

Kindergarten Math Priorities

Goal 6 Numbers and Operations	Goal 7 Estimate and Measure	Goal 8 Problem Solving	Goal 9 Size and Shape	Goal 10 Pull it Together
<ul style="list-style-type: none"> ○ Count, read, write #1-20 ○ Compare whole numbers ○ Recognize words to 10 ○ Represent numbers using physical models ○ Represent number facts to 20 ○ Add ○ Count by 2's, 10's ○ Count backwards ○ Subtract ○ Word problems ○ Fractions (whole, half) 	<ul style="list-style-type: none"> ○ Measure using nonstandard units ○ Estimate ○ Time ○ Money ○ Sizes (big, bigger, small, smaller) 	<ul style="list-style-type: none"> ○ Patterns ○ Relationships ○ Describe patterns and relationships ○ Sort ○ Classify ○ Equal and unequal groups ○ Identify problems 	<ul style="list-style-type: none"> ○ Identify shapes (circle, square, triangle) ○ Classify shapes 	<ul style="list-style-type: none"> ○ Collect, organize and display data ○ Collect, organize and display with graphs ○ Data collection ○ Data interpretation

First Grade Math Priorities

Goal 6 Numbers and Operations	Goal 7 Estimate and Measure	Goal 8 Problem Solving	Goal 9 Geometric Shapes	Goal 10 Pull it Together
<ul style="list-style-type: none"> ○ Count and read numerals to 100 ○ Count backwards from 20 ○ Count, read and write order of whole numbers to 1,000 ○ Count by 2's to 50 ○ Addition of single digits ○ Subtraction of single digits ○ Addition/subtraction double digits (tens/ones) to 50 ○ Property of zero ○ Addition/subtraction of double digits to 99 ○ Place value ones, tens, hundreds, thousands ○ Compare whole numbers up to 100 ○ Use words "greater than," "less than," and "equal to." ○ Round by 5's and 10's 	<ul style="list-style-type: none"> ○ Time hour/ ½ hour ○ Money value (penny, nickel, dime) ○ Money ○ Using ruler inch/feet ○ Metric measures ○ Liquid measures ○ Fractions ½, ⅓, ¼ 	<ul style="list-style-type: none"> ○ Create stories from which simple addition and subtraction number sentences can be written ○ Solve missing addend problems ○ Write and draw word problems (basic) ○ Solve one and two step problems ○ Write and draw word problems using one and two step problems 	<ul style="list-style-type: none"> ○ Identify and sort circle, square, triangle, rectangle ○ Draw two-dimensional shapes 	<ul style="list-style-type: none"> ○ Number lines ○ Graphs ○ Read and interpret bar graphs

Second Grade Math Priorities

Goal 6 Numbers and Operations	Goal 7 Estimate and Measure	Goal 8 Problem Solving	Goal 9 Size and Shape	Goal 10 Pull it Together
<ul style="list-style-type: none"> ○ Count 1-500 ○ Counting by 2's, 3's, 5's, and 10's ○ Math facts-number families, doubles ○ Number words ○ Comparing numbers >, <, =, and unequal. ○ Patterns before, after and in between ○ Representing equivalent forms. ○ Add and subtract one and two digit numbers ○ Add and subtract two digits with regrouping ○ Comparing whole numbers (odd and even) ○ Counting 100-10,000 ○ Add and subtract (two and three digit with regrouping) ○ Addition and subtraction (two and three digit numbers) with and without regrouping ○ Multiplication 	<ul style="list-style-type: none"> ○ Place value--ones, tens, hundreds ○ Money—coins and value ○ Time—hour, ½ hour, minutes ○ Money—add and subtract with regrouping ○ Using nonstandard and standard units of measurement ○ 	<ul style="list-style-type: none"> ○ Read and interpret information from a line graph and use objects and drawings to form line graphs ○ Explain method used to solve problems (solutions) ○ Read, write and solve problems ○ Illustrate fractions ○ Create, interpret and analyze information from graphs 	<ul style="list-style-type: none"> ○ Identify shapes—2 and 3 dimensional objects ○ Congruence ○ Symmetry ○ Perimeter, area and volume 	<ul style="list-style-type: none"> ○ Collect data from graphs, use to add and subtract, compare and find patterns ○ Make graphs ○ Write questions ○ Analyze data gathered from graphs, charts ○ Reinforce addition and subtraction facts and concepts ○ Use addition, subtraction, and multiplication in realistic situations

Third Grade Math Priorities

Goal 6 Numbers and Operations	Goal 7 Estimate and Measure	Goal 8 Problem Solving	Goal 9 Size and Shape	Goal 10 Pull it Together
<ul style="list-style-type: none"> ○ Add and subtract (single, double, triple digits and money) ○ Regrouping ○ Place value (reading/numbers) ○ Greater than and less than ○ Multiplication—2 and 3-digit numbers ○ Classify numbers ○ Money (grouping and counting change) ○ Division ○ Long division ○ Beginning fractions 	<ul style="list-style-type: none"> ○ Rounding to tens and hundreds ○ Time ○ Rounding (tens, hundreds, thousands) ○ Compare quantities ○ Volume ○ Mass ○ Metric units ○ Standard measurement 	<ul style="list-style-type: none"> ○ Word problems ○ Addition and subtraction including money ○ Identify unnecessary information ○ Evaluate methods and solutions ○ Use variables and number sentences to represent solutions to problems ○ Solve multi-step problems ○ Solve problems based on graphs and tables 	<ul style="list-style-type: none"> ○ Identify, describe and compare geometric figures ○ Perimeter, area, volume ○ Symmetry ○ Circumference ○ Diameter 	<ul style="list-style-type: none"> ○ Write and solve self-created word problems ○ Solve problems using graphs and charts ○ Present topics with math data

Fourth Grade Math Priorities

Goal 6 Numbers and Operations	Goal 7 Estimate and Measure	Goal 8 Problem Solving	Goal 9 Size and Shape	Goal 10 Pull it Together
<ul style="list-style-type: none"> ○ Place value ○ Powers of ten ○ Expanded notation ○ Whole numbers: add, subtract, multiply, and divide by one, two and three digits ○ Decimals—read, write, identify (thousand place), round and compare decimals ○ Fractions (relate to decimals) ○ Percentages ○ Add, subtract, like and unlike fractions and mixed numbers ○ Identify model, represent equivalent fractions 	<ul style="list-style-type: none"> ○ Area and perimeter ○ Standard and metric measures ○ Measure drawings, models and angles ○ Circle diameter, radius and circumference ○ Scale-maps ○ Metric system ○ Square units ○ Compare and order measures in standard and metric units ○ Time ○ Elapsed time ○ Use approximate units of measure 	<ul style="list-style-type: none"> ○ Solve open number sentences ○ Variables and equations ○ Single step =, -, x, and division problems ○ Multi-step word problems ○ Multi-step measurement ○ Probability ○ Algebraic equations 	<ul style="list-style-type: none"> ○ Lines, points, rays, angles ○ Categorize ○ Describe, identify Properties and Geometric Relationships ○ Describe parts of geometric figures ○ Symmetry ○ Area and perimeter ○ Circle diameter, radius and circumference 	<ul style="list-style-type: none"> ○ Graphs, charts, tables ○ Compare, interpret data ○ Gather, organize, display data ○ Graphing, tallies ○ Draw conclusions ○ Interpret relationships ○ Draw conclusions from data ○ Mean or average of series of numbers

Fifth Grade Math Priorities

Goal 6 Numbers and Operations	Goal 7 Estimate and Measure	Goal 8 Problem Solving	Goal 9 Size and Shape	Goal 10 Pull it Together
<ul style="list-style-type: none"> ○ Place value ○ Powers of 10 ○ Fractions—improper, mixed, simplify ○ Addition, subtraction, Division and multiplication of decimals and fractions ○ Percentages 	<ul style="list-style-type: none"> ○ Calculate, compare and convert length, perimeter, area, weight/mass and volume within the customary and metric systems. ○ Rounding ○ Estimation, rounding ○ Determine and communicate possible methods for estimating a given measure, selecting proper units in both customary and metric systems. 	<ul style="list-style-type: none"> ○ Single step and multi-step addition, subtraction, multiplication, division ○ Simple measurement conversions ○ Multi-step problems using fractions, decimals, measurement, and conversion ○ Algebra concepts ○ Probability 	<ul style="list-style-type: none"> ○ Geometry ○ Angles ○ Polygons ○ Circle ○ Solids ○ Area ○ Perimeter ○ Circumference ○ Diameter ○ Compare geometric figures and determine their properties including parallel, perpendicular, similar, congruent and line symmetry. ○ Draw or construct two- and three-dimensional geometric figures including prisms, pyramids, cylinders and cones. ○ Formulate logical arguments about geometric figures and patterns and communicate reasoning. 	<ul style="list-style-type: none"> ○ Graphing-line and bar and circle ○ Tallying ○ Graphing ○ Averages ○ Mean, median, mode, bell curve

Sixth Grade Math Priorities

Goal 6 Numbers and Operations	Goal 7 Estimate and Measure	Goal 8 Problem Solving	Goal 9 Size and Shape	Goal 10 Pull it Together
<ul style="list-style-type: none"> ○ Whole numbers through trillions ○ Read, write and say decimals ○ Compare and order quantities ○ Powers and exponents ○ Fractions (add, subtract, divide, multiply) ○ Equivalent fractions ○ Unlike denominators ○ Fraction, decimal and percent relationships 	<ul style="list-style-type: none"> ○ Whole and decimal numbers (addition, subtraction, multiplication and division) ○ Integer number line ○ Circumference ○ Weight, capacity, length, temperature, and time ○ Perimeter, area and volume ○ Measure and draw angles 	<ul style="list-style-type: none"> ○ Order of operations ○ Properties of mathematics ○ Prediction ○ Solve problems using data ○ Create, describe, and solve problems involving open sentences ○ Solve multi-step problems involving addition, subtraction, multiplication, division ○ Numbers, currency, fractions, decimals and percents 	<ul style="list-style-type: none"> ○ Geometric patterns and figures ○ 2 to 3-dimensional shapes ○ Line segments ○ Bisectors ○ Angles ○ Triangles ○ Circles ○ Circumference and diameter ○ Perimeter, area, volume ○ Polygons ○ Tessellation ○ Congruency ○ Construct scale drawings ○ Measure and draw angles to the nearest 5 degrees using a protractor ○ Create drawings or models representing specific measures 	<ul style="list-style-type: none"> ○ Qualifiers ○ Gather, organize, and display data ○ Schedules ○ Tables ○ Range, mean, median, and mode ○ Tallies ○ Line plots ○ Line, bar, and circle graphs ○ Use rates and derived units in real-life situations ○ Scattergrams, stem and leaf plot and box and whisker plot ○ Communicate the results of a survey or experiment and use them to predict future results and make relevant decisions based on data gathered ○ Ratios and probability ○ Explain the concept of "Sample" ○ Analyze, predict, discuss, and defend possible outcomes, probability, and odds.

Seventh Grade Math Priorities

Goal 6 Numbers and Operations	Goal 7 Estimate and Measure	Goal 8 Problem Solving	Goal 9 Size and Shape	Goal 10 Pull it Together
<ul style="list-style-type: none"> ○ Rational numbers ○ Percent ○ Fractions, decimals ○ Equivalent fraction ○ Ratios ○ GCF, LCM ○ Number expressions ○ Inverse relationships (+, -, x, /) ○ Expanded notation ○ Exponential notation ○ Rational/irrational numbers ○ Consumer application (discount/irrational numbers) 	<ul style="list-style-type: none"> ○ Area, volume, weight, time ○ Ordered pairs ○ Proportional change ○ Scale ○ Measurement ○ Rate ○ Change ○ Calculate, compare and convert length, perimeter, area, weight/mass and volume within the customary and metric systems. ○ Apply the concepts and attributes of length, capacity, weight/mass, perimeter, area, volume, time, temperature and angle measures in practical situations. 	<ul style="list-style-type: none"> ○ Graph data ○ Properties of numbers ○ Linear equations ○ Variables ○ Ordered pairs ○ Coordinate plane ○ Algebraic expressions ○ Evaluate expressions ○ Identify/analyze patterns 	<ul style="list-style-type: none"> ○ Angles ○ Parallel and perpendicular lines ○ Congruence ○ Geometric figures ○ Area ○ Volume ○ Formulate logical arguments about geometric figures and patterns ○ Identify, describe, classify and compare two- and three- dimensional geometric figures and models according to their properties. 	<ul style="list-style-type: none"> ○ Frequency distributions ○ Probability ○ Mean, median, mode ○ Collect/analyze data ○ Hypothesis ○ Draw conclusions

Eighth Grade Math Priorities

Goal 6 Numbers and Operations	Goal 7 Estimate and Measure	Goal 8 Problem Solving	Goal 9 Size and Shape	Goal 10 Pull it Together
<ul style="list-style-type: none"> ○ Represent and use numbers in equivalent forms, percentages, repeating decimals ○ Add, subtract, multiply, divide rational numbers, inverse relationships of math functions in equations ○ LCM and GCF ○ Compare real numbers using ratios and proportions ○ Rational and irrational numbers, square roots, relationships among subsets of real numbers 	<ul style="list-style-type: none"> ○ Measure area, length, volume, and surface area problems for geometric shapes ○ Use appropriate units ○ Vertices as ordered pairs to determine area and perimeter of polygon ○ Change in linear dimensions of an object changes perimeter ○ Compare Fahrenheit and Celsius ○ Draw models ○ Use derived units and indirect methods for obtaining measures 	<ul style="list-style-type: none"> ○ Determine whether equations or data given in tables define functions ○ Basic properties associative, communicative, orders of operations of real numbers ○ Solve linear equations using addition, multiplication, and inverse operations ○ Domain of independent variables, range of dependent variables ○ Solve problems written as expressed ○ Describe how change in one variable affects others ○ Define, use, interpret linear relationships and represent them with graphs and equations ○ Translate algebraic expressions into phrases and sentences, graph inequalities ○ Analyze real world situations and patterns to see if linear or other simple relationships exist 	<ul style="list-style-type: none"> ○ Identify, describe, classify and compare two- and three- dimensional geometric figures and models according to their properties. ○ Use geometric methods to analyze, categorize and draw conclusions about points, lines, planes and space ○ Construct, develop and communicate logical arguments (informal proofs) about geometric figures and patterns. ○ Develop and solve problems using geometric relationships and models, with and without the use of technology. 	<ul style="list-style-type: none"> ○ Analyze, predict, discuss possible outcomes ○ Estimate probability from a series of trials ○ Measures of central tendency ○ Displaying data ○ Visualize and represent three dimensional objects in two dimensions ○ Consumer applications problems, inductive and deductive reasoning, justify solutions for problems