

KEY LEARNINGS: MATHEMATICS CHART

2009-2011

Standards of problem solving, reasoning, communications and representation are embedded in the teaching of the standards listed below.

	Number and Operations	Algebra	Geometry	Measurement	Data Analysis and Probability
K	<ul style="list-style-type: none"> Count to 20 Write 0 to 10 1-1 correspondence Add to 10 Subtract to 10 	<ul style="list-style-type: none"> Classification of objects Sort by time, size, numbers, etc. Compare and contrast objects Manipulatives to model problem 	<ul style="list-style-type: none"> Compare by size, color, shape Identify triangles, squares, circles Describe position in space Fit puzzle pieces 3-dimensional objects 	<ul style="list-style-type: none"> Weight and capacity Length, size, distance, temperature Use of thermometer Order events by time Clocks, watches, calendars Time to hour Days of week 	<ul style="list-style-type: none"> Events as likely/unlikely
1	<ul style="list-style-type: none"> Count, write 0 to 100 Count by 2's, 5's, 10's, 25's to 100 Skip count by 10's, e.g. 17, 27... Place value of tens and ones Fractions: $\frac{1}{2}$, $\frac{1}{4}$, $\frac{1}{8}$ 	<ul style="list-style-type: none"> Patterns Relationships Regularities Number lines and number sentences 	<ul style="list-style-type: none"> Geometric terms and shapes Symmetry 	<ul style="list-style-type: none"> Time to hour and half-hour Estimation and measures Standard and metric Coins to \$1.00 	<ul style="list-style-type: none"> Analysis of data Predicted and actual outcomes Probability
2	<ul style="list-style-type: none"> 3-digit numbers Skip count by 2's, e.g. 23, 25, 27... Ordinals 1-20 Even and odd numbers Place value: hundreds, tens, ones Fact families + and - facts to 20 by recall + and - 2-digit, and 3-digit + 3 numbers Round to nearest 10 Write, + and - money 	<ul style="list-style-type: none"> Patterns to make generalizations, predictions Patterns in tables and graphs Equivalence concepts using symbols 	<ul style="list-style-type: none"> 2- and 3- dimensional shapes Simple coordinates Prisms, pyramids, cylinders and cones Relate geometry to number and measurement 	<ul style="list-style-type: none"> Measuring tools Units of measure Weight and capacity Tell time; A.M. and P.M. Coins and dollars to \$5.00 Change to \$1.00 Days, dates on calendar Week before, after on calendar 	<ul style="list-style-type: none"> Simple bar graph Simple table and chart Predictions and validity Probability study with 50/50 chance
3	<ul style="list-style-type: none"> Place value to 10,000 Number lines Skip count by 3's, e.g. 15, 18, 21... Commutative property of + and x Zero property of x Decimal point Tenths written as a decimal x and ÷ fact families + and - 4-digit x mentally by 10 and 100 x and ÷ 2-digit by 1-digit Fractions Simple mixed numbers + and - fractions with like denominators + and - money Estimate number computations 	<ul style="list-style-type: none"> Patterns Equations and inequalities Solve equations and inequalities Commutative and associative properties Grouping symbols 	<ul style="list-style-type: none"> Congruence and similarity Perimeter Count to find area and volume 2-dimensional objects 2- and 3- dimensional terms Label grid or coordinate system Tangrams 	<ul style="list-style-type: none"> Measurement vocabulary Temperature Simple time line Metric and US units Money to \$10.00 Tell time to the minute Calendar: day, week, month, year Weeks before and after on a calendar 	<ul style="list-style-type: none"> Line graphs Graphs from a table Patterns in tables and graphs Data collection
4	<ul style="list-style-type: none"> Place value to 1,000,000 Numbers between zero and one Decimals to the hundredths Equivalents in counting money x and ÷ relationship Remainder in division x and ÷ to 12 by recall ÷ using 1-digit divisor x two 2-digit numbers Simple equivalent fractions Improper fractions, mixed numbers Estimate solutions Concept of LCM and GCF Reduce simple fractions 	<ul style="list-style-type: none"> Table of values Change in variables Distributive property Predictions using numerical and non-numerical patterns 	<ul style="list-style-type: none"> Points, lines, planes Positions on a grid Coordinate systems Line symmetry 3-dimensional objects Area of rectangle Similarities and differences of quadrilaterals 	<ul style="list-style-type: none"> Length to nearest $\frac{1}{4}$ inch Multi-step problems Perimeter of irregular shapes Simple time line Time zones and timetables Celsius and Fahrenheit Equivalent measures for metric and customary units 	<ul style="list-style-type: none"> Tables and graphs using different scales Circle graphs Probability experiments Venn diagrams Data collection

	Number and Operations	Algebra	Geometry	Measurement	Data Analysis and Probability
5	<ul style="list-style-type: none"> Place value to billions Count money and make change Whole numbers, fractions, decimals Number theory concepts Pairs of numbers Estimation and computation Round whole numbers Equivalent fractions, decimals, percents Multiples, factors, composites, primes GCF and LCM of two numbers Reduce and convert fractions + and – time 	<ul style="list-style-type: none"> Graph linear equations Interpret patterns Algebra formulas Linear equations Inequalities and nonlinear equations 	<ul style="list-style-type: none"> Radius and diameter Angles Linear, square and cubic units Faces, vertices and edges Perspective drawings Ray, segment, interior and exterior of an angle Patterns with tessellations 	<ul style="list-style-type: none"> Grid and coordinate plane 3-dimensional objects Measure of angles Convert metric Measure length 	<ul style="list-style-type: none"> Collect and display data Mean, median, mode and range Calculators and computers Predictions and conjectures based on samples Population and sample Outcomes of an event Frequency tables
6	<ul style="list-style-type: none"> Exponents Associative property of + and x Whole number operations to fractions, decimals, percents and mixed numbers Divisibility rules Round decimals to nearest 1,000ths Ratio, percent and percentage Improper fractions, mixed numbers and decimal fractions +, -, x and ÷ integers Prime factorization and factor trees Convert fractions to decimals to percents Convert fractions to terminating, repeating or rounded decimals Remainder as a fraction or decimal Find the percent of a number 	<ul style="list-style-type: none"> Linear equations Two-step operations Solve inequalities Use a rule to determine a missing number Compare integers 	<ul style="list-style-type: none"> Geometry vocabulary Area of triangles and parallelograms Circumference and area of circles Volume and surface areas of prisms Classify triangles Parallel, intersecting and perpendicular lines Use protractor Fractal patterns Geometric construction 	<ul style="list-style-type: none"> Changed dimensions of a figure Formulas - circumference, area of circles and sectors Conversions within the same measurement system Indirect measurement 	<ul style="list-style-type: none"> Calculate probability Multiple line graph Logical inferences from statistical data Calculate the odds Test a theoretical probability Construct a scatter plot Organized lists and tree diagrams
7	<ul style="list-style-type: none"> Scientific notation Negative and zero exponents Integers, rational and irrational numbers Additive inverse property Distributive property Properties of operations Proportions to solve problems Squares and square roots Percent of increase and decrease 	<ul style="list-style-type: none"> Ratios, proportions, averages and percentages Graph inequalities Formula used in problem solving Laws of exponents Pythagorean Theorem Simple polynomials 	<ul style="list-style-type: none"> Area of a trapezoid Cylinder surface area Geometric solid volume Transformations Angle measures in triangle Complementary, supplementary and vertical angles Scale diagrams 	<ul style="list-style-type: none"> Convert between standard and metric measures Ratios to solve problems Scale models Ancient monetary values Proportionate time line Formulas for volume and surface areas of solids Time zones 	<ul style="list-style-type: none"> Permutations Predictions Multiple bar graph Circle graphs Histogram Stem and leaf plot
8	<ul style="list-style-type: none"> Digits in calculations Irrational numbers Real numbers, set notation and set operations 	<ul style="list-style-type: none"> Matrices Slope and intercept Values Arithmetic and geometric sequences Variables Linear or nonlinear properties in tables, graphs and equations 	<ul style="list-style-type: none"> Surface area of various geometric shapes Volume of spheres Geometric properties Sine, cosine and tangent 	<ul style="list-style-type: none"> Interior and exterior angles Digits in calculations Convert Fahrenheit and Celsius 	<ul style="list-style-type: none"> Combinations from a given set Box and whisker plot