4c	Calculate the values of coin combinations	(Developing)
4d	Solve simple number stories	(Developing)
4e	Order and compare numbers to 22	(Developing/Secure)
4f	Tell time to the nearest half-hour	
5a	Find missing numbers and/or the missing rule in "What's My Rule?" problems	(Beginning)
5b	Understand place value for longs and cubes	(Developing)
5c	Compare numbers using less than/greater than	(Developing)

## FIRST GRADE MATHEMATICS LEARNING GOALS page 2

5d	Know +1, +0, doubles and sums of 10 addition facts	(Developing)
5e	Solve simple number stories	(Developing)
6a	Measure objects to the nearest centimeter	(Beginning)
6b	Understand digital notation for time	(Beginning)
6c	Learn simple addition facts	(Beginning/Developing)
6d	Calculate the value of coin combinations - "P," "N," "D," and "Q"	(Beginning/Developing)
6e	Find many names for a number	(Developing)
7a	Identify 3-dimensional shapes and know their characteristics	(Beginning)
7b	Identify symmetrical figures	(Beginning)
7c	Sort and identify objects by attributes	(Beginning/Developing)
7d	Identify polygons and know their characteristics	(Beginning/Developing)
7e	Know addition facts	(Developing)
8a	Make change for amounts less than \$1	(Beginning)
8b	Identify fractional parts of regions and sets with a focus on unit fractions	(Beginning/Developing)
8c	Count sets of quarters, dimes, nickels, and pennies	(Developing)
8d	Solve number stories	(Developing)
8e	Understand place value for 10's and 1's	(Developing/Secure)
8f	Know addition facts for 11, 10, doubles and sums of ten	(Developing/Secure)
9a	Solve 2-digit addition and subtraction problems	(Beginning)
9b	Compare fractions less than 1	(Beginning)
9c	Find equivalent fractions	(Beginning)
9d	Identify fractional parts of a region	(Beginning/Developing)
9e	Identify and use patterns on the number grid	(Developing)
10a	Make a line plot of a set of data and find the mode and median of a set of data	(Review)
10b	Review telling time on an analog clock and writing times in digital notation; practice alternate ways of naming times; calculate elapsed times	(Review)
10c	Review showing amounts of money with coins and solve number stories involving addition of 2-digit numbers	(Review)

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- 10d Solve comparison number stories and calculate amounts of change from purchases (Review)
- 10e Review the names and some of the characteristics of polygons and the names of the basic 3-dimensional shapes (Review)
- 10f Review temperature readings in degrees Fahrenheit and use the information on a map to find temperature differences (Review)
- 10g Review place value through hundreds (Review)

## SECOND GRADE MATHEMATICS LEARNING GOALS

### *Organized by unit*

1a	Find values of coin and bill combinations	(Developing)
1b	Know “easy” addition facts (sums to 10)	(Developing)
1c	Identify place value for ones, tens, and hundreds	(Developing)
1d	Complete number sequences; identify and use number patterns to solve problems	(Developing)
1e	Find equivalent names for numbers	(Developing)
1f	Compare numbers: write symbols for less than, greater than, equal to	(Developing)
1g	Count by 2’s, 5’s, and 10’s	(Secure)
1h	Make tallies and give the total	(Secure)
2a	Know “harder” subtraction facts	(Developing)
2b	Know “harder” addition facts	(Developing/Secure)
2c	Know “easier” subtraction facts	(Developing/Secure)
2d	Complete “What’s My Rule?” tables	(Developing/Secure)
2e	Solve simple subtraction number stories	(Developing/Secure)
2f	Know “easier” addition facts	(Secure)
2g	Construct fact families for addition and subtraction	(Secure)
2h	Complete simple Frames-and-Arrows diagrams	(Secure)
2i	Solve simple addition number stories	(Secure)
2j	Find equivalent names for numbers	(Secure)
3a	Solve Frames-and-Arrows problems having two rules	(Developing)
3b	Make change	(Developing)
3c	Know more difficult subtraction facts	(Developing)
3d	Tell time to 5-minutes intervals	(Developing/Secure)
3e	Identify place value in 2-digit and 3-digit numbers	(Secure)
3f	Show “P,” “N,” “D” and “Q” for given amount	(Secure)
3g	Know all addition facts	(Secure)
3h	Know easy subtraction facts	(Secure)
4a	Devise and use strategies for finding sums of 2-digit numbers	(Developing)
4b	Devise and use strategies for finding differences of 2-digit numbers	(Developing)
4c	Estimate approximate costs and sums	(Developing)
4d	Read degrees Fahrenheit on a thermometer	(Developing)
4e	Add and subtract multiples of 10	(Secure)

## SECOND GRADE MATHEMATICS LEARNING GOALS page 2

5a	Identify 3-dimensional shapes, such as rectangular prisms, cylinders, pyramids, cones, and spheres	(Developing)
5b	Identify symmetrical figures	(Developing)
5c	Find common attributes of shapes	(Developing)
5d	Identify parallel and nonparallel line segments	(Developing)
5e	Draw line segments	(Developing/Secure)
5f	Identify 2-dimensional shapes	(Secure)
6a	Solve stories about multiples of equal groups	(Beginning/Developing)
6b	Solve equal-grouping and equal-sharing division problems	(Beginning/Developing)
6c	Use the trade-first method to solve 2-digit subtraction problems	(Developing)
6d	Make ballpark estimates of exact answers	(Developing)
6e	Model multiplication problems with arrays	(Developing)
6f	Add three 2-digit numbers mentally	(Developing)
6g	Add and subtract with multiples of 10	(Developing/Secure)
6h	Solve addition and subtraction number stories	(Developing/Secure)
6i	Add three 1-digit numbers mentally	(Secure)
7a	Find missing addends for any multiple of 10	(Developing)
7b	Find the median (middle value) of a data set	(Developing)
7c	Add three 2-digit numbers mentally	(Developing)
7d	Measure to the nearest inch	(Developing/Secure)
7e	Measure to the nearest centimeter	(Developing/Secure)
7f	Know complements of 10	(Secure)
7g	Count by 2's, 5's, and 10's and describe the patterns	(Secure)
7h	Find missing addends for the next multiple of 10	(Secure)
7i	Solve number-grid puzzles	(Secure)
7j	Plot data on a bar graph	(Secure)
8a	Compare fractions	(Beginning/Developing)
8b	Understand fractions as names for equal parts of a region or set	(Developing)
8c	Understand that the amount represented by a fraction depends on the size of the whole (ONE)	(Developing)
8d	Shade a specified fractional part of a collection	(Developing)
8e	Give the fraction name for the shaded part of a collection	(Developing)
8f	Recognize equivalent fraction names	(Developing)
8g	Shade a specified fractional part of a region	(Secure)
8h	Give the fraction name for the shaded part of a region	(Secure)

## SECOND GRADE MATHEMATICS LEARNING GOALS page 3

9a	Identify equivalencies for mm, cm, dm, and m	(Beginning/Developing)
9b	Measure to the nearest 1/2 inch	(Developing)
9c	Measure to the nearest 1/2 centimeter	(Developing)
9d	Use appropriate units for measurement and recognize sensible measurements	(Developing)
9e	Find area concretely	(Developing)
9f	Find perimeter concretely	(Developing)
9g	Identify equivalencies for inches, feet, yards	(Developing/Secure)
9h	Use a ruler, tape measure, and meter/yardstick correctly	(Secure)
10a	Use parentheses in number models	(Beginning)
10b	Solve money stories involving change	(Developing)
10c	Estimate totals for “ballpark” check of exact answers	(Developing)
10d	Know and express automatically the values of digits in 5-digit numbers	(Developing)
10e	Read and write money amounts in decimal notation	(Secure)
10f	Use equivalent coins to show money amounts in different ways	(Secure)
10g	Use a calculator to compute money amounts	(Secure)
10h	Know exchange values of U.S. coins	(Secure)
10i	Know and express automatically the values of digits in 2-, 3-, and 4-digit numbers	(Secure)
11a	Estimate and solve addition and subtraction number stories with dollars and cents	(Developing)
11b	Solve 1-digit multiplication stories (multiples of equal groups)	(Developing)
11c	Solve simple division stories (equal sharing and equal grouping)	(Developing)
11d	Multiply numbers with 2,5, or 10 as a factor	(Developing)
11e	Construct multiplication/division fact families	(Developing)
11f	Make difference and ratio comparisons	(Developing)
11g	Multiply numbers with 0 or 1 as a factor	(Secure)
12a	Use alternate names for times of day	(Beginning)
12b	Know “harder” multiplication facts	(Beginning)
12c	Determine the mode of a data set	(Beginning)
12d	Determine the median, maximum, minimum, and range of a data set	(Developing)
12e	Construct multiplication/division fact families	(Developing/Secure)
12f	Multiply numbers with 2, 5, and 10 a factor	(Developing/Secure)
12g	Tell time to 5-minute intervals	(Secure)
12h	Demonstrate calendar concepts and skills	(Secure)
12i	Compare quantities from a bar graph	(Secure)

## THIRD GRADE MATHEMATICS LEARNING GOALS

*Organized by unit*

1a.	Identify and use number patterns to solve problems	Developing
1b	Count by 10's and 100's	Secure
1c	Apply place-value concepts in 4-digit numbers	Secure
1d	Tell and show times to the nearest minute	Secure
1e	Count combinations of bills and coins and write the total in dollars-and-cents notation	Secure
1f	Find equivalent names for numbers	Secure
1g	Know basic addition facts	Secure
2a	Estimate answers to multidigit addition and subtraction problems	Developing
2b	Use basic facts to solve fact extensions	Secure
2c	Complete "What's My Rule?" tables	Secure
2d	Know basic addition and subtraction facts	Secure
2e	Complete fact and number families	Secure
2f	Solve addition and subtraction multidigit number stories	Secure
2g	Add multidigit numbers	Secure
2h	Subtract multidigit numbers	Secure
3a	Find the perimeter of a polygon	Developing
3b	Find the area of a rectangular region divided into square units	Developing
3c	Measure line segments to the nearest $\frac{1}{4}$ inch	Secure
3d	Measure line segments to the nearest cm	Secure
4a	Solve number stories involving equal groups by using multiplication	Developing
4b	Solve number stories involving equal sharing and equal grouping	Developing
4c	Know multiplication facts having 3 or 4 as one factor and 2 through 7 as the other factor	Developing
4d	Know multiplication facts having 2,5, or 10 as a factor	Secure
4e	Complete multiplication/division fact families	Secure
4f	Know multiplication facts having 0 or 1 as a factor	Secure
5a	Read, write, and compare 6- and 7-digit whole numbers	Beginning
5b	Read and write 3-digit decimals	Beginning
5c	Compare and order decimals	Developing
5d	Identify place value in decimals	Developing
5e	Read and write 1- and 2-digit decimals	Developing

## THIRD GRADE MATHEMATICS LEARNING GOALS page 2

5f	Know multiplication facts from the first set of Fact Triangles	Secure
5g	Read, write, and compare whole numbers up to 5 digits	Secure
5h	Identify place value in whole numbers up to 5 digits	Secure
6a	Identify, draw, and name line segments, lines, and rays	Developing
6b	Draw parallel and intersecting line segments, line, rays	Developing
6c	Draw angles as records of rotations	Developing
6e	(6d is a repeat skill) Identify right angles	Secure
6f	Identify and name 2-D and 3-D shapes	Secure
6g	Identify symmetric figures and draw lines of symmetry	Secure
7a	Understand function and placement of parentheses in number sentences	Beginning/developing
7b	Make ballpark estimates for sums and products	Beg/dev
7c	Recognize and know square products	Developing
7d	Know multiplication facts from second set of Triangles	Developing
7e	Solve extended multiplication facts to tens X tens	Developing
8a	Compare and order fractions	Beginning
8b	Convert between mixed numbers and fractions	Beginning
8c	Identify fractions on a number line	Beg/dev
8d	Find equivalent fractions	Beg/dev
8e	Solve fraction number stories	Beg/dev
8f	Identify fractional parts of a set	Developing
8g	Identify fractional parts of region	Developing
9a	Solve number stories involving positive and negative numbers	Beginning
9b	Use the partial-products algorithm or the lattice method to multiply multidigit numbers by 1- or 2-digit numbers	Beg/dev
9c	Find factors of a number	Beg/dev
9d	Interpret remainders in division problems	Beg/dev
9e	Solve extended multiplication facts to hundreds X hundreds	Developing
9f	Solve number stories involving equal shares and equal groups	Developing
10a	Find the volume of rectangular prisms	Beg/dev
10b	Find the mean of a data set	Beg/dev
10c	Find the median of a data set	Developing
10d	Measure in centimeters and inches	Developing
10e	Know units of measure	Developing
10f	Make a frequency table	Developing

### THIRD GRADE MATHEMATICS LEARNING GOALS page 3

10g	Know multiplication facts	Developing
10h	Make a bar graph	Secure
11a	Understands and uses the language of probability	Beg/dev
11b	Uses fractions to record probability of events	Beg/dev
11c	Uses random draws to predict outcomes	Beg/dev
11d	Collects and organizes data for use in predicting outcomes	Beg/dev
11e	Understands area model of probability and solves simple spinner problems	Beg/dev

## FOURTH GRADE MATHEMATICS LEARNING GOALS

*Organized by unit*

1a	Use a compass and straightedge to construct geometric figures	Beginning
1b	Identify properties of polygons	Developing
1c	Classify quadrangles according to side and angle properties	Developing
1d	Name, draw, and label line segments, lines, and rays	Secure
1e	Name, draw, and label angles, triangles, and quadrangles	Secure
1f	Identify and describe right angles and parallel lines and line segments	Secure
1g	Solve addition and subtraction facts	Secure
2a	Display data with a line plot, bar graph, or tally chart	Developing
2b	Use the statistical landmarks median, mode, and range	Developing
2c	Use the statistical landmarks maximum and minimum	Secure
2d	Have a successful strategy for subtracting multidigit numbers	Secure
2e	Have a successful strategy for adding multidigit numbers	Secure
2f	Read and write numerals to hundred-millions; give the value of the digits in numerals to hundred-millions	Secure
2g	Give equivalent names for numbers	Secure
3a	Solve open sentences	Developing
3b	Insert parentheses to make true number sentences; solve problems with parentheses	Developing
3c	Determine whether number sentences are true or false	Developing
3d	Use and explain strategies for solving addition and subtraction number stories	Developing
3e	Use a map scale to estimate distances	Developing
3f	Solve basic division facts	Developing
3g	Solve basic multiplication facts	Secure
3h	Understand the relationship between multiplication and division	Secure
4a	Express metric measures with decimals	Developing
4b	Convert between metric measures	Developing
4c	Read and write decimals to thousandths	Developing
4d	Compare and order decimals	Developing
4e	Draw and measure line segments to the nearest millimeter	Developing
4f	Use personal references to estimate lengths in metric units	Developing
4g	Solve 1- and 2- place decimal addition and subtraction problems and number stories	Developing
4h	Draw and measure line segments to the nearest centimeter	Secure
4i	Use dollars-and-cents notation	Secure

## FOURTH GRADE MATHEMATICS LEARNING GOALS page 2

5a	Use exponential notation to represent powers of 10	Beginning
5b	Solve extended multiplication facts	Developing
5c	Make magnitude estimates for products of multidigit numbers	Developing
5d	Solve multidigit multiplication problems	Developing
5e	Round whole numbers to a given place	Developing
5f	Read and write numbers to billions; name the values of digits in numerals to billions	Developing
5g	Compare large number	Secure
5h	Estimate sums	Secure
6a	Identify locations on Earth for which latitude and longitude are given; find latitude and longitude for given locations	Beginning
6b	Have a successful strategy for solving whole-number division problems	Developing
6c	Express the remainder of a whole-number division problem as a fraction and the answer as a mixed number	Developing
6d	Interpret the remainder in division problems	Developing
6e	Name and locate points specified by ordered number pairs on a coordinate grid	Developing
6f	Identify acute, right, obtuse, straight, and reflex angles	Developing
6g	Make turns and fractions of turns; relate turns and angles	Developing
6h	Use a circular protractor and a half-circle protractor to measure and draw angles	Developing
6i	Use and explain strategies for solving multiplication and division number stories	Developing
7a	Add and subtract fractions	Beginning
7b	Rename fractions with denominators of 10 and 100 as decimals	Developing
7c	Apply basic vocabulary and concepts associated with chance events	Developing
7d	Compare and order fractions	Developing
7e	Find fractions equivalent to a given fraction	Developing
7f	Identify the whole for fractions	Secure
7g	Identify fractional parts of a collection of objects	Secure
7h	Identify fractional parts of regions	Secure
8a	Make and interpret scale drawings	Beginning
8b	Use formulas to find areas of rectangles, parallelograms, and triangles	Developing
8c	Find the perimeter of a polygon	Developing
8d	Estimate the area of a figure by counting unit squares and fractions of unit squares inside the figure	Developing

### FOURTH GRADE MATHEMATICS LEARNING GOALS page 3

9a	Use an estimation strategy to divide decimals by whole numbers	Beginning
9b	Use an estimation strategy to multiply decimals by whole numbers	Beginning
9c	Find a percent or a fraction of a number	Developing
9d	Give equivalencies between “easy” fractions (fourths, fifths, tenths), decimals, and percents	Developing
9e	Give equivalencies between hundredths-fractions, decimals, and percents	Secure
9f	Use a calculator to rename any fraction as a decimal or percent	Secure
10a	Add integers	Beginning
10b	Rotate figures	Beginning
10c	Translate figures	Developing
10d	Use a transparent mirror to draw the reflection of a figure	Secure
10e	Identify lines of symmetry, lines of reflection, reflected figures, and figures with line symmetry	Secure
11a	Use a formula to calculate the volume of rectangular prisms	Beginning
11b	Subtract positive and negative integers	Beginning
11c	Add positive and negative integers	Developing
11d	Estimate the weight of objects in ounces or grams; weigh objects in ounces or grams	Developing
11e	Solve cube-stacking volume problems	Developing
11f	Describe properties of geometric solids	Developing
12a	Find unit rates	Developing
12b	Calculate unit prices to determine which product in the “better buy”	Developing
12c	Evaluate the reasonableness of rate data	Developing
12d	Collect and compare rate data	Developing
12e	Solve rate problems, using rate tables as necessary	Secure

## FIFTH GRADE MATHEMATICS LEARNING GOALS

*Organized by unit*

1a	Find the prime factorization of numbers	Beginning
1b	Rename numbers written in exponential notation	Beginning/Developing
1c	Use a divisibility test to determine if a number is divisible by another number	Developing/Secure
1d	Identify prime and composite numbers	Developing/Secure
1e	Understand how square numbers and their square roots are related	Developing/Secure
1f	Draw arrays to model multiplication	Secure
1g	Know basic multiplication facts	Secure
1h	Identify even and odd numbers	Secure
1i	List the factors of a number	Secure
2a	Write and solve open sentences for number stories	Beginning
2b	Round numbers to designated places	Developing
2c	Make magnitude estimates	Developing/Secure
2d	Find the product of multidigit whole numbers and decimals	Developing/Secure
2e	Know place value to billions	Developing/Secure
2f	Find the sum and difference of multidigit whole numbers and decimals	Secure
2g	Identify the maximum, minimum, median, mode, and mean for a data set	Secure
3a	Determine angle measures based on relationships between angles	Developing
3b	Estimate the measure of an angle	Developing/Secure
3c	Measure an angle to within 2 degrees	Developing/Secure
3d	Identify types of angles	Developing/Secure
3e	Identify types of triangles	Developing/Secure
3f	Identify place value in numbers to billions	Secure
3g	Know properties of polygons	Secure
3h	Define and create tessellations	Secure
4a	Divide decimal numbers by whole numbers with no remainders	Beginning
4b	Write and solve number sentences with variable for division number stories	Beginning
4c	Find the quotient and remainder of a whole number divided by a 1-digit whole number	Developing
4d	Find the quotient and remainder of a whole number divided by a 2-digit whole number	Developing

## FIFTH GRADE MATHEMATICS LEARNING GOALS page 2

4e	Make magnitude estimates for quotients of whole and decimal numbers divided by whole numbers	Developing
4f	Interpret the remainder in division number stories	Developing
4g	Determine the value of a variable; use this value to complete a number sentence	Developing
4h	Know place value to hundredths	Secure
5a	Add fractions with like denominators	Beginning/Developing
5b	Order and compare fractions	Developing
5c	Convert between fractions and percents	Developing
5d	Draw a circle graph for a set of data	Developing
5e	Measure pieces of a circle graph; interpret a circle graph	Developing
5f	Convert between fractions and mixed numbers	Developing/Secure
5g	Find equivalent fractions	Developing/Secure
6a	Construct stem-and-leaf plots	Beginning/Developing
6b	Read and interpret stem-and-leaf plots	Beginning/Developing
6c	Add and subtract fractions with common denominators	Developing
6d	Add and subtract fractions with unlike denominators	Developing
6e	Understand how sample size affects results	Developing
6f	Find a common denominator	Developing
6g	Convert among fractions, decimals, and percents	Developing/Secure
6h	Find and use data landmarks	Secure
7a	Understand and apply scientific notation	Beginning/Developing
7b	Understand and apply powers of 10	Developing
7c	Understand and apply order of operations to evaluate expressions and solve number sentences	Developing
7d	Add and subtract positive and negative numbers	Developing
7e	Understand and apply exponential notation	Developing/Secure
7f	Identify number sentences; tell whether a number sentence is true or false	Developing/Secure
7g	Understand and apply the use of parentheses in number sentences	Developing/Secure
7h	Order and compare positive and negative numbers	Developing/Secure
8a	Use an algorithm to multiply mixed numbers	Beginning
8b	Use an algorithm to multiply fractions	Developing
8c	Use an algorithm to subtract mixed numbers with like denominators	Developing
8d	Find a percent of a number	Developing
8e	Use an algorithm to add mixed numbers	Developing/Secure
8f	Order and compare fractions	Developing/Secure
8g	Convert among fractions, decimals, and percents	Secure
8h	Convert between fractions and mixed or whole numbers	Secure

## FIFTH GRADE MATHEMATICS LEARNING GOALS page 3

8i	Find common denominators	Secure
9a	Plot ordered pairs on a four-quadrant coordinate grid	Developing
9b	Understand the concept of volume of a figure	Developing
9c	Use a formula to find the volume of prisms	Developing
9d	Plot ordered pairs on a one-quadrant coordinate grid	Developing/Secure
9e	Identify the base and height of triangles and parallelograms	Developing/Secure
9f	Use a formula to find the area of triangles and parallelograms	Developing/Secure
9g	Understand the concept of area of a figure	Secure
9h	Use a formula to find the area of rectangles	Secure
10a	Solve two-step pan-balance problems	Beginning
10b	Write algebraic expressions to describe situations	Developing
10c	Represent rate problems as formulas, graphs, and tables	Developing
10d	Use formulas to find circumference and area of a circle	Developing
10e	Distinguish between circumference and area of circle problems	Developing
10f	Solve one-step pan-balance problems	Developing/Secure
10g	Interpret mystery line plots and graphs	Developing/Secure
11a	Understand the relationship between the volume of pyramids and prisms, and the volume of cones and cylinders	Beginning
11b	Find the surface area of prisms	Beginning
11c	Understand how to find the surface area of cylinders	Beginning
11d	Understand the concept of capacity and how to calculate it	Beginning
11e	Use formulas to find the volume of prisms and cylinders	Developing/Secure
11f	Use formulas to find the area of polygons and circles	Secure
11g	Know the properties of geometric solids	Secure
12a	Use tree diagrams to find all possible ways a sequence of choices can be made	Beginning
12b	Compute the probability of outcomes when choices are equally likely	Beginning
12c	Use the Multiplication Counting Principle to find the total number of possible outcomes of a sequence of choices	Beginning/Developing
12d	Find the greatest common factor of two numbers	Developing
12e	Find the least common multiple of two numbers	Developing
12f	Solve ratio and rate number stories	Developing/Secure
12g	Find and identify factors of numbers	Secure
12h	Find the prime factorizations of numbers	Secure

## SIXTH GRADE MATHEMATICS LEARNING GOALS

*Organized by unit*

1a	Interpret and construct step graphs	Beginning
1b	Match mystery line plots with descriptions	Developing
1c	Use a Percent Circle to interpret circle graphs	Dev/Secure
1d	Find equivalent names for numbers	Secure
1e	Identify statistical landmarks of data sets	Secure
1f	Compute and understand the mean	Secure
1g	Interpret and construct bar graphs	Secure
1h	Interpret and construct broken-line graphs	Secure
2a	Translate between scientific notation and standard notation, with and without a calculator	Beginning
2b	Estimate products and multiply decimals	Developing
2c	Divide two whole numbers; give the answer to a specified number of decimal places	Developing
2d	Estimate the quotient and divide a decimal by a whole number	Developing
2e	Multiply by positive and negative powers of 10	Developing
2f	Interpret number-and-word notation for large numbers	Developing
2g	Use exponential notation for large numbers	Secure
2h	Use exponential notation for small numbers	Developing
2i	Read, write, and compare numbers from thousandths to trillions	Secure
2j	Add and subtract decimals	Secure
2k	Estimate quotients and divide whole numbers	Secure
3a	Use variables to describe general patterns	Beginning
3b	Use a spreadsheet	Developing
3c	Interpret mystery graphs	Developing
3d	Write algebraic expressions to represent situations	Developing
3e	Evaluate algebraic expressions and formulas	Developing
3f	Mentally add 1-digit positive and negative numbers	Secure
3g	Represent rates with formulas, tables, and graphs	Secure
3h	Convert between fractions and mixed numbers	Secure
3i	Find the least common multiple of two numbers	Secure
3j	Find the greatest common factor of two numbers	Secure
4a	Represent data with circle graphs	Developing
4b	Multiply fractions and mixed numbers	Developing
4c	Add and subtract mixed numbers having fractions with unlike denominators	Developing

## SIXTH GRADE MATHEMATICS LEARNING GOALS page 2

4d	Subtract mixed numbers having fractions with like denominators	Developing
4e	Find a percent of a number	Developing
4f	Add mixed numbers having fractions with like denominators	Secure
4g	Add and subtract fractions with like and unlike denominators	Secure
4h	Compare and order fractions	Secure
4i	Rename numbers expressed by fractions, mixed numbers, decimals, and percents	Secure
4j	Write fractions and mixed numbers in simplest form	Secure
5a	Apply properties of supplementary angles and vertical angles	Developing
5b	Apply properties of angles formed by two parallel lines and a transversal	Developing
5c	Apply properties of angles of parallelograms	Developing
5d	Calculate the degree measure of each sector in a circle graph; use a protractor to construct the graph	Developing
5e	Use a compass and straightedge to construct geometric figures	Developing
5f	Apply properties of sums of angle measures of triangles and quadrangles	Secure
5g	Translate figures on a coordinate grid	Secure
5h	Plot ordered number pairs in four quadrants; use ordered number pairs to name points in four quadrants	Secure
5i	Draw or form a figure congruent to a given figure	Secure
5j	Classify angles	Secure
5k	Measure and draw angles using a protractor	Secure
6a	Solve and graph solutions for inequalities	Beginning
6b	Solve equations	Developing
6c	Use an algorithm to add, subtract, multiply, and divide fractions and mixed numbers	Developing
6d	Find opposites and reciprocals of numbers	Dev/Secure
6e	Add, subtract, multiply, and divide positive and negative numbers	Dev/Secure
6f	Perform operations in the correct order	Dev/Secure
6g	Identify number sentences as true or false	Dev/Secure
6h	Compare and order positive and negative numbers	Secure
6i	Understand and apply the identity property for multiplication	Secure
6j	Understand and apply the commutative property for addition and multiplication	Secure

## SIXTH GRADE MATHEMATICS LEARNING GOALS page 3

6k	Understand and apply the associative property for addition and multiplication	Secure
7a	Understand and use probability tree diagrams to solve problems	Beginning
7b	Construct and interpret Venn diagrams	Developing
7c	Calculate probability in simple situations	Dev/Secure
7d	Understand what constitutes a fair game	Dev/Secure
7e	Understand and apply the concept of random numbers to probability situations	Dev/Secure
7f	Solve “fraction-of-a-fraction” problems	Secure
7g	Understand how increasing the number of trials affects experimental results	Secure
8a	Write open proportions to model problems	Developing
8b	Solve percent problems	Developing
8c	Solve problems that involve a size-changing factor	Developing
8d	Use cross multiplication to solve open proportions	Dev/Secure
8e	Solve rate number stories	Dev/Secure
8f	Solve ratio number stories	Dev/Secure
8g	Estimate equivalent percents for fractions	Dev/Secure
8h	Solve division problems that involve decimals	Dev/Secure
8i	Use rate tables to solve problems	Secure
9a	Simplify expressions and equations with parentheses	Developing
9b	Apply the distributive property	Dev/Secure
9c	Combine like terms to simplify expressions and equations	Dev/Secure
9d	Solve equations	Dev/Secure
9e	Write and identify equivalent expressions and equations	Dev/secure
9f	Write and solve equations that represent problem situations	Dev/Secure
9g	Use formulas to solve problems	Dev/Secure
9h	Evaluate expressions and formulas	Secure
10a	Identify and use notation for semiregular tessellations	Beginning
10b	Identify figures that can tessellate	Developing
10c	Create nonpolygonal, translation tessellations	Beginning
10d	Explore rotation and point symmetry	Beginning
10e	Explore cross sections of solids	Beginning
10f	Perform topological transformations	Beginning

## SEVENTH GRADE MATHEMATICS LEARNING GOALS

### *Mastery Level*

1. Add/subtract/multiply/divide whole numbers, fractions, decimals without use of calculator.
2. Understand fractions and percents and relationship among fractions, decimals, percents.
3. Solve problems involving percents
4. Simplify expressions and solve equations following the order of operations.
5. Understand and apply the Pythagorean theorem, both looking for the hypotenuse and for a leg, in problem solving.
6. Find area and perimeter/circumference of circles, triangles, parallelograms, trapezoids, and complex figures combining these figures or parts of these figures.
7. Understand the concept of raising a number to a power and finding a root of a number, and use a calculator to do both of those operations.
8. Understand what a spreadsheet is and how to construct one on a computer
9. Convert different units of measurement, both within and between the metric and customary systems.
10. Use different units of measure to measure length, area and volume
11. Understand the rationale behind the use of scientific notation, rewrite numbers in scientific notation, and compute with numbers written in scientific notation.
12. Estimate, round, and decide whether an answer “makes sense” for a problem.
13. Apply previous knowledge to problem-solving.
14. Solve multi-step equations involving signed numbers and variables on both sides of the equation.
15. Use a protractor to measure angles, draw angles, and construct figures with the additional use of a ruler.
16. Use proportions to problem-solve.
17. Use dimensional analysis to problem-solve.
18. Understand ratios and use ratios and scales to solve certain types of problems.
19. Understand the relationship between mass, density, and volume, and solve problems involving the density of materials.
20. Understand what similar figures are, and use ratios and proportions to solve problems involving them.
21. Interpret and construct circle graphs, bar graphs, line graphs, scattergrams, pictographs, histograms, stem-and-leaf plots, and box-and-whisker plots.
22. Know the difference between measure of central tendency: median, mean, and mode.
23. Understand what matrices are, and add/subtract/multiply with them.
24. Understand what integers are, and add/subtract/multiply/divide with signed numbers without use of a calculator.
25. Understand what inequalities are, and graph them on a number line.
26. Understand the concept of absolute value and solve equations involving absolute value.
27. Graph points and lines on Cartesian coordinate systems.

## EIGHTH GRADE MATHEMATICS LEARNING GOALS

### *Mastery Level*

1. Add/subtract/multiply/divide signed numbers (including fractions, decimals and whole numbers) without a calculator.
2. Simplify algebraic expressions by combining like terms.
3. Solve equations and inequalities, including ones that involve absolute value quantities, squared quantities, and quantities that involve finding the square root of a quantity.
4. Graph simple and compound inequalities.
5. Graph points and linear equations, including finding slopes and intercepts and writing equations from the graphs.
6. Add/Sub/Mult matrices and use scalar multiplication.
7. Identify geometric terms including parallel lines, perpendicular lines, adjacent angles, vertical angles, supplementary angles, and complementary angles.
8. Identify different and similar characteristics among the different types of quadrilaterals.
9. Understand rotation and reflection symmetry.
10. Perform rigid transformations on geometric figures: reflections, rotations and translations.
11. Understand and apply the encasement method for finding the area of a polygon.
12. Understand and evaluate functions.
13. Solve systems of equations using substitution.
14. Understand set theory and find unions, intersections, and subsets of sets.
15. Identify the differences and similarities among the different sets of real numbers.
16. Apply the Right Angle Property to solve geometry problems involving circles.
17. Understand and apply seven properties of real numbers (the associative properties, commutative properties, distributive properties, and the zero product property).
18. Understand and apply the distance and midpoint formulas.
19. Find volume and surface area of prism, pyramids, cones and spheres.
20. Solve a wide variety of word problems algebraically. (This is a major component of 8th grade math)