

Archdiocese of Washington Mathematics Standards

Suggested Learning Objectives

Scaled Score values of 1550 or smaller

Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> • The learner will count to find how many for a group of up to ten things scattered. (CCSS.Math.Content.K.C.C.B.5) • The learner will solve mathematical addition problems within twenty using drawings. (CCSS.Math.Content.1.OA.A.1/MA.1.C.1/MA.2.C.1) 				

Scaled Score values from 1551 to 1650

Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> The learner will be able to subtract single-digit whole numbers up to 10 without regrouping by using concrete objects. (CCSS.Math.Content.2.NB.T.B.7/MA.1.C.2/MA.1.C.4/MA.2.C.4) The learner will be able to solve word problems that require the subtraction of single-digit whole numbers up to 10. (CCSS.Math.Content.K.O.A.A.2/CCSS.Math.Content.1.OA.A.1/MA.1.AF.1/MA.2.AF.6) The learner will be able to demonstrate the concept that 10 ones is equal to 1 ten using base ten blocks. (CCSS.Math.Content.1.NB.T.B.2.a/MA.2.NS.3) The learner will identify the total number of objects in an array of up to 5 x 5 objects. (CCSS.Math.Content.2.O.A.C.4) 	<ul style="list-style-type: none"> The learner will be able to identify plane figures by attributes including the number of sides and/or vertices. (CCSS.Math.Content.K.G.B.4/MA.K.G.1/MA.1.G.1/MA.2.G.2) The learner will be able to identify plane figures. (CCSS.Math.Content.K.G.A.2/MA.K.G.1/MA.1.G.1/MA.2.G.2) The learner will compare three-dimensional figures using informal language for sides and vertices. (CCSS.Math.Content.K.G.B.4) The learner will be able to identify solid figures. (CCSS.Math.Content.K.G.A.2/MA.2.G.2) 			<ul style="list-style-type: none"> The learner will be able to compare objects by length (longer/taller/shorter). (CCSS.Math.Content.K.M.D.A.2/CCSS.Math.Content.1.MD.A.1/MA.K.M.1) The learner will describe the difference between two objects. (CCSS.Math.Content.K.M.D.A.2)

Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> The learner will solve mathematical subtraction problems within twenty using drawings. (CCSS.Math.Content.1.OA.A.1/MA.1.C.2) The learner will be able to solve word problems that require the addition of single-digit whole numbers up to 10. (CCSS.Math.Content.K.OA.A.2/CCSS.Math.Content.1.OA.A.1/MA.1.AF.1/MA.2.AF.5) The learner will be able to count objects up to 20. (CCSS.Math.Content.K.CC.B.5/MA.K.NS.6) The learner will be able to add single-digit whole numbers up to 10 without regrouping using concrete objects. (CCSS.Math.Content.2.NBT.B.7/MA.1.C.1/MA.1.C.4/MA.2.C.1/MA.2.C.3) 				

Scaled Score values from 1651 to 1750

Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> The learner will represent addition problems within twenty using expressions. (CCSS.Math.Content.K.O.A.A.1) The learner will connect counting to numbers and quantities. (CCSS.Math.Content.K.C.C.B.4.a/MA.PK.NS.4) The learner will represent addition problems within twenty using equations. (CCSS.Math.Content.K.O.A.A.1) The learner will be able to recognize whole numbers up to 20. (MA.1.NS.1) The learner will find the correct group of objects that matches a given number. (CCSS.Math.Content.K.C.C.C.6/MA.PK.NS.4/MA.K.NS.1) The learner will represent subtraction problems within twenty using expressions. (CCSS.Math.Content.K.O.A.A.1) 	<ul style="list-style-type: none"> The learner will be able to describe the relative position of objects in space in terms of proximity, position, and/or direction. (CCSS.Math.Content.K.G.A.1/MA.K.G.3/MA.1.G.6) The learner will informally identify shapes as two- or three-dimensional. (CCSS.Math.Content.K.G.A.3/MA.1.G.4) The learner will be able to describe the relative position of objects in space in terms of proximity, position, and/or direction. (CCSS.Math.Content.K.G.A.1/MA.K.G.3/MA.1.G.6) 	<ul style="list-style-type: none"> The learner will count the number of objects in each category given a group of objects. (CCSS.Math.Content.K.M.D.B.3) The learner will be able to read pictographs with up to 10 objects per category. (CCSS.Math.Content.2.M.D.D.10/MA.K.NS.9/MA.1.NS.10) The learner will count the number of objects in each category given a group of objects. (CCSS.Math.Content.K.M.D.B.3) The learner will be able to interpret tables with up to 10 items per category. (MA.2.DP.2) 	<ul style="list-style-type: none"> The learner will solve addition word problems within twenty using drawings. (CCSS.Math.Content.1.OA.A.1) 	<ul style="list-style-type: none"> The learner will be able to determine the length of an object in inches and centimeters. (CCSS.Math.Content.2.M.D.A.1/MA.1.M.1/MA.1.M.4/MA.2.M.1/MA.3.M.1) The learner will be able to determine the length of an object using non-standard measurement tools such as sticks, paper clips, blocks, beans. (MA.1.M.1) The learner will determine the length of an object. (CCSS.Math.Content.2.M.D.A.1/MA.1.M.1/MA.1.M.4/MA.2.M.1/MA.3.M.1/MA.4.M.1) The learner will be able to determine the length of an object (inches, feet, centimeters, meters). (CCSS.Math.Content.2.M.D.A.1/CCSS.Math.Content.3.MD.B.4/MA.1.M.1/MA.2.M.1/MA.4.M.1)

Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> The learner will be able to count by 1's to 100 starting from the number 1. (CCSS.Math.Content.K.C.C.A.1/CCSS.Math.Content.1.NBT.A.1/MA.1.NS.1) The learner will be able to recognize whole numbers up to 100. (CCSS.Math.Content.1.NBT.A.1/CCSS.Math.Content.2.NBT.A.3/MA.1.NS.1/MA.3.NS.1) 				<ul style="list-style-type: none"> The learner will be able to compare objects by capacity (more full/less full). (CCSS.Math.Content.K.M.D.A.2/MA.K.M.1/MA.1.M.5) The learner will be able to compare objects by length (longer/taller/shorter). (CCSS.Math.Content.1.MD.A.1/MA.K.M.1)

Scaled Score values from 1751 to 1850

Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> The learner will be able to compare objects up to 10 using greater than, less than, and the same. (CCSS.Math.Content.K.C.C.6/MA.K.NS.2) The learner will subtract two single-digit whole numbers without regrouping. (CCSS.Math.Content.2.O.A.B.2/MA.1.C.4/MA.2.C.4/MA.3.C.1/MA.4.C.1) The learner will compose numbers between ten and twenty. (CCSS.Math.Content.K.N.BT.A.1) The learner will identify the number needed to make ten. (CCSS.Math.Content.K.O.A.A.4) The learner will represent subtraction problems within twenty using drawings. (CCSS.Math.Content.K.O.A.A.1/MA.1.C.2) 	<ul style="list-style-type: none"> The learner will be able to decompose (taken apart) plane figures to form 2 or more distinct shapes. (MA.2.G.3) The learner will be able to decompose (take apart) plane figures to form 2 or more distinct shapes. (MA.2.G.3) The learner will be able to combine (compose) shapes to form a larger shape. (CCSS.Math.Content.K.G.B.6/CCSS.Math.Content.1.G.A.2/MA.2.G.3) The learner will be able to identify an object that is divided into a specific number of equal parts ($\frac{1}{4}$, $\frac{1}{2}$, whole). (CCSS.Math.Content.1.G.A.3/CCSS.Math.Content.2.G.A.3/MA.K.NS.5/MA.1.NS.7/MA.2.NS.8) 	<ul style="list-style-type: none"> The learner will be able to read tables with up to 10 items per category. (MA.1.NS.10/MA.2.DP.2) The learner will be able to interpret pictographs with up to 10 objects per category. (CCSS.Math.Content.2.M.D.D.10/MA.1.NS.10) 	<ul style="list-style-type: none"> The learner will be able to extend a repeating pattern with 2 objects, shapes, pictures, or numbers. (MA.PK.AF.4/MA.K.AF.2) The learner will be able to match an addition sentence to a picture with up to 10 objects combined. (CCSS.Math.Content.K.O.A.A.1/MA.K.C.1/MA.K.C.3/MA.1.C.1) The learner will be able to complete a number pattern by 1's or 10's from any number. (CCSS.Math.Content.K.C.C.A.1/MA.K.AF.2/MA.1.AF.4/MA.2.AF.3/MA.2.AF.4) The learner will identify the next item in a pattern. (CCSS.Math.Content.3.O.A.D.9/MA.2.AF.3/MA.2.A.F.4) The learner will be able to identify a repeating pattern with 2 or more objects, shapes, pictures, or numbers. (MA.PK.AF.3/MA.K.AF.2) 	<ul style="list-style-type: none"> The learner will measure capacity. (MA.2.M.5/MA.3.M.6) The learner will be able to name the days of the week and months of the year. (*) The learner will be able to use a ruler to measure to the nearest standard unit (whole, + and + inches, whole feet, whole yards, whole centimeters, and whole meters). (MA.2.M.2/MA.6.M.1)

Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> The learner will be able to compare numbers up to 10 using greater than, less than, and the same. (CCSS.Math.Content.K.C.C.7/MA.1.NS.5/MA.2.NS.5) The learner will write an equation to express the total number of objects in an array (up to 5 x 5) as a sum of equal addends. (CCSS.Math.Content.2.O.A.C.4) The learner will select a second set of objects counted differently but having the same number of objects. (CCSS.Math.Content.K.C.C.B.4.b/MA.PK.NS.5) The learner will be able to skip count by 10's to 100. (CCSS.Math.Content.K.C.C.A.1/CCSS.Math.Content.2.NBT.A.2/MA.2.NS.1) The learner will represent subtraction problems within twenty using equations. (CCSS.Math.Content.K.O.A.A.1) 	<ul style="list-style-type: none"> The learner will be able to identify an object that is divided into a specific number of equal parts (1/4, 1/3, 1/2, whole). (CCSS.Math.Content.2.G.A.3/MA.K.NS.5/MA.1.NS.7/MA.2.NS.9) The learner will apply knowledge of identical wholes to recognize that equal shares do not need to have the same shape. (CCSS.Math.Content.2.G.A.3) The learner will identify plane figures. (CCSS.Math.Content.2.G.A.1/MA.1.G.1/MA.2.G.2) 		<ul style="list-style-type: none"> The learner will be able to identify the subtraction sentence that corresponds to a picture with up to 20 objects combined. (MA.1.C.2) The learner will be able to complete a number pattern when counting by 2's, 5's or 10's. (CCSS.Math.Content.3.O.A.D.9/MA.2.NS.1/MA.2.AF.3/MA.2.AF.4) The learner will use drawings to add three whole numbers within twenty. (CCSS.Math.Content.1.OA.A.2/MA.2.C.1) The learner will solve subtraction word problems within twenty using drawings. (CCSS.Math.Content.1.OA.A.1) 	

Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> The learner will recognize various ways of illustrating fractions using physical models, pictorial models, and words. (MA.2.NS.8/MA.2.NS.9) The learner will be able to count by 1's to 100 starting from the number any number. (CCSS.Math.Content.K.CC.A.2/CCSS.Math.Content.1.NBT.A.1/MA.1.NS.1) 				

Scaled Score values from 1851 to 1950

Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> The learner will compare whole numbers up to 100 to determine if one is greater than, less than, or equal to the other. (CCSS.Math.Content.1.NB.T.B.3/MA.2.NS.5/MA.3.NS.5/MA.4.NS.5/MA.5.NS.3) The learner will find the number to make ten using equations. (CCSS.Math.Content.K.O.A.A.4) The learner will be able to add one- and two-digit whole numbers up to 20 without regrouping. (CCSS.Math.Content.2.O.A.B.2/MA.2.C.3/MA.3.C.1) The learner will vertically add two whole numbers with two digits without regrouping. (CCSS.Math.Content.2.NB.T.B.5/CCSS.Math.Content.2.NBT.B.6/CCSS.Math.Content.2.NBT.B.7/MA.2.C.3/MA.3.C.1/MA.4.C.1) 	<ul style="list-style-type: none"> The learner will be able to compose (combine) plane figures to form a larger shape. (CCSS.Math.Content.K.G.B.6/CCSS.Math.Content.1.G.A.2/MA.2.G.3) The learner will describe the relative position of objects in space in terms of proximity, position, and/or direction. (CCSS.Math.Content.K.G.A.1/MA.1.G.6) The learner will be able to identify plane figures by attributes including the number of sides and/or vertices. (CCSS.Math.Content.2.G.A.1/MA.PK.G.7/MA.1.G.1/MA.2.G.2) The learner will use two halves, three thirds, and four fourths to describe the whole of a partitioned circle or rectangle. (CCSS.Math.Content.2.G.A.3) 	<ul style="list-style-type: none"> The learner will be able to read a table. (CCSS.Math.Content.1.MD.C.4/MA.1.NS.10/MA.2.DP.2) 	<ul style="list-style-type: none"> The learner will be able to identify the addition sentence that corresponds to a picture with up to 20 objects combined. (MA.1.C.1) The learner will continue geometric patterns. (*) The learner will be able to match a subtraction sentence to a picture with up to 10 objects combined. (CCSS.Math.Content.K.O.A.A.1/MA.K.C.2/MA.K.C.3/MA.1.C.2) The learner will determine the missing addend in an addition number sentence. (CCSS.Math.Content.1.OA.D.8/MA.3.AF.2) 	<ul style="list-style-type: none"> The learner will describe objects as heavy or light. (CCSS.Math.Content.K.M.D.A.1) The learner will be able to identify coins by name (penny, nickel, dime, quarter). (*) The learner will be able to order objects by length (longest/tallest/shortest). (CCSS.Math.Content.1.MD.A.1/MA.PK.M.2/MA.K.M.1) The learner will describe objects as long or short. (CCSS.Math.Content.K.M.D.A.1/MA.PK.M.6) The learner will tell time on digital clocks. (CCSS.Math.Content.1.MD.B.3) The learner will be able to compare objects by weight (lighter/heavier). (CCSS.Math.Content.K.M.D.A.2/MA.K.M.1/MA.1.M.5)

Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> The learner will decompose numbers within ten using equations. (CCSS.Math.Content.K.OA.A.3) The learner will use drawings to solve two-step addition word problems within one hundred. (CCSS.Math.Content.2.OA.A/CCSS.Math.Content.2.OA.A.1) The learner will represent addition problems with drawings. (CCSS.Math.Content.K.OA.A.1/MA.1.C.1/MA.2.C.1) The learner will subtract two two-digit whole numbers without regrouping. (CCSS.Math.Content.2.NBT.B.5/CCSS.Math.Content.2.NBT.B.7/CCSS.Math.Content.3.NBT.A.2/MA.2.C.4/MA.3.C.1/MA.4.C.1) 	<ul style="list-style-type: none"> The learner will describe the shares of a shape divided into two and four parts labeling the parts as half of, fourth of, and quarter of. (CCSS.Math.Content.1.G.A.3) The learner will be able to identify similar shapes. (CCSS.Math.Content.K.G.B.4) The learner will analyze three-dimensional figures using informal language for sides and vertices. (CCSS.Math.Content.K.G.B.4) The learner will be able to sort/classify plane figures by attributes including shape, color, size, and the number of sides and/or vertices. (CCSS.Math.Content.K.G.B.4/MA.PK.G.5/MA.K.G.2/MA.1.G.1/MA.1.G.3/MA.2.G.2) 			

Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> The learner will subtract two two-digit whole numbers horizontally or vertically without regrouping. (CCSS.Math.Content.2.NBT.B.5/CCSS.Math.Content.2.NBT.B.7/CCSS.Math.Content.3.NBT.A.2/MA.2.C.4/MA.3.C.1/MA.4.C.1) The learner will be able to apply ordinal numbers 1st through 10th. (MA.K.NS.10/MA.1.NS.6/MA.2.NS.6) The learner will be able to add one-, two-, or three-digit whole numbers up to 1,000 without regrouping. (CCSS.Math.Content.2.NBT.B.7/CCSS.Math.Content.3.NBT.A.2/CCSS.Math.Content.4.NBT.B.4/MA.3.C.1/MA.4.C.1) The learner will be able to apply ordinal numbers 1st through 10th. (MA.K.NS.10/MA.1.NS.6/MA.2.NS.6) The learner will subtract multiples of ten from multiples of ten within one hundred using drawings. (CCSS.Math.Content.1.NBT.C.6) 				

*not in District of Columbia Archdiocese of Washington Standards 2017 (Mathematics) or Common Core State Standards 2010 (Mathematics)

Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> The learner will be able to identify the value of coins (penny, nickel, dime, quarter). (*) The learner will subtract whole numbers with up to three digits without regrouping. (CCSS.Math.Content.2.NBT.B.7/CCSS.Math.Content.3.NBT.A.2/CCSS.Math.Content.4.NBT.B.4/MA.3.C.1/MA.4.C.1) The learner will be able to identify which sentence applies to a particular word problem using addition or subtraction. (MA.1.AF.1/MA.2.AF.1/MA.3.AF.1) The learner will be able to identify the number of tens and ones in numbers up to 20 using base ten blocks. (MA.1.NS.2/MA.1.NS.3/MA.2.NS.3) The learner will solve story problems that require the addition of two two-digit whole numbers. (CCSS.Math.Content.2.OA.A.1/MA.2.AF.5) 				

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Scaled Score values from 1951 to 2050

Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> The learner will be able to skip count by 2's, 5's, and 10's to 100. (MA.2.NS.1) The learner will be able to read and write whole numbers to 1,000. (CCSS.Math.Content.2.NB T.A.3/CCSS.Math.Content .4.NBT.A.2/MA.2.NS.11/M A.3.NS.1/MA.4.NS.1/MA.5. NS.1) The learner will add money expressed in decimal form that does not require regrouping. (MA.4.C.10/MA.5.NS.9) The learner will decompose numbers between ten and twenty using a group of ten and a set of ones. (CCSS.Math.Content.K.N BT.A.1) The learner will be able to count objects up to 120. (CCSS.Math.Content.1.NB T.A.1) The learner will apply the symbols $<$, $>$, and $=$ to solve various number sentences. (MA.4.NS.5) 	<ul style="list-style-type: none"> The learner will identify symmetrical shapes. (CCSS.Math.Content.4.G. A.3/MA.2.G.6/MA.3.G.8) The learner will identify solid figures. (CCSS.Math.Content.2.G. A.1/MA.2.G.2/MA.3.G.3) The learner will build shapes two-dimensional shapes to match specific criteria. (CCSS.Math.Content.1.G.A .1) The learner will identify congruent shapes. (MA.3.G.5) The learner will identify similar figures. (*) 	<ul style="list-style-type: none"> The learner will read a pictograph. (MA.K.NS.9/MA.1.NS.10) The learner will be able to read a bar graph. (CCSS.Math.Content.1.MD .C.4/CCSS.Math.Content. 2.MD.D.10/MA.2.DP.2) The learner will be able to interpret bar graphs with up to 10 items per category. (CCSS.Math.Content.2.M D.D.10/MA.1.NS.10/MA.2. DP.2) The learner will be able to interpret a pictograph. (CCSS.Math.Content.1.MD .C.4/CCSS.Math.Content. 2.MD.D.10/MA.1.NS.10) The learner will read a table. (MA.1.NS.10/MA.2.DP.2) The learner will be able to classify objects into categories such as color, size, number of objects per category, etc. (CCSS.Math.Content.K.M D.B.3/MA.PK.AF.5/MA.K. AF.1/MA.K.G.2) 	<ul style="list-style-type: none"> The learner will sort or classify objects according to attributes that are similar such as size, shape, and color. (CCSS.Math.Content.K.M D.B.3/MA.K.G.2) The learner will determine which operational symbol is missing from an equation. (MA.3.AF.3) The learner will write addition or subtraction number sentences which represent real world situations. (MA.1.AF.1/MA.2.AF.1/MA. 3.AF.1) The learner will identify a number sentence within an addition/subtraction fact family. (CCSS.Math.Content.2.NB T.B.5/MA.1.C.7) The learner will complete a number pattern. (CCSS.Math.Content.3.O A.D.9/MA.2.AF.3/MA.2.A F.4) 	<ul style="list-style-type: none"> The learner will be able to calculate the difference for the lengths (standard or metric) of 2 whole numbers (11 inches - 6 inches = 5 inches) using pictorial representations. (MA.4.M.2) The learner will be able to compare objects by weight (lighter/heavier). (MA.K.M.1/MA.1.M.5) The learner will be able to select appropriate tools such as rulers, yardsticks, meter sticks, and measuring tapes to measure the length of an object. (CCSS.Math.Content.2.M D.A.1/CCSS.Math.Content .3.MD.B.4) The learner will be able to identify the days of the week, and months of the year. (*) The learner will solve problems involving calendars. (*)

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Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> The learner will be able to solve story problems that require the addition of one- and two-digit whole numbers up to 20. (CCSS.Math.Content.1.OA.A.1/MA.1.AF.1/MA.2.AF.5) The learner will decompose numbers up to ten in different ways using drawings. (*) The learner will be able to recognize whole numbers up to 1,000. (CCSS.Math.Content.2.NB.T.A.3/MA.3.NS.1) The learner will identify an object that is divided into a specific number of equal parts. (MA.K.NS.5/MA.1.NS.7/MA.2.NS.8) The learner will pair each number while counting with a single object. (CCSS.Math.Content.K.C.C.B.4.a/MA.PK.NS.1) The learner will add decimals that do not require regrouping. (CCSS.Math.Content.5.NB.T.B.7/MA.4.C.10/MA.5.C.6) 			<ul style="list-style-type: none"> The learner will be able to determine which operational symbol is missing from an equation (+, -, =). (MA.1.C.5/MA.3.AF.3) 	<ul style="list-style-type: none"> The learner will approximate and measure elapsed time by applying the following terms: before or after; yesterday, today, or tomorrow; day or night, morning, afternoon, or evening; and hour or half-hour. (MA.K.M.2/MA.1.M.6) The learner will understand that using non-standard measurement requires no gaps between each unit. (CCSS.Math.Content.1.MD.A.2) The learner will be able to compare objects by capacity (more full/less full). (CCSS.Math.Content.K.M.D.A.2/MA.K.M.1/MA.1.M.5)

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Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> • The learner will compare decimal numbers up to the hundredths position using the order symbols $>$, $<$, and $=$. (CCSS.Math.Content.4.NF.C.7/MA.5.NS.3) • The learner will order whole numbers from least to greatest. (MA.2.NS.5/MA.3.NS.5/MA.4.NS.5/MA.5.NS.3) • The learner will apply ordinal numbers 1st through 10th. (MA.K.NS.10/MA.2.NS.6) • The learner will be able to identify a number sentence belonging to an addition/subtraction fact family. (CCSS.Math.Content.1.OA.B.3/MA.1.C.4/MA.1.C.7) • The learner will use drawings to solve one-step addition word problems within one hundred. (CCSS.Math.Content.2.OA.A/CCSS.Math.Content.2.OA.A.1) 				

Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> The learner will compare the size of a product to the size of one of its factors. (CCSS.Math.Content.5.NF.B.5.a) The learner will subtract decimals that do not require regrouping. (CCSS.Math.Content.5.NBT.B.7/MA.4.C.10/MA.5.C.6) The learner will subtract money expressed in decimal form that does not require regrouping. (MA.4.C.10/MA.5.NS.9) The learner will be able to identify a number sentence belonging to an addition/subtraction fact family. (MA.1.C.7) The learner will be able to add 3 or 4 two-digit whole numbers, no regrouping. (CCSS.Math.Content.2.NBT.B.6/CCSS.Math.Content.3.NBT.A.2/MA.3.C.1/MA.4.C.1) 				

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Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> • The learner will identify the composition of the multiples of tens. (CCSS.Math.Content.1.NB T.B.2.c) • The learner will be able to demonstrate that 10 ones is equal to 1 ten using base ten blocks. (CCSS.Math.Content.1.NB T.B.2.a/MA.2.NS.3) • The learner will relate the various simple fractions to one whole unit. (CCSS.Math.Content.3.NF .A.1/CCSS.Math.Content.3 .G.A.2/MA.1.NS.8/MA.2.N S.8/MA.2.NS.10/MA.5.NS. 6) • The learner will be able to count objects up to 100. (CCSS.Math.Content.1.NB T.A.1) • The learner will be able to skip count by 2's, 5's, 10's and 100's from any number to 1,000. (MA.2.NS.1) 				

Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> The learner will be able to identify equivalent sums to 10 ($3 + 4 = 7$ and $5 + 2 = 7$). (CCSS.Math.Content.K.OA.A.3/MA.1.C.3) The learner will solve addition problems with a two-digit number and a one-digit number within one hundred using place value. (CCSS.Math.Content.1.NBT.C.4) The learner will be able to represent equivalent decimals using money amounts, including coins and bills. (MA.3.M.10) The learner will identify odd or even numbers. (CCSS.Math.Content.2.OA.C.3/MA.2.NS.7/MA.3.NS.7) The learner will compare whole numbers up to ten thousand. (CCSS.Math.Content.4.NBT.A.2/MA.4.NS.5/MA.5.NS.3) 				

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Scaled Score values from 2051 to 2150

Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> The learner will solve subtraction problems within twenty using the strategy of counting on. (CCSS.Math.Content.1.OA.C.6) The learner will understand that the next number when counting indicates a group with a larger quantity. (CCSS.Math.Content.K.CC.B.4.c/MA.K.NS.3) The learner will add one-to two-digit whole numbers with regrouping. (CCSS.Math.Content.2.NBT.B.5/CCSS.Math.Content.2.NBT.B.7/CCSS.Math.Content.3.NBT.A.2/CCSS.Math.Content.4.NBT.B.4/MA.2.C.3/MA.3.C.1/MA.4.C.1) The learner will solve addition problems with a two-digit number a multiple of ten within one hundred using place value. (CCSS.Math.Content.1.NBT.C.4) 	<ul style="list-style-type: none"> The learner will partition shapes into parts with equal areas. (CCSS.Math.Content.3.G.A.2/MA.1.NS.7) The learner will compose three-dimensional shapes. (CCSS.Math.Content.1.G.A.2/MA.2.G.3/MA.3.G.4) The learner will be able to identify solid figures. (CCSS.Math.Content.K.G.A.2/CCSS.Math.Content.2.G.A.1/MA.2.G.2/MA.3.G.3) The learner will identify shapes in real world objects and drawings. (MA.1.G.7/MA.2.G.5/MA.3.G.10) The learner will identify squares and rectangles. (MA.3.G.1/MA.5.G.1) The learner will describe the whole of a shape divided into two and four parts labeling the parts as two of two or four of four. (CCSS.Math.Content.1.G.A.3/MA.1.NS.8/MA.2.NS.10) 	<ul style="list-style-type: none"> The learner will interpret data in a table with up to three categories to determine which category has the most or least. (CCSS.Math.Content.1.MD.C.4) The learner will read a bar graph. (CCSS.Math.Content.2.MD.D.10/MA.1.NS.10/MA.2.DP.2) The learner will take given results in up to three categories of a survey and organize the data into a table. (CCSS.Math.Content.1.MD.C.4) The learner will be able to interpret a table. (CCSS.Math.Content.1.MD.C.4/MA.1.NS.10/MA.2.DP.2) The learner will represent data in a table with up to three categories. (CCSS.Math.Content.1.MD.C.4) 	<ul style="list-style-type: none"> The learner will complete a counting pattern. (CCSS.Math.Content.3.OA.D.9/MA.2.AF.3/MA.2.AF.4) The learner will be able to complete a number pattern using 2's, 5's, 10's, and 100's up to 1,000 from any number. (CCSS.Math.Content.3.OA.D.9/MA.2.NS.1/MA.2.AF.3/MA.2.AF.4) The learner will identify the missing symbol for a multiplication or division number sentence. (MA.3.AF.3) The learner will be able to determine the missing addend in an addition number sentence up to 20. (CCSS.Math.Content.1.OA.D.8/MA.3.AF.2) 	<ul style="list-style-type: none"> The learner will read a thermometer. (MA.2.M.8/MA.4.M.12) The learner will order objects according to their length. (CCSS.Math.Content.1.MD.A.1/MA.K.M.1) The learner will be able to approximate and measure elapsed time by applying the following terms: before or after; yesterday, today, or tomorrow; day or night, morning, afternoon, or evening; and hour or half-hour. (MA.K.M.2/MA.1.M.6) The learner will be able to identify equivalent measures of time (60 minutes = 1 hour, 7 days = 1 week, 12 months = 1 year) (MA.2.M.10) The learner will find the perimeter of a figure with the sides labeled. (CCSS.Math.Content.3.MD.D.8/MA.3.M.3)

Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> The learner will explain the strategy used to add a two-digit number and a one-digit number within one hundred. (CCSS.Math.Content.1.NB.T.C.4) The learner will identify the value of a digit by considering place value, (i.e., the "5" in "452" represents 50). (CCSS.Math.Content.4.NBT.A/MA.3.NS.2) The learner will be able to display data in pictographs and bar graphs. (CCSS.Math.Content.2.MD.D.10/CCSS.Math.Content.3.MD.B.3/MA.1.NS.10) The learner will be able to find the value or values that will make an open sentence true, if it contains $<$ or $>$. (*) The learner will add a two-digit number and a one-digit number within 100 using drawings. (CCSS.Math.Content.1.NB.T.C.4/MA.2.C.1) 	<ul style="list-style-type: none"> The learner will recognize which shapes can be combined to form a given shape. (*) The learner will be able to identify multiple ways of illustrating the same fraction using physical models, pictorial models, and words. (MA.1.NS.8/MA.5.NS.6) 	<ul style="list-style-type: none"> The learner will be able to read bar graphs with up to 10 items per category. (CCSS.Math.Content.2.MD.D.10/MA.1.NS.10/MA.2.DP.2) The learner will be able to interpret a bar graph. (CCSS.Math.Content.1.MD.C.4/CCSS.Math.Content.2.MD.D.10/MA.1.NS.10/MA.2.DP.2) 		<ul style="list-style-type: none"> The learner will convert time between weeks and days and/or minutes and hours. (MA.2.M.10/MA.3.M.12) The learner will be able to calculate the sum for the lengths (standard or metric) of 2 whole numbers (5 inches + 6 inches = 11 inches) using pictorial representations. (*) The learner will be able to tell time in hour and half hour intervals using an analog clock. (CCSS.Math.Content.1.MD.B.3/MA.1.M.6/MA.2.M.9/MA.2.DP) The learner will compare information in bar graphs. (CCSS.Math.Content.2.MD.D.10/CCSS.Math.Content.3.MD.B.3/MA.1.NS.10)

Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> The learner will solve addition problems within twenty by creating equivalent but easier sums. (CCSS.Math.Content.1.OA.C.6) The learner will add three whole numbers with one to two digits each. (CCSS.Math.Content.2.NBT.B.6/CCSS.Math.Content.3.NBT.A.2/CCSS.Math.Content.4.NBT.B.4/MA.3.C.1/MA.4.C.1) The learner will multiply one-digit whole numbers. (CCSS.Math.Content.3.OA.C.7/MA.3.C.5/MA.4.C.4/MA.4.C.5) The learner will subtract multiples of ten from multiples of ten within one hundred using place value. (CCSS.Math.Content.1.NBT.C.6) The learner will check the correctness of an answer by using the inverse operation. (MA.3.C.4/MA.4.AF.6) 				

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Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> The learner will perform the addition of two- and three-digit whole numbers with regrouping. (CCSS.Math.Content.2.NB.T.B.7/CCSS.Math.Content.3.NBT.A.2/CCSS.Math.Content.4.NBT.B.4/MA.3.C.1/MA.4.C.1) The learner will demonstrate knowledge of place value using tens and hundreds. (CCSS.Math.Content.2.NB.T.A.1/MA.2.NS.3/MA.3.NS.2/MA.4.NS.3) The learner will add within twenty using the strategy of counting on. (CCSS.Math.Content.1.OA.C.6) The learner will be able to identify the faces on a three-dimensional shape as two-dimensional shapes. (*) The learner will determine whether a group of objects (up to 20) has an odd or even number of members. (CCSS.Math.Content.2.OA.C.3) 				

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Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> The learner will be able to read and write whole numbers to 10,000. (CCSS.Math.Content.4.NBT.A.2/MA.4.NS.1/MA.5.NS.1) The learner will identify the components of a multiplication or division fact family. (*) The learner will be able to determine the number of ones needed to make an additional ten using base ten blocks. (7 Ones + ___ Ones = 1 Ten) (*) The learner will be able to identify the value of a group of coins. (MA.1.M.7/MA.2.M.12/MA.3.M.10) The learner will write whole numbers in expanded notation. (CCSS.Math.Content.4.NBT.A.2/MA.3.NS.3/MA.5.NS.1) The learner will be able to subtract one- and two-digit whole numbers up to 20 without regrouping. (CCSS.Math.Content.2.OA.B.2/CCSS.Math.Content.2.NBT.B.7/MA.2.C.4/MA.3.C.1) 				

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Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> The learner will order fractions that have common denominators. (CCSS.Math.Content.4.NF.A/MA.4.NS.12) The learner will be able to solve story problems that require the addition of one-, two-, and three-digit whole numbers up to 1,000. (*) The learner will solve story problems involving adding up to three whole numbers. (CCSS.Math.Content.4.NBT.B.4) The learner will solve problems within twenty using the relationship between addition and subtraction. (CCSS.Math.Content.1.OA.B.3/MA.1.C.7/MA.1.AF.3/MA.2.C.5) The learner will estimate a fractional part. (*) The learner will add fluently within one thousand using properties of operations. (CCSS.Math.Content.3.NBT.A.2/MA.4.C.1) 				

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Scaled Score values from 2151 to 2250

Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> Determine the number of hundreds in multiples of 100. (CCSS.Math.Content.2.NB.T.A.1.b) The learner will relate counting to subtraction for problems within twenty. (CCSS.Math.Content.1.OA.C.5) The learner will be able to understand the place value structure of the base ten number system: 10 ones = 1 ten, 10 tens = 1 hundred, 10 hundreds = 1 thousand, 10 thousands = 1 ten thousand. (MA.3.NS.4/MA.4.NS.3) The learner will identify the fractional portion of a given set. (MA.1.NS.9/MA.2.NS.8/MA.5.NS.6) The learner will be able to solve story problems that require the subtraction of one- and two-digit whole numbers up to 20. (CCSS.Math.Content.1.OA.A.1/MA.1.AF.1/MA.2.C.4/MA.2.A.F.6) 	<ul style="list-style-type: none"> The learner will identify three-dimensional shapes meeting specific attributes. (CCSS.Math.Content.2.G.A.1) The learner will be able to identify plane figures. (CCSS.Math.Content.K.G.A.2/CCSS.Math.Content.2.G.A.1/MA.K.G.1/MA.1.G.1/MA.2.G.2) The learner will be able to connect fractions to pictorial models and/or connect models of these types to fractions ($\frac{1}{4}$, $\frac{1}{3}$, $\frac{1}{2}$, whole). (CCSS.Math.Content.2.G.A.3/MA.1.NS.8/MA.5.NS.6) The learner will identify the characteristics that define a shape rather than those that do not define the shape. (CCSS.Math.Content.1.G.A.1) 	<ul style="list-style-type: none"> The learner will determine events as being most likely to occur. (MA.2.DP.3/MA.3.DP.1) The learner will read and compare information in a table. (MA.1.NS.10/MA.2.DP.2) The learner will identify the most likely outcome. (MA.2.DP.3/MA.3.DP.1) The learner will interpret a table. (MA.1.NS.10/MA.2.DP.2/MA.4.DP.2) The learner will interpret a pictograph. (MA.1.NS.10/MA.4.DP.2) 	<ul style="list-style-type: none"> The learner will be able to determine the missing number in a subtraction number sentence up to 20. (CCSS.Math.Content.1.OA.B.4/CCSS.Math.Content.1.OA.D.8/MA.3.AF.2) The learner will continue a number pattern. (MA.2.AF.3/MA.2.AF.4) The learner will determine the missing number in a subtraction number sentence. (CCSS.Math.Content.1.OA.D.8/MA.3.AF.2) The learner will determine the missing factor in a multiplication sentence. (CCSS.Math.Content.3.OA.A.4/MA.3.AF.2) The learner will be able to use the symbols $<$, $>$, and $=$ to compare numbers up to 100. (MA.2.NS.5/MA.3.NS.5/MA.4.NS.5/MA.5.NS.3) 	<ul style="list-style-type: none"> The learner will express the length of an object by using non-standard units laid without gaps. (CCSS.Math.Content.1.MD.A.2/MA.1.M.1) The learner will measure time in clock terms (hours, minutes) within a story problem. (MA.4.M.11) The learner will be able to approximate and measure elapsed time by applying the following terms: before or after; yesterday, today, or tomorrow; day or night, morning, afternoon, or evening; and hour or half-hour. (MA.K.M.2/MA.1.M.6) The learner will tell time in five-minute intervals using an analog clock. (CCSS.Math.Content.2.MD.C.7/MA.2.M.9) The learner will be able to order objects by capacity (most full/least full). (MA.K.M.1/MA.1.M.5)

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Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> The learner will add decimals that require regrouping. (CCSS.Math.Content.5.NB T.B.7/MA.4.C.10/MA.5.C.6) The learner will be able to solve word problems with three whole numbers whose sum is less than or equal to twenty. (CCSS.Math.Content.1.OA .A.2/MA.3.C.1) The learner will be able to find a number that is 10 more than a given number. (CCSS.Math.Content.1.NB T.C.5/CCSS.Math.Content .2.NBT.B.8/MA.2.NS.4) The learner will connect simple fractions with their equivalent pictures. (CCSS.Math.Content.3.NF .A.1/MA.2.NS.8/MA.3.NS.8) The learner will use the properties of operations to subtract within one thousand. (CCSS.Math.Content.2.NB T.B.7/MA.4.C.1) 			<ul style="list-style-type: none"> The learner will generate a shape pattern following a given rule. (CCSS.Math.Content.4.O A.C.5) The learner will use properties of operations to add within one thousand. (CCSS.Math.Content.2.NB T.B.7) The learner will extend geometric patterns. (*) 	<ul style="list-style-type: none"> The learner will tell time to the nearest minute using an analog clock. (CCSS.Math.Content.3.M D.A.1/MA.3.M.9) The learner will use drawing to solve addition problems involving liquid volumes. (CCSS.Math.Content.3.M D.A.2) The learner will determine the weight of a given object. (CCSS.Math.Content.K.M D.A.1/MA.3.M.7) The learner will be able to order objects by weight (lightest/heaviest). (MA.K.M.1/MA.1.M.5) The learner will choose the appropriate measure for determining weight, length, or size. (MA.6.M.1) The learner will exhibit an understanding of reasonableness of results when working with measurement. (*)

Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> The learner will be able to identify which number sentence applies to a particular word problem using addition or subtraction up to 100. (MA.1.AF.1/MA.2.AF.1/MA.3.C.1/MA.3.AF.1) The learner will add two numbers with two decimal places that require regrouping. (CCSS.Math.Content.5.NBT.B.7/MA.4.C.10/MA.5.C.6) The learner will connect fractions to pictorial models and/or connect models of these types to fractions. (MA.2.NS.8/MA.5.NS.6) The learner will use equations with symbols for unknowns to solve addition word problems within 100 involving lengths in the same units. (CCSS.Math.Content.2.MD.B.5) The learner will be able to estimate numbers up to 500. (MA.4.C.11/MA.5.C.7) 				<ul style="list-style-type: none"> The learner will determine the volume of the figure through models. (CCSS.Math.Content.5.MD.C.3.b/MA.3.M.5/MA.4.M.8)

Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> The learner will multiply a one-digit number by a multiple of 10 in the range of 10 to 90. (CCSS.Math.Content.3.NB T.A.3/MA.4.C.5/MA.5.C.1) The learner will interpret the product of whole numbers as a number of groups with a number of objects in each group. (CCSS.Math.Content.3.O A.A.1) The learner will match word names to whole numbers up to one million. (CCSS.Math.Content.4.N BT.A.2/MA.4.NS.1/MA.5.N S.1) The learner will add a two-digit number a multiple of ten within one hundred using properties of operations. (CCSS.Math.Content.1.NB T.C.4) The learner will be able to find a number that is 10 less than a given number. (CCSS.Math.Content.1.NB T.C.5/CCSS.Math.Content .2.NBT.B.8/MA.2.NS.4) 				

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Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> • The learner will associate the final number when counting with the number of objects in a set. (CCSS.Math.Content.K.C.C.B.4.b/MA.K.NS.6) • The learner will show that two fractions are equivalent because they represent the same point on the number line. (CCSS.Math.Content.3.NF.A.3.a) • The learner will solve addition problems with a two-digit number and a one-digit number within one hundred using properties of operations. (CCSS.Math.Content.1.NB.T.C.4) • The learner will be able to identify odd or even numbers in one-digit numbers. (MA.2.NS.7/MA.3.NS.7) • The learner will show whole numbers as lengths on a number line. (CCSS.Math.Content.2.MD.B.6) 				

Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> The learner will write an equation to express an even number as a sum of two equal addends (doubles). (CCSS.Math.Content.2.OA.C.3) The learner will use arrays representing division to solve word problems within one hundred. (CCSS.Math.Content.3.OA.A.3/MA.2.DP.2/MA.5.C.1) The learner will be able to use a variety of strategies to solve multiplication problems with factors up to 12 x 12. (CCSS.Math.Content.3.OA.C.7/MA.4.C.4/MA.4.C.5) The learner will use the relationship between addition and subtraction to solve problems within one thousand. (CCSS.Math.Content.2.NBT.B.7/MA.4.C.1) 				

Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> The learner will subtract multiples of ten from multiples of ten within one hundred using the relationship between addition and subtraction. (CCSS.Math.Content.1.NB T.C.6/MA.2.C.5) The learner will use drawings to solve addition word problems within 100 involving lengths in the same units. (CCSS.Math.Content.2.M D.B.5) The learner will identify equations that involve addition within twenty that are true. (CCSS.Math.Content.1.OA .D.7) The learner will be able to order numbers and/or objects up to 100 from greatest to least/least to greatest with or without a number line/chart. (MA.2.C.2) The learner will be able to identify odd or even one- and two-digit whole numbers. (MA.2.NS.7/MA.3.NS.7) 				

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Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> The learner will be able to identify equivalent sums to 100 ($60 + 15 = 75$ and $41 + 35 = 75$). (*) The learner will use drawings to solve word problems involving multiplicative comparison. (CCSS.Math.Content.4.OA.A.2) The learner will solve addition problems within twenty using the strategy of making ten. (CCSS.Math.Content.1.OA.C.6) The learner will be able to demonstrate that 10 tens is equal to 1 hundred using base ten blocks. (CCSS.Math.Content.2.NBT.A.1.a/MA.1.NS.3/MA.2.NS.3/MA.3.NS.2) The learner will be able to understand various meanings of multiplication and division. (*) The learner will be able to demonstrate fluency and apply single-digit division facts. (CCSS.Math.Content.3.OA.C.7/MA.4.C.6/MA.5.C.1) 				

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Scaled Score values from 2251 to 2350

Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> The learner will be able to subtract one-, two-, and three-digit whole numbers up to 1,000 without regrouping. (CCSS.Math.Content.2.NB.T.B.7/CCSS.Math.Content.3.NBT.A.2/CCSS.Math.Content.4.NBT.B.4/MA.3.C.1/MA.4.C.1) The learner will be able to solve story problems that require the subtraction of one-, two-, and three-digit whole numbers up to 1,000. (*) The learner will subtract one- to three-digit whole numbers where regrouping is required. (CCSS.Math.Content.2.NB.T.B.7/CCSS.Math.Content.3.NBT.A.2/CCSS.Math.Content.4.NBT.B.4/MA.3.C.1/MA.4.C.1) The learner will use visual models to compare two decimals. (CCSS.Math.Content.4.NF.C.7/MA.5.NS.3/MA.6.NS.6) 	<ul style="list-style-type: none"> The learner will be able to sort/classify plane figures by attributes including shape, color, size, and the number of sides and/or vertices. (MA.PK.AF.6/MA.K.G.2/MA.1.G.1/MA.1.G.3/MA.2.G.2) The learner will identify parallel lines. (CCSS.Math.Content.4.G.A.1/MA.4.G.2/MA.5.G.1) The learner will be able to relate the simple fractions to one whole unit ($\frac{1}{4}$, $\frac{1}{3}$, $\frac{1}{2}$, whole). (CCSS.Math.Content.2.G.A.3/MA.1.NS.8/MA.5.NS.6) The learner will express equally partitioned shapes as a unit fraction of a whole. (CCSS.Math.Content.3.G.A.2/MA.2.NS.9) The learner will be able to sort/classify plane figures by attributes including shape, color, size, and the number of sides and/or vertices. (MA.K.G.2/MA.1.G.1/MA.1.G.3/MA.2.G.2) 	<ul style="list-style-type: none"> The learner will interpret information presented in a tally chart. (MA.1.NS.10/MA.2.DP.2/MA.4.DP.2) The learner will determine events as being least likely to occur. (MA.1.G.2/MA.2.DP.3/MA.3.DP.1) The learner will read a double bar graph. (*) The learner will determine how many more one category has than another category from a table with up to three categories. (CCSS.Math.Content.1.MD.C.4) The learner will determine how many fewer one category has than another category from a table with up to three categories. (CCSS.Math.Content.1.MD.C.4) The learner will identify the least likely outcome. (MA.2.DP.3/MA.3.DP.1) 	<ul style="list-style-type: none"> The learner will write number sentences to illustrate situations involving multiplying whole numbers. (MA.3.AF.1/MA.4.AF.7) The learner will demonstrate the associative property of multiplication. (MA.3.AF.4/MA.6.AF.7) The learner will complete patterns of skip counting by one hundred within one thousand. (CCSS.Math.Content.2.NB.T.A.2) The learner will be able to use the symbols $<$, $>$, and $=$ to compare numbers up to 1,000 with or without a number line/chart. (CCSS.Math.Content.2.NB.T.A.4/MA.3.NS.5) The learner will write division number sentences which represent real world situations. (MA.3.AF.1/MA.4.AF.7) 	<ul style="list-style-type: none"> The learner will solve addition problems to find unknown angles on a diagram in the real world. (CCSS.Math.Content.4.MD.C.7) The learner will find the area of irregular figures by finding the area of regular, non-overlapping sections. (CCSS.Math.Content.3.MD.C.7.d/MA.4.M.7/MA.5.M.3) The learner will use information in bar graphs to solve simple addition problems. (CCSS.Math.Content.2.MD.D.10/CCSS.Math.Content.3.MD.B.3) The learner will estimate the length of objects in customary units. (CCSS.Math.Content.2.MD.A.3/MA.1.M.1/MA.2.M.1/MA.4.M.1)

Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> The learner will use drawings to solve one-step subtraction word problems within one hundred. (CCSS.Math.Content.2.OA.A.1) The learner will be able to compare whole numbers up to 1,000. (CCSS.Math.Content.2.NBT.A.4/MA.3.NS.5/MA.4.NS.5/MA.5.NS.3) The learner will subtract multiples of ten from multiples of ten within one hundred using properties of operations. (CCSS.Math.Content.1.NBT.C.6) The learner will add two numbers with three decimal places that require regrouping. (CCSS.Math.Content.6.NS.B.3/MA.5.C.6) The learner will be able to use models to demonstrate the number of ones needed to make an additional ten. (*) 	<ul style="list-style-type: none"> The learner will be able to connect fractions to pictorial models and/or connect models of these types to fractions ($\frac{1}{4}$, $\frac{1}{2}$, whole). (CCSS.Math.Content.1.G.A.3/CCSS.Math.Content.2.G.A.3/MA.1.NS.8) The learner will be able to relate the various simple fractions to one whole unit ($\frac{1}{4}$, $\frac{1}{2}$, whole). (CCSS.Math.Content.1.G.A.3/CCSS.Math.Content.2.G.A.3/MA.1.NS.8/MA.2.NS.10) The learner will be able to identify plane figures by attributes including the number of sides and/or vertices. (CCSS.Math.Content.2.G.A.1/MA.1.G.1/MA.2.G.2) The learner will describe the shares of a shape divided into two and four parts labeling the parts as halves, fourths, and quarters. (CCSS.Math.Content.1.G.A.3) 	<ul style="list-style-type: none"> The learner will determine events as being equally likely to occur. (MA.2.DP.3/MA.3.DP.1) The learner will interpret a bar graph. (CCSS.Math.Content.2.MD.D.10/CCSS.Math.Content.3.MD.B.3/MA.1.NS.10/MA.2.DP.2/MA.4.DP.2) 	<ul style="list-style-type: none"> The learner will find the unit rate in diagrams. (CCSS.Math.Content.7.RP.A.2.b) 	<ul style="list-style-type: none"> The learner will measure the length of an object twice, using length units of different lengths for the two measurements; describe how the two measurements relate to the size of the unit chosen. (CCSS.Math.Content.2.MD.A.2/MA.1.M.2) The learner will calculate length of time through addition and subtraction. (CCSS.Math.Content.3.MD.A.1/MA.4.M.9/MA.4.M.11/MA.5.M.10)

Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> The learner will be able to use the area model, tables, patterns, arrays, and doubling to provide meaning for multiplication. (CCSS.Math.Content.3.OA.A.3/CCSS.Math.Content.4.NBT.B.5/MA.4.C.5) The learner will add a two-digit number a multiple of ten within one hundred using the relationship between addition and subtraction. (CCSS.Math.Content.1.NBT.C.4/MA.2.C.5) The learner will be able to compare numbers and/or objects up to 100 using greater than, less than, and the same with or without a number line/chart. (CCSS.Math.Content.1.NBT.B.3) The learner will represent verbal statements of multiplication as an equation, (i.e., John is 10, Mary is three times John's Age. Mary's Age = 10×3). (CCSS.Math.Content.4.OA.A.1/MA.3.AF.1) 	<ul style="list-style-type: none"> The learner will identify figures with a line of symmetry. (CCSS.Math.Content.4.G.A.3/MA.2.G.6/MA.3.G.8/MA.4.G.6/MA.5.G.6) 			

Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> The learner will add a two-digit number and a one-digit number within one hundred using the relationship between addition and subtraction. (CCSS.Math.Content.1.NB.T.C.4/MA.2.C.5) The learner will use drawings to add within one thousand. (CCSS.Math.Content.2.NB.T.B.7) The learner will solve real world application problems by adding fractions using equations. (CCSS.Math.Content.4.NF.B.3.d/MA.5.C.3/MA.6.C.4/MA.6.C.6) The learner will solve addition problems with a two-digit number and a multiple of ten within one hundred using drawings. (CCSS.Math.Content.1.NB.T.C.4/MA.2.C.1) The learner will use equations to solve two-step addition word problems within one hundred. (CCSS.Math.Content.2.O.A.A.1/MA.2.AF.5/MA.3.AF.2) 				

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Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> The learner will be able to identify equivalent differences to 10 ($5 - 3 = 2$ and $6 - 4 = 2$). (CCSS.Math.Content.K.OA.A.3/MA.1.C.3) The learner will solve subtraction problems within twenty using the strategy of decomposing a number leading to ten. (CCSS.Math.Content.1.OA.C.6) The learner will mentally subtract 100 from a given number 100–900. (CCSS.Math.Content.2.NBT.B.8) The learner will use drawings to solve subtraction word problems within 100 involving lengths in the same units. (CCSS.Math.Content.2.MD.B.5) The learner will multiply whole numbers with two or more digits by whole numbers with one digit, regrouping when necessary. (CCSS.Math.Content.4.NBT.B.5) 				

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Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> • The learner will use drawing with equal groups representing division to solve word problems within one hundred. (CCSS.Math.Content.3.OA.A.3/MA.4.C.3/MA.5.C.1) • The learner will mentally subtract 10 from a given number 100–900. (CCSS.Math.Content.2.NB.T.B.8/MA.2.C.7/MA.3.C.8) • Identify arithmetic patterns (including patterns in the addition table or multiplication table), and explain them using properties of operations. (CCSS.Math.Content.3.OA.D.9/MA.2.AF.3/MA.3.A.F.5) • The learner will explain why addition strategies work, using place value and the properties of operations. (CCSS.Math.Content.2.NB.T.B.9/MA.4.C.1) 				

Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> The learner will use equations with symbols for unknowns to solve subtraction word problems within 100 involving lengths in the same units. (CCSS.Math.Content.2.MD.B.5) The learner will be able to distinguish between the various subsets of real numbers (counting/natural numbers, whole numbers, integers, rational numbers, and irrational numbers). (*) The learner will be able to add one-, two-, or three-digit whole numbers up to 1,000 with regrouping. (CCSS.Math.Content.2.NBT.B.7/CCSS.Math.Content.3.NBT.A.2/CCSS.Math.Content.4.NBT.B.4/MA.3.C.1/MA.4.C.1) The learner will use fraction models to solve word problems involving the addition of fractions. (CCSS.Math.Content.4.NF.B.3.d/MA.5.C.3/MA.6.C.4/MA.6.C.6) 				

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Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> The learner will subtract decimals that require regrouping. (CCSS.Math.Content.5.NB T.B.7/MA.4.C.10/MA.5.C.6) The learner will subtract two numbers with two decimal places that require regrouping. (CCSS.Math.Content.5.NB T.B.7/MA.4.C.10/MA.5.C.6) The learner will compare the values of more than one group of coins. (*) The learner will round whole numbers to the nearest 10, 100, or 1000. (CCSS.Math.Content.4.N BT.A.3/MA.4.NS.4/MA.5.NS.2) The learner will interpret a multiplication equation as a comparison, e.g., interpret $35 = 5 \times 7$ as a statement that 35 is 5 times as many as 7 and 7 times as many as 5. (CCSS.Math.Content.4.O A.A.1) 				

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Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> The learner will solve real world problems by determining that multiplication is needed to solve the problem, multiplying the appropriate numbers, and regrouping. (*) The learner will be able to compare and order unit fractions ($\frac{1}{2}$, $\frac{1}{3}$, $\frac{1}{4}$) and find their approximate locations on a number line. (CCSS.Math.Content.3.NF.A.2/MA.4.NS.12/MA.5.NS.8) The learner will mentally add 100 to a given number 100–900. (CCSS.Math.Content.2.NB.T.8) The learner will multiply fractions without reducing. (MA.5.C.5/MA.6.C.5/MA.7.C.1) The learner will use drawing with equal groups representing division of measurement quantities to solve word problems within one hundred. (CCSS.Math.Content.3.OA.A.3/MA.5.C.1) 				

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Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> The learner will understand the composition of numbers between ten and twenty using one ten and a set of ones. (CCSS.Math.Content.1.NB T.B.2.b) 				

Scaled Score values from 2351 to 2450

Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> The learner will subtract fluently within one thousand. (CCSS.Math.Content.3.NB.T.A.2/MA.4.C.1) The learner will use drawings to solve two-step subtraction word problems within one hundred. (CCSS.Math.Content.2.O.A.A.1) The learner will subtract two fractions with common denominators. (MA.3.C.6/MA.5.C.3/MA.6.C.4) The learner will mentally add 10 to a given number 100–900. (CCSS.Math.Content.2.NB.T.B.8/MA.2.C.7/MA.3.C.8) The learner will use equations to solve multiplication word problems involving multiplicative comparison. (CCSS.Math.Content.4.O.A.A.2/MA.5.C.1) 	<ul style="list-style-type: none"> The learner will identify shapes that are congruent. (MA.2.G.4/MA.3.G.5/MA.4.G.5) The learner will identify various geometric figures. (CCSS.Math.Content.2.G.A.1/MA.5.G.4) Understand that shapes in subcategories may share attributes with shapes from another subcategory. (CCSS.Math.Content.3.G.A.1) Apply properties of operations as strategies to multiply. (CCSS.Math.Content.3.O.A.B.5/MA.4.C.5/MA.5.C.1) The learner will be able to identify pairs of congruent triangles. (MA.5.G.3) The learner will be able to identify the fractional portion of a given set ($\frac{1}{4}$, $\frac{1}{3}$, $\frac{1}{2}$, whole). (MA.1.NS.9/MA.5.NS.6) 	<ul style="list-style-type: none"> The learner will determine the chances of simple events which have equally likely outcomes. (MA.3.DP.1) The learner will report the number of observations based on information in data displays. (CCSS.Math.Content.6.SP.B.5.a/MA.6.DP.2) The learner will determine common events to be impossible, less likely, equally likely, more likely, or certain. (MA.2.DP.3/MA.3.DP.1) The learner will read a circle graph. (MA.7.DP.1/MA.PA.DP.3) 	<ul style="list-style-type: none"> The learner will determine the missing divisor or dividend in a division sentence. (CCSS.Math.Content.3.O.A.A.4) The learner will use equations to solve one-step subtraction word problems within one hundred. (CCSS.Math.Content.2.O.A.A.1/MA.2.AF.6/MA.3.AF.2) The learner will generate a pattern based on a rule. (CCSS.Math.Content.4.O.A.C.5/MA.2.AF.4) The learner will determine the missing elements of a series of numbers which create a pattern. (*) The learner will use equations to solve two-step addition and subtraction word problems within one hundred. (CCSS.Math.Content.2.O.A.A.1/MA.3.AF.2) 	<ul style="list-style-type: none"> The learner will use a digital clock to tell time to nearest five minutes including the labels of a.m. and p.m. (CCSS.Math.Content.2.M.D.C.7) The learner will find the perimeter of a polygon. (MA.3.M.3/MA.7.M.4/MA.PA.M.4) The learner will find measurements from scale drawings. (*) The learner will use drawing to solve multiplication problems involving masses. (CCSS.Math.Content.3.M.D.A.2/MA.5.C.1) The learner will use information in bar graphs to solve simple subtraction problems. (CCSS.Math.Content.2.M.D.D.10/CCSS.Math.Content.3.MD.B.3)

Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> The learner will be able to explore equivalent fractions ($\frac{1}{2}$, $\frac{1}{3}$, $\frac{1}{4}$). (CCSS.Math.Content.3.NF.A.3.b/CCSS.Math.Content.4.NF.A.1) The learner will subtract two numbers with three decimal places that require regrouping. (CCSS.Math.Content.6.NS.B.3/MA.5.C.6) The learner will use drawings to solve multiplication word problems involving multiplicative comparison. (CCSS.Math.Content.4.OA.A.2/MA.5.C.1) The learner will approximate the location of a decimal on a number line. (MA.5.NS.8/MA.6.NS.6/MA.7.NS.2) The learner will be able to use place value to identify the value of digits in a whole number up to 1,000. (hundreds, tens, and ones) (CCSS.Math.Content.2.NBT.A.1/MA.2.NS.3/MA.3.NS.2) 	<ul style="list-style-type: none"> The learner will be able to estimate a fractional part ($\frac{1}{4}$, $\frac{1}{2}$, whole). (*) 		<ul style="list-style-type: none"> The learner will find missing values in a table representing a ratio relationship. (CCSS.Math.Content.6.RP.A.3.a) The learner will identify when information is missing or extraneous. (*) The learner will be able to determine the missing addend in an addition number sentence up to 100. (MA.3.AF.2) The learner will use equations to solve two-step subtraction word problems within one hundred. (CCSS.Math.Content.2.OA.A.1/MA.2.AF.6/MA.3.AF.2) The learner will be able to analyze a pattern or a whole-number function and state the rule, given a table or an input/output box. (MA.2.AF.4/MA.3.AF.6/MA.6.AF.11) 	<ul style="list-style-type: none"> The learner will find the missing sides of shapes in mathematical problems when given the perimeter. (CCSS.Math.Content.3.MD.D.8) The learner will use drawing to solve addition problems involving masses. (CCSS.Math.Content.3.MD.A.2) The learner will solve mathematical problems involving addition to find unknown angles on a diagram. (CCSS.Math.Content.4.MD.C.7) The learner will use drawing to solve subtraction problems involving masses. (CCSS.Math.Content.3.MD.A.2) The learner will identify various tools of measurement. (MA.6.M.1)

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Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> The learner will divide one- to two-digit whole numbers by one-digit whole numbers with no remainders. (CCSS.Math.Content.3.OA.C.7/CCSS.Math.Content.4.NBT.B.6/MA.4.C.6/MA.5.C.1) The learner will make change using coins and bills. (CCSS.Math.Content.4.MD.A.2/MA.4.M.10) The learner will multiply a three-digit whole number by a two-digit whole number. (CCSS.Math.Content.5.NBT.B.5/MA.5.C.1) The learner will be able to solve story problems involving adding or subtracting decimals. (CCSS.Math.Content.4.MD.A.2/MA.5.C.6) The learner will recognize number sentences that illustrate the inverse operations of multiplication and division. (MA.3.C.4/MA.4.AF.6) 			<ul style="list-style-type: none"> The learner will read a given story problem and identify the operation needed to solve the problem. (*) The learner will be able to draw the graphic representation of a pattern from an equation or from a table of data. (MA.PA.AF.8/MA.PA.AF.9) The learner will identify the output of number machines. (MA.3.AF.6/MA.6.AF.11) The student will graph ordered pairs with coordinates with positive and negative rational numbers. (CCSS.Math.Content.6.NS.C.6.c/MA.5.AF.4/MA.6.AF.8) The learner will complete patterns of skip counting by five within one thousand. (CCSS.Math.Content.2.NBT.A.2/MA.2.NS.1) The learner will evaluate expressions using parentheses, brackets, or braces. (CCSS.Math.Content.5.OA.A.1/MA.6.AF.4/MA.7.AF.4) 	<ul style="list-style-type: none"> The learner will measure to determine how much longer one object is than another, expressing the length difference in terms of a standard length unit. (CCSS.Math.Content.2.MD.A.4) The learner will display on a line plot measurement data generated by measuring lengths of several objects to the nearest whole unit, or by making repeated measurements of the same object. (CCSS.Math.Content.2.MD.D.9/MA.2.DP.1) The learner will use drawing to solve division problems involving masses. (CCSS.Math.Content.3.MD.A.2/MA.5.C.1) The learner will use a diagram with unit squares to identify an expression that represents the area of a rectangular shape. (CCSS.Math.Content.3.MD.C.7.a)

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Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> The learner will divide one- to two-digit whole numbers by one-digit whole numbers producing a remainder. (CCSS.Math.Content.4.NBT.B.6/MA.4.C.6/MA.5.C.1) The learner will be able to use models to demonstrate the number of tens needed to make an additional hundred. (*) The learner will multiply a given dollar amount by a whole number. (MA.6.C.14) The learner will be able to solve word problems involving money using \$ and ¢ symbols appropriately. (CCSS.Math.Content.2.MD.C.8) The learner will interpret absolute value as magnitude in a real world situation. (CCSS.Math.Content.6.NS.C.7.c) 				<ul style="list-style-type: none"> The learner will be able to identify equivalent metric units of capacity (milliliter to liter and liter to milliliter). (MA.PA.M.1)

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Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> The learner will add three two-digit numbers using strategies based on place value and properties of operations. (CCSS.Math.Content.2.NB.T.B.6/MA.4.C.1) The learner will interpret a multiplication equation as a comparison and represent verbal statements of multiplicative comparisons as multiplication equations. (CCSS.Math.Content.4.OA.A.1/MA.4.AF.1) The learner will be able to identify equivalent differences to 100 ($75 - 10 = 65$ and $97 - 32 = 65$). (*) The learner will identify an expression that is equivalent to an expression with exponents. (CCSS.Math.Content.6.EE.A.1/CCSS.Math.Content.6.EE.A.3/MA.6.NS.11) The learner will explain the method of adding within one thousand. (CCSS.Math.Content.2.NB.T.B.9/MA.4.C.1) 				

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Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> The learner will be able to understand the place value structure of the base ten number system: 10 ones = 1 ten, 10 tens = 1 hundred, 10 hundreds = 1 thousand, 10 thousands = 1 ten thousand, 10 hundred thousands = 1 million. (MA.4.NS.3) The learner will solve two-step word problems using any of the four operations. (CCSS.Math.Content.3.OA.A.3) The learner will solve real world application problems by subtracting fractions using equations. (CCSS.Math.Content.4.NF.B.3.d/MA.5.C.3/MA.6.C.4/MA.6.C.6) The learner will compare fractions that are illustrated as drawings. (MA.3.NS.10/MA.4.NS.12) The learner will be able to identify the number of tens and ones in whole numbers up to 100 using base ten blocks. (CCSS.Math.Content.1.NB.T.B.2/MA.1.NS.2/MA.1.NS.3/MA.2.NS.3) 				

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Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> The learner will relate addition of fractions as the sum of unit fractions (CCSS.Math.Content.4.NF.B.3/MA.5.C.3/MA.6.C.4) The learner will understand that multiplication is extended from fractions to rational numbers by requiring that operations continue to satisfy the properties of operations and interpret products of rational numbers by describing real-world contexts. (CCSS.Math.Content.7.NS.A.2.a) The learner will place a series of decimal numbers in order from least to greatest or from greatest to least. (MA.5.NS.3) The learner will find and position rational numbers on vertical number lines. (CCSS.Math.Content.6.NS.C.6.c/MA.7.NS.2) 				

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Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> The learner will reason about the size of two decimals in order to compare them. (CCSS.Math.Content.4.NF.C.7/MA.5.NS.3/MA.6.NS.6) The learner will add two or more decimals which have one to four decimal places. (CCSS.Math.Content.6.NS.B.3/MA.5.C.6/MA.7.C.1) The learner will use rectangular arrays to multiply whole numbers up to four digits by one-digit whole numbers. (CCSS.Math.Content.4.NBT.B.5) The learner will understand $p + q$ as the number located a distance q from p. (CCSS.Math.Content.7.NS.A.1.b/MA.5.C.2/MA.6.C.1/MA.6.AF.9/MA.7.NS.2/MA.7.C.1) The learner will estimate the results of whole number subtraction problems. (MA.2.C.6/MA.3.C.7/MA.4.C.11/MA.5.C.7) 				

Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> The learner will estimate the results of whole number addition problems. (MA.2.C.6/MA.3.C.7/MA.4.C.11/MA.5.C.7) The learner will solve real world problems involving division of whole numbers with three digits by whole numbers with one digit, with or without remainders. (MA.5.C.1) The learner will be able to identify equivalent sums to 20 ($13 + 4 = 17$ and $15 + 2 = 17$). (MA.1.C.3) The learner will understand that integers can be divided, provided that the divisor is not zero and interpret quotients in real world contexts. (CCSS.Math.Content.7.NS.A.2.b/MA.5.C.2/MA.6.C.2) The learner will demonstrate understanding of the inverse relationship between multiplication and division through a word problem. (MA.4.AF.6/MA.5.C.1) 				

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Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> • The learner will be able to solve story problems involving multiplying a decimal and a whole number. (CCSS.Math.Content.4.MD.A.2/MA.5.C.9) • The learner will add two fractions with common denominators. (MA.3.C.6/MA.5.C.3/MA.6.C.4) • The learner will use properties of operations to multiply whole numbers up to four digits by one-digit whole numbers. (CCSS.Math.Content.4.NBT.B.5) • The learner will be able to order whole numbers with to 1,000. (MA.3.NS.5/MA.4.NS.5/MA.5.NS.3) 				

Scaled Score values from 2451 to 2550

Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> The learner will divide whole numbers with three or more digits by whole numbers with one digit. (CCSS.Math.Content.4.NBT.B.6/MA.5.C.1) The learner will be able to calculate unit price using proportions. (CCSS.Math.Content.6.RP.A.3.b/CCSS.Math.Content.7.RP.A.1/MA.6.C.9) The learner will be able to write whole numbers up to 1,000 in expanded form. (CCSS.Math.Content.2.NBT.A.3/MA.2.NS.11/MA.3.NS.3/MA.4.NS.2/MA.5.NS.1) The learner will be able to express equivalent ratios as a proportion. (CCSS.Math.Content.7.RP.A.2.c) The learner will understand that subtracting can be represented by taking away unit fractions. (MA.5.C.3/MA.6.C.4) 	<ul style="list-style-type: none"> The learner will be able to plot points to form basic geometric shapes (identify and classify). (CCSS.Math.Content.6.G.A.3/MA.7.G.1) The learner will define various angles in a given figure. (MA.4.G.1/MA.5.G.1) Recognize special quadrilaterals including rhombuses, rectangles, and squares, and draw examples of quadrilaterals that do not fit in a further subcategory. (CCSS.Math.Content.3.G.A.1/MA.3.G.1/MA.4.G.3) The learner will understand that more equal shares creates smaller shares. (CCSS.Math.Content.1.G.A.3) The learner will identify various angles in a given figure. (MA.4.G.1/MA.5.G.1) The learner will locate points on a grid using ordered pairs. (MA.5.AF.4/MA.6.AF.8) 	<ul style="list-style-type: none"> The learner will determine the probability of an event. (MA.6.DP.6) The learner will be able to read a pictograph. (CCSS.Math.Content.1.MD.C.4/CCSS.Math.Content.2.MD.D.10/MA.K.NS.9/MA.1.NS.10) The learner will be able to display data in a line graph to show an increase or decrease over time. (MA.6.DP.1/MA.7.DP.1) The learner will display a data set of fractions on a line plot. (CCSS.Math.Content.4.MD.B.4/MA.6.DP.1) The learner will be able to interpret a bar graph. (CCSS.Math.Content.2.MD.D.10/MA.2.DP.2/MA.4.DP.2) The learner will be able to represent data using tables, bar graphs, and pictographs. (MA.6.DP.1) 	<ul style="list-style-type: none"> The learner will use equations with unknowns to represent real world problems requiring multiple steps. (CCSS.Math.Content.4.OA.A.3) The learner will find the unit rate in descriptions. (CCSS.Math.Content.7.RP.A.2.b/MA.PA.AF.8) The learner will be able to determine the missing number in a subtraction number sentence up to 100. (MA.3.AF.2) The learner will use the properties of operations to add within one hundred. (CCSS.Math.Content.2.NBT.B/CCSS.Math.Content.2.NBT.B.5/MA.4.C.1) The learner will identify features in a shape pattern that appear beyond the explicit rule. (CCSS.Math.Content.4.OA.C.5) 	<ul style="list-style-type: none"> The learner will determine the length of a line segment using a given line with distance and points marked on it. (*) The learner will find the area of rectangles by multiplying whole number side lengths. (CCSS.Math.Content.3.MD.C.7.b/MA.4.M.4/MA.4.M.5/MA.5.M.2) The learner will be able to measure and draw angles using a protractor. (CCSS.Math.Content.4.MD.C.6/MA.4.G.1/MA.5.G.1) The learner will be able to determine the length of an object using non-standard measurement tools such as sticks, paper clips, blocks, beans. (MA.1.M.1) The learner will convert units of time. (MA.3.M.12) The learner will use drawing to solve division problems involving liquid volumes. (CCSS.Math.Content.3.MD.A.2/MA.5.C.1)

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Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> The learner will explain the strategy used to subtract multiples of ten from multiples of ten within one hundred. (CCSS.Math.Content.1.NB.T.C.6) The learner will use equations and equal groups representing division to solve word problems within one hundred. (CCSS.Math.Content.3.OA.A.3/MA.4.C.3/MA.5.C.1) The learner will identify equations that involve subtraction within twenty that are true. (CCSS.Math.Content.1.OA.D.7) The learner will add integers with the same sign. (CCSS.Math.Content.7.NS.A.1.d/MA.5.C.2/MA.6.C.1/MA.7.C.1) The learner will add three numbers with three or more places after the decimal point. (CCSS.Math.Content.6.NS.B.3/CCSS.Math.Content.7.NS.A.1.d/MA.5.C.6/MA.7.C.1) 	<ul style="list-style-type: none"> The learner will give a name to an ordered pair in the coordinate plane. (CCSS.Math.Content.5.G.A.1/MA.5.AF.4/MA.6.AF.8) The learner will record and plot ordered pairs of whole numbers in a rectangular coordinate system. (CCSS.Math.Content.5.G.A.2/MA.5.AF.4/MA.6.AF.8) The learner will be able to explain why two figures are or are not similar. (MA.6.G.5/MA.7.M.2) The learner will be able to identify radius, diameter, chords and central angles of a circle. (MA.5.G.5/MA.PA.G.1) The learner will be able to understand the relationship between the diameter and radius of a circle. (MA.5.G.5/MA.6.M.4) The learner will find and name points with ordered pairs of integers. (CCSS.Math.Content.6.NS.C.6.c/MA.5.AF.4/MA.6.A.F.8) 		<ul style="list-style-type: none"> The learner will be able to solve and explain simple one-step equations using inverse operations involving whole numbers. (CCSS.Math.Content.6.EE.B.7/MA.3.AF.2/MA.6.AF.2) The learner will assess reasonableness of answers to real world problems requiring multiple steps. (CCSS.Math.Content.4.OA.A.3) The learner will use equations with equal groups representing division of measurement quantities to solve word problems within one hundred. (CCSS.Math.Content.3.OA.A.3/MA.5.C.1) The learner will use equations and arrays representing division to solve word problems within one hundred. (CCSS.Math.Content.3.OA.A.3/MA.5.C.1) 	<ul style="list-style-type: none"> The learner will be able to determine the length of an object using non-standard measurement tools such as sticks, paper clips, blocks, beans. (MA.1.M.1) The learner will be able to calculate distance using a map scale. (CCSS.Math.Content.7.G.A.1/MA.7.M.3/MA.PA.M.3) The learner will be able to select tools and units (customary and metric) appropriate for the length being measured. (MA.6.M.1) The learner will find the missing sides of shapes in real world problems when given the perimeter. (CCSS.Math.Content.3.MD.D.8/CCSS.Math.Content.4.MD.A.3) The learner will display on a line plot data generated by making repeated measurements of the same object. (CCSS.Math.Content.2.MD.D.9/MA.2.DP.1)

Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> The learner will interpret products of whole numbers, for example, interpret 5×7 as the total number of objects in 5 groups of 7 objects each. (CCSS.Math.Content.3.OA.A.1) The learner will add decimals to the hundredths place using drawings. (CCSS.Math.Content.5.NBT.B.7/MA.4.C.9/MA.5.C.6/MA.7.C.1) The learner will use properties of operations to multiply one-digit whole numbers by multiples of ten between ten and ninety. (CCSS.Math.Content.3.NBT.A.3/MA.5.C.1) The learner will multiply a decimal and a whole number where regrouping is required. (MA.5.C.9/MA.7.C.1) 			<ul style="list-style-type: none"> The learner will choose the story problem that corresponds to a given equation. (CCSS.Math.Content.6.EE.C.9) The learner will solve real-world problems using one-step equations. (CCSS.Math.Content.6.EE.B.7/MA.6.AF.2) The learner will determine missing or extraneous information in problem solving scenarios. (*) The learner will determine the output values of a given function. (MA.6.AF.11) 	<ul style="list-style-type: none"> The learner will generate measurement data by measuring lengths using rulers marked with halves and fourths of an inch and show the data by making a line plot. (CCSS.Math.Content.3.MD.B.4/MA.4.M.1) The learner will find the area of a rectangle when a formula is given. (CCSS.Math.Content.4.MD.A.3/CCSS.Math.Content.6.G.A.1/MA.4.M.4/MA.4.M.5/MA.5.M.2/MA.7.M.4/MA.PA.M.4) The learner will be able to identify equivalent customary units of capacity (cups to pints, pints to quarts, and quarts to gallons). (MA.7.M.1/MA.PA.M.1) The learner will solve story problems involving elapsed time. (MA.4.M.11/MA.5.M.10) The learner will be able to determine the tool and technique to measure with an appropriate level of precision: mass. (MA.6.M.1)

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Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> • The learner will be able to subtract one-, two-, and three-digit whole numbers up to 1,000 with regrouping. (CCSS.Math.Content.2.NBT.B.7/CCSS.Math.Content.3.NBT.A.2/CCSS.Math.Content.4.NBT.B.4/MA.3.C.1/MA.4.C.1) • Reason about the size of fractions with the same numerator. (CCSS.Math.Content.3.NF.A.3.d) • The student will create tables that show equivalent ratios of quantities with whole number measurements. (CCSS.Math.Content.6.RP.A.3.a) • The learner will represent addition of rational numbers on a number line. (CCSS.Math.Content.7.NS.A.1/MA.7.C.1) • The learner will use visual fraction models to compare two fractions with the same numerator or same denominator. (CCSS.Math.Content.3.NF.A.3.d/MA.3.NS.10/MA.4.NS.12) 				

Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> • The learner will be able to compare and order numbers to millions. (MA.4.NS.5/MA.5.NS.3/M A.7.NS.2) • The learner will divide a three-digit whole number by a two-digit whole number. (CCSS.Math.Content.5.NB T.B.6/CCSS.Math.Content .6.NS.B.2) • The student will graph opposites on a number line, (e.g. 3 and -3). (CCSS.Math.Content.6.NS .C.6.a) • Translate division as an unknown factor problem. (CCSS.Math.Content.3.O A.B.6) • Relate the addition of fractions to joining parts referring to the same whole. (CCSS.Math.Content.4.NF .B.3.a/MA.5.C.3) • The learner will assess the reasonableness of and answer to a two-step word problem. (CCSS.Math.Content.3.O A.D.8) 				

Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> • The learner will write decimals to the thousandths using base ten numerals. (CCSS.Math.Content.5.NB.T.A.3.a/MA.5.NS.1) • The learner will demonstrate that division is repeated grouping. (CCSS.Math.Content.3.OA.A.2/MA.3.C.3/MA.4.C.3/MA.4.AF.6/MA.5.C.1) • The learner will use illustrations to order common fractions. (MA.4.NS.12) • Compare fractions with the same denominator that are part of the same whole. (CCSS.Math.Content.3.NF.A.3.d/MA.4.NS.12) • Compare fractions with the same numerator that are part of the same whole. (CCSS.Math.Content.3.NF.A.3.d/MA.4.NS.12) • The learner will solve real world problems by determining that division is required. (*) 				

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Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> The learner will find the LCM of two whole numbers less than or equal to twelve. (CCSS.Math.Content.6.NS.B.4/MA.6.NS.10) The learner will understand subtraction of rational numbers as adding the additive inverse, and apply this principle in real-world contexts. (CCSS.Math.Content.7.NS.A.1.c) The learner will explain arithmetic patterns using the properties of operations (CCSS.Math.Content.3.OA.D.9/MA.2.AF.4) The learner will multiply or divide integers with different signs. (CCSS.Math.Content.7.NS.A.2.c/MA.5.C.2/MA.6.C.2/MA.7.C.1) The learner will be able to solve story problems involving subtracting decimals. (CCSS.Math.Content.4.MD.A.2/CCSS.Math.Content.5.NBT.B.7/MA.5.C.6) 				

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Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> The learner will determine equivalent fractions. (CCSS.Math.Content.3.NF.A.3.b/CCSS.Math.Content.4.NF.A.1/MA.3.NS.8) The learner will recognize division as the same as an unknown factor problem. (*) The learner will find the GCF of whole numbers less than or equal to one hundred. (CCSS.Math.Content.6.NS.B.4) The learner will divide a decimal number by a whole number. (MA.5.C.9) The learner will relate volume to the operations of multiplication and addition and solve real world problems. (CCSS.Math.Content.5.MD.C.5) The learner will explain the strategy used to add a two-digit number a multiple of ten within one hundred. (CCSS.Math.Content.1.NBT.C.4) 				

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Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> The student will use integers (positive and negative) to represent quantities and solve real world problems. (CCSS.Math.Content.6.NS.C.5/MA.5.C.2) The learner will convert improper fractions into mixed numbers. (MA.4.NS.9/MA.6.NS.7) 				

Scaled Score values from 2551 to 2650

Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> The learner will use ratio and rate reasoning to solve mathematical problems using equations. (CCSS.Math.Content.6.RP.A.3) The learner will subtract decimals to hundredths, using strategies based on the relationship between addition and subtraction. (CCSS.Math.Content.5.NB.T.B.7/MA.5.C.6/MA.7.C.1) The learner will identify two fractions as equivalent by recognizing them as the same size or the same part of a whole. (CCSS.Math.Content.3.NF.A.3.a/MA.3.NS.8) Apply properties of operations as strategies to divide. (CCSS.Math.Content.3.OA.B.5/MA.4.C.6/MA.5.C.1) Reason about the size of fractions with the same denominator. (CCSS.Math.Content.3.NF.A.3.d) 	<ul style="list-style-type: none"> The learner will identify a certain geometric figure by reading a description of the figure. (MA.2.G.2/MA.5.G.4) The learner will be able to identify the two-dimensional shapes that make up the faces and bases of three-dimensional shapes (prisms, cylinders, cones, and pyramids). (CCSS.Math.Content.6.G.A.4) The learner will identify the line(s) of symmetry in a figure. (MA.4.G.6/MA.5.G.6) The learner will plot the pairs of values of a ratio relationship on a coordinate plane. (CCSS.Math.Content.6.RP.A.3.a) The learner will give the specific name of a figure based on its properties. (CCSS.Math.Content.3.G.A.1) The learner will recognize the reflection or rotation of an image. (*) 	<ul style="list-style-type: none"> The learner will display a data set of fractions on a line plot. (CCSS.Math.Content.5.MD.B.2/MA.7.DP.1) The learner will interpret a double bar graph. (MA.4.DP.2) The learner will be able to formulate conclusions and make predictions from graphs. (MA.7.DP.2) The learner will solve two-step problems asking how many fewer with data in bar graphs. (CCSS.Math.Content.3.MD.B.3) The learner will calculate the mode within a mathematical or problem solving situation. (MA.5.DP.2) The learner will be able to display data in a circle graph. (MA.7.DP.1/MA.PA.DP.3) The learner will be able to list possible outcomes for compound events. (CCSS.Math.Content.7.SP.C.8.b/MA.6.DP.4) 	<ul style="list-style-type: none"> The learner will use a graph to determine if a relationship is proportional. (CCSS.Math.Content.7.RP.A.2.a/MA.6.AF.10) The learner will translate expressions using parentheses, brackets, or braces. (CCSS.Math.Content.5.OA.A.2/MA.6.AF.5) The learner will solve multi-step mathematical problems with rational numbers. (CCSS.Math.Content.7.EE.B.3/MA.PA.C.1/MA.PA.AF.1) The learner will be able to add and subtract monomials with exponents of one. (*) The learner will solve word problems using two-step inequalities. (CCSS.Math.Content.7.EE.B.4.b/MA.7.AF.3/MA.PA.AF.1) 	<ul style="list-style-type: none"> The learner will represent whole number products as rectangular areas. (CCSS.Math.Content.3.MD.C.7.b) The learner will convert units of standard length between yards, feet, and inches. (CCSS.Math.Content.5.MD.A.1/MA.2.M.2/MA.3.M.2/MA.3.M.12) The learner will find the perimeter of shapes in real world problems when given the side lengths. (CCSS.Math.Content.3.MD.D.8/CCSS.Math.Content.4.MD.A.3/MA.3.M.3) The learner will determine the area of a rectangular figure by counting the squares within the figure. (CCSS.Math.Content.2.G.A.2/CCSS.Math.Content.3.MD.C.5.b/CCSS.Math.Content.3.MD.C.6/MA.2.M.4/MA.3.M.4)

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Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> The learner will obtain solutions to multiple step, real world problems through the application of the four basic operations used with whole numbers. (CCSS.Math.Content.4.OA.A.3) The learner will compare integers using the ordering symbols $>$, $<$, and $=$, or with phrases. (MA.5.C.2/MA.6.NS.4/MA.7.NS.2) The student will interpret sums of rational numbers in real world problems. (CCSS.Math.Content.7.NS.A.3) The learner will be able to recognize and generate equivalent fractions (halves, fourths, thirds, fifths, sixths, and tenths) using manipulatives, visual models, and illustrations. (CCSS.Math.Content.3.NF.A.3.b/CCSS.Math.Content.4.NF.A.1/MA.3.NS.8) The learner will be able to identify equivalent values of coins up to \$1.00. (*) 	<ul style="list-style-type: none"> The learner will be able to identify corresponding parts of congruent triangles. (*) The learner will be able to identify the fractional portion of a given set ($\frac{1}{4}$, $\frac{1}{2}$, whole). (MA.1.NS.9) The learner will represent real-world problems by graphing points in the first quadrant of the coordinate plane. (CCSS.Math.Content.5.G.A/MA.5.AF.4/MA.6.AF.8) The learner will be able to identify pairs of vertical angles as congruent. (MA.6.G.1) The learner will identify intersecting and/or perpendicular lines. (CCSS.Math.Content.4.G.A.1/MA.4.G.2/MA.5.G.1) The learner will describe the nature of the attribute under investigation, including how it was measured. (CCSS.Math.Content.5.MD.C.3) 	<ul style="list-style-type: none"> The learner will use a line plot to subtract fractions. (CCSS.Math.Content.4.MD.B.4) The student will use a dot plot to display data. (CCSS.Math.Content.6.SP.B.4/MA.6.DP.1) The learner will interpret data read from a line graph. (MA.4.DP.2/MA.7.DP.1) The learner will determine the probability of an event and express it as a ratio in fraction form. (MA.2.DP.4/MA.6.DP.6) The learner will calculate the mean of a set of data. (MA.5.DP.2) The learner will display data generated by measuring lengths of different objects on a line plot marked with whole numbers, halves, and quarters. (CCSS.Math.Content.3.MD.B.4/MA.4.DP.1) The learner will predict the outcomes of probability experiments. (MA.6.DP.5) 	<ul style="list-style-type: none"> The learner will be able to create and explain patterns and algebraic relationships (e.g., 2, 4, 6, 8...) algebraically: $2n$ (doubling). (MA.4.AF.2/MA.4.AF.5) The learner will interpret the remainders in multi-step real world problems. (CCSS.Math.Content.4.OA.A.3) The learner will demonstrate the commutative property of addition and multiplication. (MA.3.AF.4/MA.6.AF.7) The learner will solve word problems using drawings of multiplicative comparison to divide. (CCSS.Math.Content.4.OA.A.2/MA.5.C.1) The learner will be able to describe a situation involving relationships that matches a given graph. (*) 	<ul style="list-style-type: none"> The learner will use drawing to solve subtraction problems involving liquid volumes. (CCSS.Math.Content.3.MD.A.2) The learner will calculate volume using number cubes. (CCSS.Math.Content.5.MD.C.4/MA.4.M.8/MA.6.M.7) The learner will use number lines to solve subtraction word problems involving intervals of time. (CCSS.Math.Content.3.MD.A.1/MA.4.M.11/MA.5.M.10) The learner will find the volume of a figure when a formula is given. (CCSS.Math.Content.5.MD.C.5.b/MA.5.M.4/MA.6.M.7) The learner will calculate volume using unit cubes. (CCSS.Math.Content.5.MD.C.4) The learner will solve real-world problems involving finding the area. (CCSS.Math.Content.4.MD.A.3)

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Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> The learner will change mixed numbers to improper fractions. (MA.4.NS.9) The learner will find whole-number quotients of whole numbers with up to four-digit dividends and two-digit divisors, using the relationship between multiplication and division. (CCSS.Math.Content.5.NB.T.B.6/MA.4.AF.6/MA.5.C.1) The learner will interpret whole-number quotients of whole numbers, for example, interpret $56 \div 8$ as the number of objects in each share when 56 objects are partitioned equally into 8 shares, (CCSS.Math.Content.3.OA.A.2) The learner will approximate the location of a fraction on a number line. (MA.5.NS.8/MA.6.NS.5/MA.7.NS.2) 	<ul style="list-style-type: none"> The learner will identify right triangles. (CCSS.Math.Content.4.G.A.1/MA.3.G.2/MA.5.G.1) The learner will be able to calculate the length of corresponding sides of similar triangles, using proportional reasoning. (MA.7.M.2) The learner will solve mathematical problems by graphing points in all four quadrants. (CCSS.Math.Content.6.NS.C.8/MA.5.AF.4/MA.6.AF.8) 	<ul style="list-style-type: none"> The learner will use a probability model to determine the probabilities of events. (CCSS.Math.Content.7.SP.C.7/CCSS.Math.Content.7.SP.C.7.a/CCSS.Math.Content.7.SP.C.7.b/MA.6.DP.6) 	<ul style="list-style-type: none"> The learner will interpret the rate of change of a function from two (x, y) values in a table. (CCSS.Math.Content.8.F.B.4/MA.7.AF.8/MA.PA.AF.8) 	<ul style="list-style-type: none"> The learner will be able to calculate elapsed time in days and weeks, using a calendar. (*) The learner will solve real world problems involving rectangles with the same area but different perimeters. (CCSS.Math.Content.3.MD.D.8/MA.4.M.6) The learner will calculate the area of a rectangle given its measurements. (CCSS.Math.Content.6.G.A.1/CCSS.Math.Content.7.G.B.6/MA.4.M.4/MA.5.M.2/MA.7.M.4/MA.PA.M.4) The learner will understand a square with side length 1 unit, called “a unit square,” is said to have “one square unit” of area, and can be used to measure area. (CCSS.Math.Content.3.MD.C.5.a) The learner will use the four operations to solve problems involving liquid volumes. (CCSS.Math.Content.4.MD.A.2)

Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> The learner will recognize that in a multi-digit whole number, a digit in one place represents ten times what it represents in the place to its right. (CCSS.Math.Content.4.NBT.A.1) Use decimal notation for fractions with denominators of 100. (CCSS.Math.Content.4.NF.C.6/MA.4.NS.10) The learner will solve story problems that require multiple steps. (CCSS.Math.Content.4.OA.A.3) The learner will relate a fraction to its equivalent in multiple unit fractions. (CCSS.Math.Content.4.NF.B.4.a) The learner will interpret multiplication as scaling. (CCSS.Math.Content.5.NF.B.5/CCSS.Math.Content.5.NF.B.5.a/CCSS.Math.Content.5.NF.B.5.b) The learner will use the properties of operations to add mixed numbers with like denominators. (CCSS.Math.Content.4.NF.B.3.c/MA.5.C.3/MA.6.C.4) 				<ul style="list-style-type: none"> The learner will use the four operations to solve real-world problems involving masses of objects. (CCSS.Math.Content.4.MD.A.2) The learner will estimate liquid volumes. (CCSS.Math.Content.3.MD.A.2)

Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> • The learner will relate the strategy of solving decimal problems to a written explanation. (CCSS.Math.Content.5.NB.T.B.7) • The learner will identify valid comparisons of two decimals because they refer to the same whole. (CCSS.Math.Content.4.NF.C.7/MA.5.NS.3/MA.6.NS.6) • The learner will be able to estimate a percent of quantity (0% to 100%). (MA.PA.C.3) • The learner will order a set of integers by value. (MA.5.C.2/MA.7.NS.2) • The student will interpret the products of rational numbers in real world problems. (CCSS.Math.Content.7.NS.A.2.a) • The learner will convert improper fractions to mixed numbers or vice versa. (CCSS.Math.Content.7.EE.B.3/MA.4.NS.9/MA.6.NS.7) 				

Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> The learner will explain why subtraction strategies work, using place value and the properties of operations. (CCSS.Math.Content.2.NB.T.B.9/MA.4.C.1) The learner will be able to add and subtract mixed numbers with like denominators. (CCSS.Math.Content.4.NF.B.3.c/MA.5.C.3/MA.6.C.4) The learner will use the properties of operations to subtract mixed numbers with like denominators. (CCSS.Math.Content.4.NF.B.3.c/MA.6.C.4) The learner will show a fraction on a number line. (CCSS.Math.Content.3.NF.A.2.b) The learner will be able to solve story problems that involve the multiplication or division of dollar amounts written in decimal form. (CCSS.Math.Content.4.MD.A.2/CCSS.Math.Content.7.EE.B.3/MA.6.C.14) 				

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Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> The learner will solve word problems involving the division of whole numbers leading to fractions or mixed numbers using visual fraction models. (CCSS.Math.Content.5.NF.B.3/MA.4.C.3/MA.5.C.3) Relate subtraction of fractions to separating parts referring to the same whole. (CCSS.Math.Content.4.NF.B.3.a/MA.4.C.8) The learner will add integers with different signs. (CCSS.Math.Content.7.NS.A.1.d/MA.5.C.2/MA.6.C.1/MA.7.C.1) The learner will use equations to multiply whole numbers up to four digits by one-digit whole numbers. (CCSS.Math.Content.4.NBT.B.5) 				

Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> • The learner will use rectangular arrays to divide whole numbers up to four digits by one-digit whole numbers including problems with remainders. (CCSS.Math.Content.4.NBT.B.6/MA.5.C.1) • The learner will solve real world problems using integers. (CCSS.Math.Content.7.NS.A.3/CCSS.Math.Content.7.EE.B.3) • The learner will be able to identify equivalent differences to 20 ($15 - 3 = 12$ and $16 - 4 = 12$). (MA.1.C.3) • The learner will represent a fraction $1/b$ on a number line diagram by defining the interval from 0 to 1 as the whole and partitioning it into b equal parts. (CCSS.Math.Content.3.NF.A.2.a/MA.2.NS.9) • The learner will show whole number sums on a number line. (CCSS.Math.Content.2.MD.B.6) 				

Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> The learner will use benchmark fractions and number sense to assess the reasonableness of an answer. (CCSS.Math.Content.5.NF.A.2/MA.7.C.4) The learner will be able to express ratios in different forms. (CCSS.Math.Content.6.RP.A.2) The learner will recognize equivalent fractions by breaking a/b into $(n \times a)/(n \times b)$. (CCSS.Math.Content.4.NF.A.1) The learner will use the relationship between multiplication and division to divide whole numbers up to four digits by one-digit whole numbers including problems with remainders. (CCSS.Math.Content.4.NBT.B.6/MA.4.AF.6/MA.5.C.1) 				

Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> The learner will write decimals to the thousandths using number names. (CCSS.Math.Content.5.NB T.A.3.a/MA.5.NS.1) The learner will multiply two numbers with three decimal places each. (CCSS.Math.Content.6.NS .B.3/MA.6.C.3/MA.7.C.1) The learner will write numerical expressions to record calculations. (CCSS.Math.Content.5.O A.A.2/MA.5.AF.1/MA.6.AF .4/MA.7.AF.2) The learner will estimate the product of two decimals through the thousandths place. (MA.5.C.7/MA.6.C.11/MA.7 .C.4) The learner will subtract decimals to hundredths, using concrete models or drawings. (CCSS.Math.Content.5.NB T.B.7/MA.4.C.9/MA.5.C.6/ MA.7.C.1) 				

Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> • The learner will find whole-number quotients of whole numbers with up to four-digit dividends and two-digit divisors, and illustrate and explain the calculation by using area models. (CCSS.Math.Content.5.NB.T.6) • The learner will represent a fraction a/b on a number line diagram and recognize that the resulting interval has size a/b and that its endpoint locates the number a/b on the number line. (CCSS.Math.Content.3.NF.A.2.b) • The learner will use fraction models to relate subtraction to the decomposition of fractions. (CCSS.Math.Content.4.NF.B.3.b/MA.5.C.3/MA.6.C.4) • The learner will solve a story problem requiring multiple calculations. (CCSS.Math.Content.7.EE.B.3/MA.PA.C.1) 				

Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> • The learner will compare fractions with different denominators. (CCSS.Math.Content.4.NF.A.2/MA.4.NS.12/MA.6.NS.5) • The learner will explain the method of subtracting within one thousand. (CCSS.Math.Content.2.NB.T.B.9/MA.4.C.1) • The student will interpret the quotients of rational numbers in real world problems. (CCSS.Math.Content.7.NS.A.2.b) • The learner will be able to read, write, and identify percents of a whole (0% to 100%). (MA.5.NS.5) • The learner will interpret the order of rational numbers in real world problems. (CCSS.Math.Content.6.NS.C.7.b/MA.7.NS.2) 				

Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> The learner will evaluate expressions given specific values for the variables by performing arithmetic operations using order of operations. (CCSS.Math.Content.6.EE.A.2.c/MA.4.AF.3/MA.5.C.10/MA.5.AF.2/MA.6.AF.4/MA.6.AF.7/MA.7.AF.4) The learner will use area models to multiply whole numbers up to four digits by one-digit whole numbers. (CCSS.Math.Content.4.NBT.B.5) The learner will find all the factor pairs for whole numbers less than one hundred. (CCSS.Math.Content.4.OA.B.4) The learner will add decimals to hundredths using properties of operations. (CCSS.Math.Content.5.NBT.B.7/MA.4.C.10/MA.5.C.6/MA.7.C.1) 				

Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> The learner will convert fractions to whole numbers and whole numbers to fractions. (CCSS.Math.Content.3.NF.A.3.c/MA.4.NS.7) The learner will identify the place value of decimal numbers up to the thousandths place. (*) The learner will solve real-world problems involving the division of whole numbers by unit fraction using visual fraction models. (CCSS.Math.Content.5.NF.B.7.c) The learner will find whole-number quotients of whole numbers with up to four-digit dividends and two-digit divisors, and illustrate and explain the calculation by using equations. (CCSS.Math.Content.5.NB.T.6) 				

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Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> The learner will represent a fraction $1/b$ on a number line diagram by defining the interval from 0 to 1 as the whole and recognize that each part has size $1/b$ and that the endpoint of the part based at 0 locates the number $1/b$ on the number line. (CCSS.Math.Content.3.NF.A.2.a) The learner will use ratio and rate reasoning to solve mathematical problems using tables. (CCSS.Math.Content.6.RP.A.3/CCSS.Math.Content.6.RP.A.3.a) 				

Scaled Score values from 2651 to 2750

Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> The learner will be able to solve story problems by dividing decimals up to the hundredths position (in both the divisor and dividend). (CCSS.Math.Content.4.MD.A.2/CCSS.Math.Content.5.NBT.B.7/CCSS.Math.Content.7.EE.B.3/MA.6.C.3) The learner will calculate with exponents. (CCSS.Math.Content.6.EE.A.1/MA.6.NS.11) The learner will be able to solve a story problem involving dividing a whole number by a decimal. (CCSS.Math.Content.7.NS.A.3/CCSS.Math.Content.7.EE.B.3) The learner will find whole number quotients using properties of operations. (CCSS.Math.Content.5.NBT.B.6) The learner will assess the reasonableness of computations with rational numbers. (CCSS.Math.Content.7.EE.B.3) 	<ul style="list-style-type: none"> The learner will be able to identify the right angle, hypotenuse, and legs of a right triangle. (*) The learner will show the volume of a right rectangular prism with whole-number side lengths is the same as multiplying the edge lengths. (CCSS.Math.Content.5.MD.C.5.a/MA.6.M.7) The learner will describe the nature of the attribute under investigation, including its units of measurement. (CCSS.Math.Content.5.MD.C.3) The learner will solve real-world problems finding the volume of three-dimensional objects. (CCSS.Math.Content.7.G.B.6/MA.6.M.7) 	<ul style="list-style-type: none"> The learner will determine the average of a given set of numbers within a mathematical or problem solving situation. (CCSS.Math.Content.6.SP.B.5.c/MA.5.DP.2) The learner will determine the average of a set of given numbers within the context of a real world problem. (CCSS.Math.Content.6.SP.B.5.c/MA.5.DP.2) The student will create a scatter plot given a set of data. (CCSS.Math.Content.8.SP.A.1/MA.PA.DP.4) The learner will solve two-step problems asking how many more with data in bar graphs. (CCSS.Math.Content.3.MD.B.3) The learner will be able to formulate conclusions and make predictions from graphs. (*) 	<ul style="list-style-type: none"> The learner will interpret the rate of change of a function from a description of the relationship. (CCSS.Math.Content.8.F.B.4/MA.7.AF.8/MA.PA.AF.8) The learner will describe qualitatively the functional relationship between two quantities by analyzing a graph (e.g., where the function is increasing or decreasing, linear or nonlinear). (CCSS.Math.Content.8.F.B.5/MA.PA.AF.10) The learner will be able to define absolute value and determine the absolute value of rational numbers (including positive and negative). (CCSS.Math.Content.6.NS.C.7.c/MA.6.NS.3) The learner will use the properties of operations to subtract within one hundred. (CCSS.Math.Content.2.NBT.B.5/MA.4.C.1) 	<ul style="list-style-type: none"> The learner will solve real world problems involving rectangles with the same perimeter but different areas. (CCSS.Math.Content.3.MD.D.8/MA.4.M.6) The learner will be able to evaluate the perimeter formula for given input values. (MA.4.M.3/MA.7.M.4/MA.PA.M.4) The learner will solve measurement story problems. (CCSS.Math.Content.4.MD.A.2) The learner will solve mathematical problems involving rectangles with the same area but different perimeters. (CCSS.Math.Content.3.MD.D.8/MA.4.M.6) The learner will estimate masses. (CCSS.Math.Content.3.MD.A.2) The learner will be able to identify equivalent metric units of length. (MA.7.M.1)

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Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> The learner will compare decimals in the context of a real life scenario to determine which is the least or greatest. (CCSS.Math.Content.5.NB.T.A.3.b/MA.6.NS.6) The learner will interpret multiplication as scaling by relating the principle of fraction equivalence $a/b = (nxa)/(nxb)$ to the effect of multiplying a/b by 1. (CCSS.Math.Content.5.NF.B.5.b) The learner will solve a word problem requiring two or more integer operations. (CCSS.Math.Content.7.NS.A.3/CCSS.Math.Content.7.EE.B.3/MA.5.C.2/MA.PA.C.1) The learner will use benchmark fractions to compare two fractions with different numerators and different denominators. (CCSS.Math.Content.4.NF.A.2/MA.4.NS.12/MA.6.NS.5) 	<ul style="list-style-type: none"> The learner will draw points, lines, line segments, rays, angles (right, acute, obtuse), perpendicular lines, and parallel lines. (CCSS.Math.Content.4.G.A.1/MA.3.G.7) The learner will recognize or define the properties of polygons. (MA.5.G.4) The learner will identify and classify various triangles. (CCSS.Math.Content.4.G.A.2/MA.4.G.4/MA.5.G.2) The learner will recognize volume as an attribute of solid figures and understand concepts of volume measurement. (MA.4.M.8) The learner will describe three-dimensional figures in terms of their edges, vertices, and faces. (MA.3.G.3) 	<ul style="list-style-type: none"> The learner will identify outcomes in a sample space. (CCSS.Math.Content.7.SP.C.8.b/MA.6.DP.4) The learner will use a line plot to add fractions. (CCSS.Math.Content.4.MD.B.4/MA.6.C.4) The student will classify the likelihood of an event given the probability as a fraction. (CCSS.Math.Content.7.SP.C.7.a/MA.6.DP.6) The learner will extrapolate data from a multiple line graph. (MA.7.DP.1/MA.PA.DP.3) The learner will describe associations found in a two-way table. (CCSS.Math.Content.8.SP.A.4) 	<ul style="list-style-type: none"> The learner will evaluate a given variable expression by substituting the given values. (CCSS.Math.Content.6.EE.A.2.c/MA.5.AF.2/MA.7.AF.4) The learner will solve simple cases of systems of equations by inspection. (CCSS.Math.Content.8.EE.C.8.b) The learner will identify the expression to be used in solving a word problem. (CCSS.Math.Content.6.EE.B.6/MA.3.AF.1/MA.4.AF.1/MA.5.AF.2) The learner will read, interpret, and draw conclusions from Venn diagrams. (*) The learner will be able to identify the multiplicative inverse (reciprocal) of a number. (*) The learner will write an equation for a two-step word problem. (CCSS.Math.Content.3.OA.D.8/MA.3.AF.1/MA.4.AF.1) 	<ul style="list-style-type: none"> The learner will use drawing to solve multiplication problems involving liquid volumes. (CCSS.Math.Content.3.MD.A.2/MA.5.C.1) The learner will solve subtraction problems to find unknown angles on a diagram in the real world. (CCSS.Math.Content.4.MD.C.7) The learner will choose units of appropriate sizes for measurements of very large or very small quantities. (CCSS.Math.Content.8.EE.A.4/CCSS.Math.Content.HSN-Q.A.1) The learner will create two-column tables of equivalent measurements. (CCSS.Math.Content.4.MD.A.1/MA.3.M.12) The learner will find the area of a triangle when a formula is given. (CCSS.Math.Content.6.G.A.1/MA.5.M.1/MA.5.M.2/M.A.7.M.4/MA.PA.M.4)

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Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> The learner will multiply two numbers with two decimal places each. (CCSS.Math.Content.5.NB.T.B.7/MA.6.C.3) Use decimal notation for fractions with denominators of 10. (CCSS.Math.Content.4.NF.C.6/MA.3.NS.12/MA.4.NS.10) The learner will represent subtraction of rational numbers on a number line. (CCSS.Math.Content.7.NS.A.1/MA.7.C.1) The learner will apply the rules of divisibility. (*) The learner will add positive and/or negative decimals. (CCSS.Math.Content.7.NS.A.1.d/MA.7.C.1) The learner will divide integers where there are no remainders. (CCSS.Math.Content.7.NS.A.2.c/MA.5.C.2/MA.6.C.2/MA.7.C.1) 	<ul style="list-style-type: none"> The learner will represent real world and mathematical problems by graphing points in the first quadrant of the coordinate plane, and interpret coordinate values of points in the context of the situation. (CCSS.Math.Content.5.G.A.1/MA.5.AF.4/MA.7.G.1) The learner will solve real-world problems by graphing points in all four quadrants. (CCSS.Math.Content.6.NS.C.8/MA.6.AF.8) The learner will identify and define circle parts. (MA.5.G.5) The learner will be able to find a missing angle when given two angles of a triangle. (MA.6.G.4) The learner will apply the formula $V = B \times h$ to solve mathematical problems involving rectangular prisms with whole-number edge lengths. (CCSS.Math.Content.5.MD.C.5.b/MA.6.M.7) 		<ul style="list-style-type: none"> The learner will algebraically solve problems involving direct variation. (*) The learner will interpret unit rate as slope. (CCSS.Math.Content.8.EE.B.5/MA.PA.AF.8) The learner will write expressions with whole-number exponents. (CCSS.Math.Content.6.EE.A.1/MA.6.NS.11/MA.7.AF.2) The learner will be able to create a graph given a description or an expression for a situation involving a linear or nonlinear relationship. (MA.PA.AF.8/MA.PA.AF.10) The learner will analyze the relationship between the dependent and independent variables using tables. (CCSS.Math.Content.6.EE.C/CCSS.Math.Content.6.EE.C.9/MA.6.AF.12/MA.7.AF.7) 	<ul style="list-style-type: none"> The learner will convert units of capacity within either the metric or standard system. (CCSS.Math.Content.5.MD.A.1/MA.3.M.12) The learner will convert units of weight within the standard system. (CCSS.Math.Content.5.MD.A.1/MA.3.M.12/MA.5.M.5) The learner will use represent measurement quantities using diagrams such as number line diagrams. (CCSS.Math.Content.4.MD.A.2) The learner will calculate temperature changes. (MA.6.NS.2) The learner will determine the length of a side of a figure when given the area or the perimeter. (*)

Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> The learner will multiply a fraction by a whole number. (CCSS.Math.Content.4.NF.B.4.b) The learner will use number lines to solve addition word problems involving intervals of time. (CCSS.Math.Content.3.MD.A.1/MA.4.M.9/MA.4.M.11/MA.5.M.10) The learner will use equations to solve division word problems involving multiplicative comparison. (CCSS.Math.Content.4.OA.A.2/MA.5.C.1) The learner will add two fractions with different denominators without reducing. (CCSS.Math.Content.5.NF.A.1/MA.5.C.3/MA.6.C.4/MA.7.C.1) 	<ul style="list-style-type: none"> The learner will verify experimentally the properties of rotations, reflections, and translations. (CCSS.Math.Content.8.G.A.1/MA.7.G.2) The learner will solve real-world problems by find the surface area of three-dimensional figures using nets made up of rectangles and triangles. (CCSS.Math.Content.6.G.A.4/MA.6.M.6/MA.6.M.7/MA.7.M.4/MA.PA.M.4) 		<ul style="list-style-type: none"> The learner will create and evaluate algebraic expressions from a given situation. (CCSS.Math.Content.6.EE.A.2.c/MA.5.AF.2) 	

Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> The learner will understand that positive and negative numbers are used together to describe quantities having opposite directions or values. (CCSS.Math.Content.6.NS.C.5) The learner will estimate the solution to subtraction problems involving decimals. (MA.5.C.7/MA.6.C.11/MA.7.C.4) The learner will recognize opposite signs of numbers as indicating locations on opposite sides of 0 on the number line. (CCSS.Math.Content.6.NS.C.6.a) The learner will apply and extend previous understandings of multiplication to multiply a fraction or whole number by a fraction. (CCSS.Math.Content.4.NF.B.4/CCSS.Math.Content.5.NF.B.4) 				

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Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> The learner will find the product of more than two positive and negative numbers. (CCSS.Math.Content.7.NS.A.2.c/MA.6.C.2) The learner will determine the correct order of operations when more than one operation is to be performed. (CCSS.Math.Content.5.OA.A.1/MA.4.AF.3/MA.5.C.1O/MA.6.AF.4/MA.6.AF.7/MA.7.AF.4) The learner will use the distributive property to express a sum of two whole numbers with a common factor as a multiple of a sum of two whole numbers with no common factor. (CCSS.Math.Content.6.NS.B.4/MA.5.AF.3/MA.6.AF.7) The learner will apply ratio and proportion concepts to solve real world scenario problems. (CCSS.Math.Content.7.RP.A.3/MA.6.C.9) 				

Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> The student will solve real world problems that involve the order of rational numbers. (CCSS.Math.Content.6.NS.C.7.b/MA.7.NS.2) The learner will solve story problems involving the rate/measure of items. (CCSS.Math.Content.6.RP.A.3.b/MA.6.C.9/MA.PA.M.2) The learner will subtract two mixed numbers without reducing. (CCSS.Math.Content.5.NF.A.1/MA.5.C.3/MA.6.C.4) The learner will identify prime or composite numbers. (CCSS.Math.Content.4.OA.B.4/MA.5.NS.7) The learner will estimate the sum of decimal numbers. (MA.5.C.7/MA.6.C.11/MA.7.C.4/MA.PA.C.3) The learner will apply properties of proportion to solve problems. (CCSS.Math.Content.7.RP.A.3/MA.6.C.9) 				

Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> The learner will subtract two fractions with different denominators without reducing. (CCSS.Math.Content.5.NF.A.1/MA.5.C.3/MA.6.C.4/MA.7.C.1) The learner will add two mixed numbers without reducing. (CCSS.Math.Content.5.NF.A.1/MA.5.C.3/MA.6.C.4) The learner will add more than two integers. (CCSS.Math.Content.7.NS.A.1.d/MA.6.C.1/MA.7.C.1) The learner will find whole-number quotients of whole numbers with up to four-digit dividends and two-digit divisors, and illustrate and explain the calculation by using rectangular arrays. (CCSS.Math.Content.5.NB.T.B.6) The learner will understand the concept of a ratio and use ratio language to describe a ratio relationship between two quantities. (CCSS.Math.Content.6.RP.A.1) 				

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Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> The learner will solve an arithmetic problem with whole numbers which requires multiple operations. (MA.6.AF.4) The learner will understand that multiplication and the properties of operations, particularly the distributive property and the rules for multiplying signed numbers. (CCSS.Math.Content.7.NS.A.2.a/MA.5.AF.3/MA.6.AF.7) The learner will identify multiples less than 100 of single digit numbers. (CCSS.Math.Content.4.OA.B.4) The learner will be able to solve story problems involving multiplying decimals. (CCSS.Math.Content.7.NS.A.3/CCSS.Math.Content.7.EE.B.3/MA.6.C.3) The learner will divide two decimal numbers out to a remainder of zero after annexing two zeros. (CCSS.Math.Content.6.NS.B.3/CCSS.Math.Content.7.NS.A.2.c/MA.6.C.3/MA.7.C.1) 				

*not in District of Columbia Archdiocese of Washington Standards 2017 (Mathematics) or Common Core State Standards 2010 (Mathematics)

Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> The learner will interpret a fraction as division of the numerator by the denominator ($a/b = a \div b$). (CCSS.Math.Content.5.NF.B.3) The learner will use properties of operations to divide whole numbers up to four digits by one-digit whole numbers including problems with remainders. (CCSS.Math.Content.4.NBT.B.6/MA.5.C.1) The learner will solve real world problems involving multiplication of fractions and mixed numbers using visual fractions. (CCSS.Math.Content.5.NF.B.6/MA.6.C.7) The student will apply the concept of distance in real world problems to two rational numbers and the absolute distance between them on a number line, (e.g. the distance between -3 and 4 is 7). (CCSS.Math.Content.7.NS.A.1.b/MA.6.AF.9) 				

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Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> • The learner will multiply a whole number by a fraction without reducing. (*) • The learner will denote powers of 10 using exponents. (CCSS.Math.Content.5.NB.T.A.2) • The learner will solve story problems involving adding two fractions with different denominators without reducing. (CCSS.Math.Content.5.NF.A.2/MA.5.C.3/MA.6.C.6) • The learner will be able to use a variety of strategies to multiply two-digit numbers by two-digit numbers (with and without regrouping). (CCSS.Math.Content.4.NBT.B.5/CCSS.Math.Content.5.NBT.B.5/MA.5.C.1) • The learner will divide two decimal numbers out to a remainder of zero. (CCSS.Math.Content.5.NBT.B.7/CCSS.Math.Content.6.NS.B.3/MA.6.C.3/MA.7.C.1) 				

*not in District of Columbia Archdiocese of Washington Standards 2017 (Mathematics) or Common Core State Standards 2010 (Mathematics)

Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> • The learner will solve story problems involving subtracting two fractions with different denominators without reducing. (CCSS.Math.Content.5.NF.A.2/MA.6.C.4/MA.6.C.6) • The learner will use ratio and rate reasoning to solve real-world problems using tape diagrams. (CCSS.Math.Content.6.RP.A.3) • The learner will be able to simplify fractions to lowest terms. (*) • The learner will add positive and/or negative fractions. (CCSS.Math.Content.7.NS.A.1.d/MA.6.C.4/MA.7.C.1) • The learner will add fractions expressed as tenths or hundredths. (CCSS.Math.Content.4.NF.C.5/MA.5.C.3/MA.6.C.4) • The student will analyze data presented in a table to determine the unit rate or constant of proportionality. (CCSS.Math.Content.7.RP.A.2.b/MA.PA.AF.8) 				

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Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> • The student will represent and interpret inequalities on a number line. (CCSS.Math.Content.6.NS.C.7.a) • The learner will be able to solve story problems involving ordering decimals. (*) • The learner will use common numerators to compare two fractions with different numerators and different denominators. (CCSS.Math.Content.4.NF.A.2/MA.4.NS.12/MA.6.NS.5) • The learner will multiply integers with the same sign. (CCSS.Math.Content.7.NS.A.2.c/MA.5.C.2/MA.6.C.2/MA.7.C.1) • The learner will identify whole number factors or multiples of a given number. (*) • The learner will order fractions with different denominators. (CCSS.Math.Content.4.NF.A/MA.4.NS.12) 				

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Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> The learner will interpret division of a unit fraction by a non-zero whole number. (CCSS.Math.Content.5.NF.B.7.a) The learner will add four two-digit numbers using strategies based on place value and properties of operations. (CCSS.Math.Content.2.NB.T.B.6/MA.4.C.1) The learner will identify the GCF or LCM of two given numbers. (CCSS.Math.Content.6.NS.B.4/MA.6.NS.10) The learner will subtract integers with the same sign. (CCSS.Math.Content.7.NS.A.1.d/MA.5.C.2/MA.6.C.1/MA.7.C.1) The learner will be able to solve story problems that involve dividing a decimal by a whole number. (CCSS.Math.Content.7.NS.A.3/CCSS.Math.Content.7.EE.B.3/MA.5.C.9) 				

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Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> • The learner will add two mixed numbers in the context of a story problem. (CCSS.Math.Content.7.NS.A.1.d/CCSS.Math.Content.7.NS.A.3/CCSS.Math.Content.7.EE.B.3/MA.5.C.3/MA.6.C.6) • The learner will compare the sums of integers. (*) • The learner will interpret numerical expressions. (CCSS.Math.Content.5.OA.A.2/MA.6.AF.4) • The learner will solve real-world problems involving the division of a unit fraction by non-zero whole number using equations. (CCSS.Math.Content.5.NF.B.7.c) • The learner will use ratio and rate reasoning to solve mathematical problems using tape diagrams. (CCSS.Math.Content.6.RP.A.3) • The learner will perform addition with matrices. (CCSS.Math.Content.HSN-VM.C.8) 				

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Scaled Score values from 2751 to 2850

Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> The learner will multiply decimals to hundredths using properties of operations. (CCSS.Math.Content.5.NB.T.B.7/MA.6.C.3/MA.7.C.1) The learner will be able to identify the two consecutive whole numbers between which the square root of a non-perfect square whole number less than 225 lies (with and without the use of a number line). (MA.7.NS.4/MA.PA.NS.5) The learner will write decimals as fractions or mixed numbers. (MA.6.NS.7) The learner will solve story problems using estimates with fractions. (MA.7.C.4/MA.PA.C.3) The learner will apply and extend previous understandings of division to divide whole numbers by unit fractions. (CCSS.Math.Content.5.NF.B.7) 	<ul style="list-style-type: none"> The learner will classify two-dimensional polygons by given attributes. (CCSS.Math.Content.5.G.B.3/MA.5.G.4) The learner will classify types of triangles. (CCSS.Math.Content.5.G.B.4/MA.4.G.4/MA.5.G.2) The learner will understand a cube with side length 1 unit, called a "unit cube," is said to have "one cubic unit" of volume, and can be used to measure volume. (CCSS.Math.Content.5.MD.C.3.a/MA.6.M.7) The learner will be able to calculate the missing angle measurements when given two intersecting lines and an angle. (CCSS.Math.Content.8.G.A.5/MA.6.G.2) 	<ul style="list-style-type: none"> The learner will interpret and utilize a stem-and-leaf plot. (MA.7.DP.1/MA.PA.DP.3) The learner will draw inferences based on a random sample. (CCSS.Math.Content.7.SP.A.2) The learner will interpret data read from a circle graph. (MA.7.DP.1/MA.PA.DP.3) The learner will determine the experimental probability of an event. (MA.5.DP.4/MA.6.DP.6) The learner will formulate predictions based on the probability of simple events. (MA.7.DP.2) The learner will interpret a two-way table. (CCSS.Math.Content.8.SP.A.4) The learner will calculate the mean within a mathematical or problem solving situation. (CCSS.Math.Content.6.SP.B.5.c/MA.5.DP.2) 	<ul style="list-style-type: none"> The learner will write one-step equations for real-world problems. (CCSS.Math.Content.6.EE.B.7/MA.5.AF.1/MA.6.AF.2/MA.7.AF.2) The learner will write equations for real world problems. (CCSS.Math.Content.7.EE.B.4/MA.5.AF.1/MA.7.AF.2) The learner will match different representations of a function. (*) The learner will Interpret the product $(a/b) \times q$ as the result of a sequence of operations $a \times q \div b$. (CCSS.Math.Content.5.NF.B.4.a) The learner will find the unit rate in equations. (CCSS.Math.Content.7.RP.A.2.b/MA.PA.AF.8) The learner will compare the algebraic solution to the arithmetic solution for two-step equations. (CCSS.Math.Content.7.EE.B.4.a) 	<ul style="list-style-type: none"> The learner will represent fraction products as rectangular areas. (CCSS.Math.Content.5.NF.B.4.b/MA.5.M.2) The learner will add or subtract units of measurement. (*) The learner will express measurements in a smaller unit given a larger unit. (CCSS.Math.Content.4.MD.A.1/MA.3.M.12) The learner will solve mathematical problems involving finding the perimeter. (CCSS.Math.Content.4.MD.A.3/MA.3.M.3/MA.4.M.3) The learner will use the four operations to solve problems involving distance. (CCSS.Math.Content.4.MD.A.2) The learner will find the circumference of a circle given the diameter or radius. (CCSS.Math.Content.7.G.B.4/MA.6.M.4/MA.6.M.5/MA.7.M.4/MA.PA.M.4)

Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> The learner will be able to solve a story problem that requires multiple calculations with decimal numbers. (CCSS.Math.Content.7.NS.A.3/CCSS.Math.Content.7.EE.B.3/MA.PA.C.1) The learner will calculate combinations using the counting principle. (*) The learner will divide two fractions. (CCSS.Math.Content.6.NS.A.1/CCSS.Math.Content.7.NS.A.2.c/MA.5.C.5/MA.6.C.5/MA.7.C.1) The learner will find whole-number quotients of whole numbers with up to four-digit dividends and two-digit divisors, using strategies based on place value & the properties of operation. (CCSS.Math.Content.5.NB.T.B.6/MA.5.C.1) The learner will divide fractions and/or mixed numbers in the context of a story problem. (CCSS.Math.Content.7.NS.A.3/CCSS.Math.Content.7.EE.B.3/MA.5.C.5/MA.6.C.7) 	<ul style="list-style-type: none"> The learner will understand that a two-dimensional figure is congruent to another if the second can be obtained from the first by a sequence of rotations, reflections, and translations. (CCSS.Math.Content.8.G.A.2/MA.7.G.2) The learner will apply the formula $V = l \times w \times h$ to solve real-world problems involving rectangular prisms with whole number edge lengths. (CCSS.Math.Content.5.MD.C.5.b/MA.5.M.4/MA.6.M.7) The learner will classify triangles according to their side lengths and/or angle measures. (*) The learner will identify and calculate the interior angles of a given figure. (MA.6.G.4) 	<ul style="list-style-type: none"> The learner will predict outcomes based on collected data. (MA.6.DP.5/MA.7.DP.2) The learner will compare probabilities from a model to observe frequencies. (CCSS.Math.Content.7.SP.C.7) The learner will calculate the range within a mathematical or problem solving situation. (MA.5.DP.2) The learner will calculate the theoretical probability of an event. (MA.6.DP.6) The learner will understand random sampling tends to produce representative samples and support valid inferences. (CCSS.Math.Content.7.SP.A.1/MA.PA.DP.2) The learner will predict the approximate relative frequency given the probability. (CCSS.Math.Content.7.SP.C.6/MA.6.DP.2/MA.7.DP.2) 	<ul style="list-style-type: none"> The learner will obtain solutions to one-step linear equations. (CCSS.Math.Content.8.EE.C.7.b/CCSS.Math.Content.HSA-REI.B.3/MA.6.AF.2) The student will write equations for mathematical problems. (CCSS.Math.Content.7.EE.B.4.a/MA.7.AF.2) The learner will find the unit rate in graphs. (CCSS.Math.Content.7.RP.A.2.b/MA.6.AF.10/MA.PA.AF.8) Determine if a given value is a solution to an equation. (CCSS.Math.Content.6.EE.B.5/MA.5.AF.5) The learner will solve a mathematical proportion using algebraic methods. (CCSS.Math.Content.7.RP.A.3/MA.6.C.9) The learner will apply the properties of operations to calculate with rational numbers. (CCSS.Math.Content.7.EE.B.3) 	<ul style="list-style-type: none"> The learner will solve mathematical problems involving subtraction to find unknown angles on a diagram. (CCSS.Math.Content.4.MD.C.7) The learner will add and subtract units of measurement when given in different units. (*) The learner will be able to estimate volume, area, and circumference (see figures identified in geometry strand). (*) The learner will use addition of fractions to solve problems involving data sets of unit fractions displayed in line plots. (CCSS.Math.Content.5.MD.B.2/MA.7.DP.1) The learner will solve a story problem involving elapsed time and the conversion of units of time. (*) The learner will convert either standard or metric units of measurement. (CCSS.Math.Content.5.MD.A.1/CCSS.Math.Content.6.RP.A.3.d/MA.PA.M.1)

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Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> The learner will round decimals (CCSS.Math.Content.5.NB.T.A.4/MA.5.NS.2) The learner will convert mixed numbers to decimals. (CCSS.Math.Content.7.NS.A.2.d/MA.6.NS.7) The learner will subtract positive and/or negative decimals. (CCSS.Math.Content.7.NS.A.1.d/MA.7.C.1) The learner will write numbers given in scientific notation in standard form. (MA.6.NS.1/MA.PA.NS.1) The learner will use benchmark fractions and number sense to estimate mentally. (CCSS.Math.Content.5.NF.A.2/MA.6.C.12/MA.7.C.4) The learner will subtract integers with different signs. (CCSS.Math.Content.7.NS.A.1.d/MA.5.C.2/MA.6.C.1/MA.7.C.1) 	<ul style="list-style-type: none"> The learner will understand that the first number indicates how far to travel from the origin in the direction of one axis, and the second number indicates how far to travel in the direction of the second axis. (CCSS.Math.Content.5.G.A.1/MA.5.AF.4/MA.6.AF.8/MA.7.G.1) The learner will describe a sequence that exhibits the congruence between two figures; given two congruent figures. (CCSS.Math.Content.8.G.A.2/MA.7.G.2) The learner will identify the interior angles of a polygon. (*) The learner will name, describe, or define a given figure. (MA.5.G.4) 	<ul style="list-style-type: none"> The learner will solve real world problem situations using tree diagrams. (MA.7.DP.7) The learner will find measures of central tendency including mode, median, mean, and/or range for real world figures. (CCSS.Math.Content.6.SP.B.5.c) The learner will describe any striking deviations given quantitative measures of center (median and/or mean) and variability (interquartile range and/or mean absolute deviation). (CCSS.Math.Content.6.SP.B.5.c/MA.5.DP.2) The learner will understand that a measure of center for a numerical data set summarizes all of its values. (CCSS.Math.Content.6.SP.A.3) 	<ul style="list-style-type: none"> The learner will be able to translate simple verbal expressions into algebraic expressions. (CCSS.Math.Content.6.EE.A.2.a/CCSS.Math.Content.6.EE.B.6/MA.3.AF.1/MA.4.AF.1/MA.5.AF.1/MA.5.AF.2/MA.7.AF.2) The learner will understand the identity and zero properties of multiplication and addition. (MA.4.C.7) The learner will graph equations of the form $y = c$ and $x = c$. (CCSS.Math.Content.HSF-IF.C.7.a/MA.PA.AF.6) The learner will analyze the relationship between the dependent and independent variable using tables related to the equation. (CCSS.Math.Content.6.EE.C/CCSS.Math.Content.6.EE.C.9/MA.6.AF.12/MA.7.AF.7/MA.PA.AF.9) The learner will solve mathematical problems leading to two-step equations. (CCSS.Math.Content.7.EE.B.4/MA.7.AF.3/MA.PA.AF.1) 	<ul style="list-style-type: none"> The learner will find the area of a rectangle in word problems by multiplying side lengths. (CCSS.Math.Content.3.MD.C.7.b/MA.4.M.4/MA.4.M.5/MA.5.M.2) The learner will understand an angle is measured with reference to a circle with its center at the common endpoint of the rays, by considering the fraction of the circular arc between the points where the two rays intersect the circle. (CCSS.Math.Content.4.MD.C.5.a/MA.5.G.7) The learner will convert a measurement in a larger unit to a measurement in a smaller unit within the same system of measurement, (i.e. convert yards to inches, or weeks to hours) (CCSS.Math.Content.4.MD.A.1/MA.3.M.12) The learner will represent threefold whole-number products as volumes. (CCSS.Math.Content.5.MD.C.5.a/MA.5.M.4/MA.6.M.7)

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Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> The learner will interpret sharing a whole in equal parts as multiplication of a whole number by a fraction. (CCSS.Math.Content.5.NF.B.4.a/MA.4.DP.2) The learner will convert fractions to decimals. (CCSS.Math.Content.7.NS.A.2.d/MA.6.NS.7) The learner will divide a whole number by a mixed number or vice versa. (CCSS.Math.Content.7.NS.A.2.c) The learner will add mixed numbers in vertical or horizontal formats. (CCSS.Math.Content.7.NS.A.1.d/MA.5.C.3/MA.6.C.4) The learner will generate equivalent fractions by using visual fraction models, paying attention to how the number and size of parts differ even though the fractions are the same size. (CCSS.Math.Content.4.NF.A.1) 		<ul style="list-style-type: none"> The learner will develop a uniform probability model by assigning equal probability to all outcomes. (CCSS.Math.Content.7.SP.C.7.a/MA.6.DP.4) The learner will find and use the most appropriate measure of central tendency in a real world context. (MA.6.DP.3) The learner will understand that a measure of variation describes how its values vary with a single number. (CCSS.Math.Content.6.SP.A.3) The learner will find the number of ways several objects may be arranged using the fundamental counting principle within a real world situation. (MA.PA.DP.6) The learner will determine probabilities of compound events using simulations. (CCSS.Math.Content.7.SP.C.8) 	<ul style="list-style-type: none"> The learner will identify the relationship between corresponding terms. (CCSS.Math.Content.5.OA.B.3/MA.4.AF.2) The learner will recognize that certain inequalities have infinitely many solutions. (CCSS.Math.Content.6.EE.B.8) The learner will analyze the relationship between the dependent and independent variables using graphs. (CCSS.Math.Content.6.EE.C/CCSS.Math.Content.6.EE.C.9/MA.6.AF.10/MA.6.AF.12/MA.7.AF.7) The learner will graph the solution to inequalities on a number line. (CCSS.Math.Content.6.EE.B.8) The learner will obtain solutions to multiple step equations with one variable. (CCSS.Math.Content.7.EE.B.3/CCSS.Math.Content.HSA-REI.B.3/MA.PA.AF.1) 	<ul style="list-style-type: none"> The learner will convert units of weight within either the metric or standard system. (MA.5.M.5/MA.PA.M.1) The learner will calculate the volume of composite figures in mathematical problems. (CCSS.Math.Content.5.MD.C.5.c) The learner will add length measurements. (*) The learner will understand an angle that turns through n one-degree angles is said to have an angle measure of n degrees. (CCSS.Math.Content.4.MD.C.5.b/MA.5.G.1)

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Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> The learner will explain patterns generated when multiplying a whole number by a power of 10. (CCSS.Math.Content.5.NB.T.A.2) The learner will be able to solve decimal problems where order of operations is needed. (CCSS.Math.Content.5.O.A.A.1/CCSS.Math.Content.7.EE.B.3/MA.5.C.10/MA.6.AF.4/MA.6.AF.7) The learner will show whole number differences on a number line. (CCSS.Math.Content.2.MD.B.6) The learner will graph irrational numbers on a number line. (CCSS.Math.Content.8.NS.A.2/MA.7.NS.2) The learner will explain the meaning of 0 in real-world contexts. (CCSS.Math.Content.6.NS.C.5) 		<ul style="list-style-type: none"> The learner will calculate the median within a mathematical or problem solving situation. (CCSS.Math.Content.6.SP.B.5.c/MA.5.DP.2/MA.7.DP.8) 		

Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> The learner will be able to round numbers less than 1,000 to the nearest tens and hundreds. (CCSS.Math.Content.3.NBT.A.1/CCSS.Math.Content.4.NBT.A.3/MA.3.NS.6/MA.4.NS.4/MA.5.NS.2) The learner will subtract decimals to hundredths using properties of operations. (CCSS.Math.Content.5.NBT.B.7/MA.4.C.10/MA.5.C.6/MA.7.C.1) The learner will show that a number and its opposite have a sum of 0. (CCSS.Math.Content.7.NS.A.1.a/CCSS.Math.Content.7.NS.A.1.b) The learner will divide a whole number by a unit fraction. (CCSS.Math.Content.5.NF.B.7.b/MA.7.C.1) The learner will perform scalar multiplication with matrices. (CCSS.Math.Content.HSN-VM.C.7) 				

Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> The learner will compare products of positive and negative fractions. (*) The learner will subtract two mixed numbers in the context of a story problem. (CCSS.Math.Content.7.NS.A.1.d/CCSS.Math.Content.7.NS.A.3/CCSS.Math.Content.7.EE.B.3/MA.5.C.3/MA.6.C.6) The learner will explain the effect of multiplying a number by a fraction greater than one. (CCSS.Math.Content.5.NF.B.5.b/MA.6.C.5) The learner will interpret quotients of fractions. (CCSS.Math.Content.6.NS.A.1) The learner will express a decimal number as a percent. (MA.5.NS.5/MA.6.NS.7) The learner will solve real world application problems by subtracting fractions using models. (CCSS.Math.Content.4.NF.B.3.d/MA.5.C.3/MA.6.C.4/MA.6.C.6) 				

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Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> The learner will perform subtraction with mixed numbers with regrouping, but no reducing. (CCSS.Math.Content.5.NF.A.1/MA.5.C.3/MA.6.C.4) The learner will subtract positive and/or negative fractions. (CCSS.Math.Content.7.NS.A.1.d/MA.7.C.1) The learner will write an equation and solve word problems involving the division of unit fractions by whole numbers. (MA.5.AF.1/MA.7.AF.2) The learner will be able to recognize the difference between rational and irrational numbers (e.g., explore different approximations of pi). (MA.7.NS.6) The learner will multiply a mixed number by a whole number. (CCSS.Math.Content.7.NS.A.2.c) 				

Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> The learner will interpret sums of rational numbers by describing real-world contexts. (CCSS.Math.Content.7.NS.A.1.b) 				

Scaled Score values from 2851 to 2950

Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> The learner will divide two mixed numbers. (CCSS.Math.Content.7.NS.A.2.c/MA.6.C.5) The learner will explain the points (0, 0) and (1, r) in a proportional relationship where r is the unit rate. (CCSS.Math.Content.7.RP.A.2.d/MA.PA.AF.8) The learner will use drawings to solve two-step addition and subtraction word problems within one hundred. (CCSS.Math.Content.2.OA.A.1) The learner will solve percent application problems involving sales tax, discount, or commission. (MA.7.C.3) The learner will work with percents to find the percent of a number, find what percent one number is of another, and/or find a number when a percent is given. (CCSS.Math.Content.6.RP.A.3.c/MA.6.C.10) 	<ul style="list-style-type: none"> The learner will describe the effects of dilations on two-dimensional figures using coordinates. (CCSS.Math.Content.8.G.A.3/MA.PA.G.4) The learner will determine whether a figure is symmetric about a line or a point. (*) The learner will identify, describe, or apply knowledge of various angles including adjacent, vertical, straight, acute, right, obtuse, supplementary, and complementary. (MA.5.G.1/MA.6.G.1) The learner will apply formula $V = B(h)$ to find volumes in mathematical problems. (CCSS.Math.Content.5.MD.C.5.b/CCSS.Math.Content.6.G.A.2/MA.6.M.7) 	<ul style="list-style-type: none"> The learner will understand that a sample can be used to gain information about population. (CCSS.Math.Content.7.SP.A.1) The student will draw comparative inferences about two populations using measures of center. (CCSS.Math.Content.7.SP.B.3) The learner will use a tree diagram, picture, model, or list to show the possible outcomes for a given event. (MA.3.DP.2/MA.6.DP.4/MA.7.DP.7) The learner will interpret scatter plots for bivariate measurement data. (CCSS.Math.Content.8.SP.A.1/MA.PA.DP.4) The learner will represent sample spaces for compound events using tree diagrams. (CCSS.Math.Content.7.SP.C.8.b/MA.7.DP.7) 	<ul style="list-style-type: none"> The learner will use the equation of a linear model to solve problems in the context of bivariate measurement data. (CCSS.Math.Content.8.SP.A.3) The learner will identify features in a number pattern that appear beyond the explicit rule. (CCSS.Math.Content.4.OA.C.5/MA.2.AF.4) The student will use equivalent ratios to determine if a relationship is proportional. (CCSS.Math.Content.7.RP.A.2.a/MA.6.C.9) The learner will understand that a function is a rule that assigns to each input exactly one output. (CCSS.Math.Content.8.F.A.1) 	<ul style="list-style-type: none"> The learner will be able to identify customary and metric units of mass. (*) The learner will solve mathematical problems involving rectangles with the same perimeter but different areas. (CCSS.Math.Content.3.MD.D.8/MA.4.M.6) The learner will use the four operations to solve real-world problems involving time. (CCSS.Math.Content.4.MD.A.2/MA.5.M.10) The learner will use subtraction of fractions to solve problems involving data sets of unit fractions displayed in line plots. (CCSS.Math.Content.5.MD.B.2/MA.7.DP.1) The learner will be able to convert capacities and volumes within a given system. (MA.PA.M.1) The learner will convert degrees Celsius to degrees Fahrenheit given the formula. (MA.6.M.8)

Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> The learner will use opposites in real world problems. (CCSS.Math.Content.7.NS.A.1.a) The learner will distinguish comparisons of absolute value from statements about order. (CCSS.Math.Content.6.NS.C.7.d) The learner will divide positive and negative fractions. (CCSS.Math.Content.7.NS.A.2.c/MA.7.C.1) The learner will solve problems that use rates, ratios, and/or proportion in a variety of applications. (CCSS.Math.Content.7.RP.A.3/MA.PA.M.2) The learner will use visual fraction models to solve word problems involving the division of unit fractions by whole numbers. (CCSS.Math.Content.5.NF.B.7.c) 	<ul style="list-style-type: none"> The learner will understand that a two-dimensional figure is similar to another if the second can be obtained from the first by a sequence of rotations, reflections, translations, and dilations. (CCSS.Math.Content.8.G.A.4/MA.7.M.2) The learner will establish facts about angles created by parallel lines cut by a transversal using informal arguments. (CCSS.Math.Content.8.G.A.5) The learner will find the area of right triangles in mathematical problems. (CCSS.Math.Content.6.G.A.1/MA.5.M.1/MA.5.M.2/MA.7.M.4/MA.PA.M.4) The learner will evaluate formulas in real-world problems given specific values for the variables. (CCSS.Math.Content.6.G.A/MA.6.M.7) The learner will be able to identify the ratio of corresponding sides of similar triangles. (MA.7.M.2) 	<ul style="list-style-type: none"> The learner will be able to record experiment results using fractions/ratios. (MA.5.DP.3/MA.5.DP.4/M.A.6.DP.6) The learner will extrapolate data from a circle graph. (MA.7.DP.1/MA.PA.DP.3) The learner will use a uniform probability model to determine probabilities of events. (CCSS.Math.Content.7.SP.C.7/CCSS.Math.Content.7.SP.C.7.a) The learner will determine probabilities of compound events using tree diagrams. (CCSS.Math.Content.7.SP.C.8) The learner will find the probability of mutually exclusive events and inclusive events. (*) 	<ul style="list-style-type: none"> The learner will analyze the relationship between the dependent and independent variable using graphs related to the equation. (CCSS.Math.Content.6.EE.C/CCSS.Math.Content.6.EE.C.9/MA.6.AF.10/MA.6.AF.12/MA.7.AF.7) The learner will derive the equation $y = mx + b$ for a line intercepting the vertical axis at b. (CCSS.Math.Content.8.EE.B.6) The learner will perform conversions between variable expressions and word phrases. (CCSS.Math.Content.6.EE.A.2.a/CCSS.Math.Content.6.EE.B.6/MA.5.AF.2) The learner will create ordered pairs given two patterns. (CCSS.Math.Content.5.OA.B.3/MA.5.AF.4) The learner will solve real world inequalities. (CCSS.Math.Content.HSA-REI.B.3) 	<ul style="list-style-type: none"> The learner will solve problems involving scale factors, using ratio and proportion. (MA.7.M.3/MA.PA.M.3) The learner will convert degrees Fahrenheit to degrees Celsius. (MA.6.M.8) The learner will subtract length measurements. (MA.4.M.2) The learner will find the volume of three-dimensional shapes with triangle. (CCSS.Math.Content.7.G.B.6/MA.6.M.7) The learner will calculate the area of a given parallelogram. (CCSS.Math.Content.6.G.A.1/CCSS.Math.Content.7.G.B.6/MA.5.M.1/MA.5.M.2/MA.7.M.4/MA.PA.M.4) The learner will solve for areas of irregular figures by finding non-overlapping sections in word problems. (CCSS.Math.Content.3.MD.C.7.d/MA.4.M.7/MA.5.M.3)

Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> The student will express small or large numbers in scientific notation. (CCSS.Math.Content.8.EE.A.3/MA.6.NS.1/MA.PA.NS.1) The learner will use properties of operations to multiply two two-digit numbers. (CCSS.Math.Content.4.NBT.B.5) The learner will use the relationship between addition and subtraction to solve problems within mixed number with like denominators. (CCSS.Math.Content.4.NF.B.3.c/MA.5.C.3/MA.6.C.4) The learner will use correct order of operations to simplify algebraic expressions with real numbers. (CCSS.Math.Content.7.EE.A.1/MA.5.AF.2/MA.6.AF.7/MA.7.AF.4) The learner will order numbers given in the form of fractions, decimals, and percents. (MA.7.NS.2) 	<ul style="list-style-type: none"> The learner will interpret multiplication as scaling by relating the principle of fraction equivalence $a/b = (nxa)/(nxb)$ to the effect of multiplying a/b by 1. (CCSS.Math.Content.8.G.A.1.b) The learner will apply knowledge of angles, angle bisectors, perpendicular bisectors, and/or congruent angles to solve geometry problems. (*) The learner will identify the line(s) of symmetry in a figure. (*) The learner will define the properties of quadrilaterals. (MA.PA.G.1) The learner will be able to determine whether a given triangle is a right triangle by applying the Pythagorean Theorem and using a calculator. (MA.PA.G.5) 	<ul style="list-style-type: none"> The learner will understand that, just as with simple events, the probability of a compound event is the fraction of outcomes in the sample space for which the compound event occurs. (CCSS.Math.Content.7.SP.C.8.a) The learner will interpret the slope of a linear model for a scatter plot. (CCSS.Math.Content.8.SP.A.3/MA.PA.DP.4) The learner will assess the model fit by judging the closeness of the data points to the line, for scatter plots that suggest a linear model. (CCSS.Math.Content.8.SP.A.2/MA.PA.DP.4) The learner will relate the choice of measures of center to the shape of the data distribution and the context. (CCSS.Math.Content.6.SP.B.5.d) The learner will calculate the odds of an event within a problem solving situation. (*) 	<ul style="list-style-type: none"> The learner will evaluate expressions. (CCSS.Math.Content.6.EE.A.2.c/MA.5.AF.2/MA.7.AF.4/MA.PA.AF.5) The learner will be able to set up and solve two linear equations that represent a real world problem. (MA.6.AF.10/MA.6.AF.11/MA.7.AF.6) The learner will determine the correct equation for a word problem and solve. (MA.6.AF.10) The learner will successively transform the given equation into simpler forms, until an equivalent equation of the form $x = a$, $a = a$, or $a = b$ results (where a and b are different numbers). (CCSS.Math.Content.8.EE.C.7.a/CCSS.Math.Content.8.EE.C.7.b) The learner will interpret the graph of an equation in the form of $y = mx + b$. (CCSS.Math.Content.8.F.A.3/MA.6.AF.11/MA.7.AF.6) 	<ul style="list-style-type: none"> The learner will apply metric conversion skills (converting within metric system) to solve real world application problems. (CCSS.Math.Content.5.MD.A.1/MA.PA.M.1) The learner will use the four operations to solve problems involving masses of objects. (CCSS.Math.Content.4.MD.A.2) The learner will calculate the circumference of a circle when no formula is given. (MA.7.M.4/MA.PA.M.4) The learner will use tiling to find the area of a rectangle with fractional side lengths. (CCSS.Math.Content.5.NF.B.4.b/MA.5.M.2/MA.7.M.4/MA.PA.M.4) The learner will calculate the area of a triangle using the correct formula. (CCSS.Math.Content.6.G.A.1/CCSS.Math.Content.7.G.B.6/MA.5.M.1/MA.5.M.2/MA.7.M.4/MA.PA.M.4)

*not in District of Columbia Archdiocese of Washington Standards 2017 (Mathematics) or Common Core State Standards 2010 (Mathematics)

Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> The learner will write decimals to the thousandths using expanded form. (CCSS.Math.Content.5.NB.T.A.3.a/MA.5.NS.1) The learner will be able to compare unit prices. (*) The learner will multiply decimals to hundredths using drawings. (CCSS.Math.Content.5.NB.T.B.7/MA.6.C.3/MA.7.C.1) The learner will find and position rational numbers on horizontal number lines. (CCSS.Math.Content.6.NS.C.6.c/MA.5.NS.8/MA.7.NS.2) The learner will multiply two mixed numbers. (CCSS.Math.Content.7.NS.A.2.c/MA.6.C.5) The learner will use ratio and rate reasoning to solve real-world problems using double number lines. (CCSS.Math.Content.6.RP.A.3) 	<ul style="list-style-type: none"> The learner will describe the effects of translations on two-dimensional figures using coordinates. (CCSS.Math.Content.8.G.A.3/MA.6.G.6/MA.PA.G.4) The learner will solve problems including computing actual areas from scale drawings. (CCSS.Math.Content.7.G.A.1/MA.7.M.3/MA.PA.M.3) The learner will use informal arguments to establish facts about the angle sum of triangles. (CCSS.Math.Content.8.G.A.5) The learner will be able to draw the image of a figure under rotations of 90 and 180 degrees. (*) 	<ul style="list-style-type: none"> The student will determine probability using a model. (CCSS.Math.Content.7.SP.C.7.b) The learner will display data using a histogram. (CCSS.Math.Content.6.SP.B.4/MA.6.DP.1) The student will determine the probability using frequencies in a data set. (*) The learner will understand that a set of data collected to answer a statistical question has a distribution which can be described by its center, spread, and overall shape. (CCSS.Math.Content.6.SP.A.2) 	<ul style="list-style-type: none"> The learner will evaluate expressions for given replacement values of variables using the order of operations. (CCSS.Math.Content.6.EE.A.2.c/MA.6.AF.4/MA.6.A.F.7/MA.7.AF.4/MA.PA.AF.5) The learner will determine a function rule to explain tables of related input-output variables. (*) The learner will determine the equation to be used in solving a word problem. (CCSS.Math.Content.6.EE.C.9/MA.5.AF.1/MA.6.AF.10/MA.7.AF.2) The learner will give examples of functions that are not linear. (CCSS.Math.Content.8.F.A.3/MA.PA.AF.10) The learner will determine the midpoint between two points. (*) 	

Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> Solve word problems involving multiplication of a fraction by a whole number using visual fraction models and equations to represent the problem. (CCSS.Math.Content.4.NF.B.4.c/MA.6.C.7) The learner will multiply two fractions in the context of a story problem without reducing. (CCSS.Math.Content.5.NF.B.6/MA.5.C.5/MA.6.C.7) The learner will use ratio and rate reasoning to solve real-world problems using equations. (CCSS.Math.Content.6.RP.A.3) The learner will interpret multiplication as scaling by relating the principle of fraction equivalence $a/b = (nxa)/(nxb)$ to the effect of multiplying a/b by 1. (CCSS.Math.Content.5.NF.B.5.b) 			<ul style="list-style-type: none"> The learner will identify situations where a variable represents an unknown number and those where the variable represents any number in a specified set. (CCSS.Math.Content.6.EE.B.6) The learner will find the solution to two-variable systems of linear equations. (CCSS.Math.Content.8.EE.C.8.b/CCSS.Math.Content.HSA-REI.C.6) The student will represent a constraint in a real world problem by writing an inequality. (CCSS.Math.Content.6.EE.B.8) The learner will solve mathematical problems leading to two-step inequalities. (CCSS.Math.Content.7.EE.B.4/MA.7.AF.3/MA.PA.AF.1) 	

Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> The learner will divide a unit fraction by a non-zero whole number. (CCSS.Math.Content.5.NF.B.7/CCSS.Math.Content.5.NF.B.7.a) The learner will know that the decimal form of a rational number terminates in zeros or eventually repeats. (CCSS.Math.Content.7.NS.A.2.d/MA.7.NS.6) The learner will solve story problems involving multiple operations with fractions. (CCSS.Math.Content.7.NS.A.3/CCSS.Math.Content.7.EE.B.3/MA.PA.C.1) The learner will divide decimals to hundredths using drawings. (CCSS.Math.Content.5.NBT.B.7/MA.6.C.3/MA.7.C.1) The learner will solve fraction problems where the order of operations is needed. (CCSS.Math.Content.7.EE.B.3/MA.5.C.10/MA.6.AF.4/MA.6.AF.7/MA.7.AF.4) 			<ul style="list-style-type: none"> The learner will solve a system of two equations with two variables through substitution. (CCSS.Math.Content.8.EE.C.8.b/CCSS.Math.Content.HSA-REI.C.6/MA.PA.AF.3) The learner will show the equation or expression resulting from the application of the distributive property. (CCSS.Math.Content.7.EE.A.1/MA.6.AF.7) 	

Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> The learner will interpret the graph of an equation in the form of $y=mx + b$. (CCSS.Math.Content.7.NS.A.2.b) The learner will write whole and/or decimal numbers in scientific notation. (MA.6.NS.1/MA.PA.NS.1) The learner will know that numbers that are not rational are irrational. (CCSS.Math.Content.8.NS.A.1/MA.7.NS.3) The learner will explain patterns generated when multiplying a decimal by a power of 10. (CCSS.Math.Content.5.NBT.A.2) The learner will be able to develop and apply the laws of exponents for multiplication and division. (MA.PA.NS.4/MA.PA.AF.4) 				

Scaled Score values from 2951 to 3050

Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> The learner will write an equation to solve word problems involving the division of whole numbers by unit fractions. (CCSS.Math.Content.5.NF.B.7.c/MA.5.AF.1/MA.7.AF.2) The learner will understand the concept of a unit rate a/b associated with a ratio $a:b$ with $b \neq 0$, and use rate language in the context of a ratio relationship. (CCSS.Math.Content.6.RP.A.2) The learner will be able to compare numbers written in scientific notation. (MA.7.NS.1/MA.PA.NS.1) The learner will solve real-world problems involving the quotients of fractions using visual fraction models. (CCSS.Math.Content.6.NS.A.1/MA.5.C.4) The learner will add and subtract radicals. (*) 	<ul style="list-style-type: none"> The learner will classify quadrilaterals based on their side lengths or angle measures. (*) The learner will use coordinates and absolute values to find distances making sure there are no integer operations. (CCSS.Math.Content.6.NS.C.8/MA.6.AF.9) The learner will verify experimentally the properties of rotations, reflections, and translations with parallel lines are taken to parallel lines. (CCSS.Math.Content.8.G.A.1/CCSS.Math.Content.8.G.A.1.c/MA.7.G.2) The learner will define, recognize, and/or apply alternate interior, alternate exterior, corresponding, and vertical angles. (*) The learner will interpret the graph of an equation in the form of $y=mx + b$. (CCSS.Math.Content.5.MD.C.5.b/CCSS.Math.Content.6.G.A.2/MA.5.M.4/MA.6.M.7) 	<ul style="list-style-type: none"> The learner will approximate the probability of a chance event given the frequency. (CCSS.Math.Content.7.SP.C.6/MA.6.DP.2) The learner will draw comparative inferences about two populations using measures of variability. (CCSS.Math.Content.7.SP.B.4) The learner will explain possible sources of discrepancies between a model and observed frequencies. (CCSS.Math.Content.7.SP.C.7) The learner will be able to estimate a line of best fit for a given set of data. (CCSS.Math.Content.8.SP.A.2/CCSS.Math.Content.HSS-ID.B.6.c/MA.PA.DP.4) The student will determine if a sample is random and therefore valid. (CCSS.Math.Content.7.SP.A.1/MA.PA.DP.2) 	<ul style="list-style-type: none"> The learner will create numerical patterns given two rules. (CCSS.Math.Content.5.OA.B.3) The learner will write equations based on word problems. (CCSS.Math.Content.HSA-CED.A.1/MA.6.AF.10/MA.7.AF.2) The learner will solve quadratic equations with two variables by graphing. (CCSS.Math.Content.HSF-IF.C.7.a) The learner will explain the slope using similar triangles. (CCSS.Math.Content.8.EE.B.6) The learner will determine the initial value of the function from a description of the relationship. (CCSS.Math.Content.8.F.B.4) 	<ul style="list-style-type: none"> The learner will calculate the volume of a given cylinder or cone. (CCSS.Math.Content.8.G.C/CCSS.Math.Content.8.G.C.9/CCSS.Math.Content.HSG-GMD.A.3) The learner will convert units of capacity within either the metric or standard system. (MA.PA.M.1) The learner will calculate the area of a parallelogram. (CCSS.Math.Content.7.G.B.6/MA.7.M.4) The learner will be able to estimate surface area. (*) The learner will determine the arc length of a circle. (CCSS.Math.Content.HSG-C.B) The learner will use the formula $V = B \times h$ to solve real-world problems involving rectangular prisms with whole numbers. (CCSS.Math.Content.5.MD.C.5.b/MA.7.M.4/MA.PA.M.4)

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Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> The learner will use scientific notation to determine units for very large or very small quantities. (CCSS.Math.Content.8.EE.A.4/MA.7.NS.1/MA.PA.NS.1) The learner will understand subtraction as adding the additive inverse, and that $p - q = p + (-q)$. (CCSS.Math.Content.7.NS.A.1.c) The learner will know that square root of 2 is irrational. (CCSS.Math.Content.8.EE.A.2) The learner will solve word problems involving the division of whole numbers leading to fractions or mixed numbers using by using an equation to represent the problem. (CCSS.Math.Content.5.NF.B.3/MA.6.C.5) 	<ul style="list-style-type: none"> The learner will verify experimentally the properties of rotations, reflections, and translations with line segments. (CCSS.Math.Content.8.G.A.1/CCSS.Math.Content.8.G.A.1.a/MA.7.G.2) The learner will complete geometric proofs. (*) The learner will perform a translation onto an ordered pair given the rule of translation. (MA.7.G.1) The learner will demonstrate knowledge of the four quadrants of the coordinate plane and the attributes of points in each of these quadrants. (*) The learner will be able to apply the meaning of parallel lines, perpendicular lines, and/or skew lines to obtain problem solutions. (*) The learner will reflect points over either axis. (CCSS.Math.Content.6.NS.C.6.b) 	<ul style="list-style-type: none"> The learner will describe patterns in a scatter plot. (CCSS.Math.Content.8.SP.A.1/MA.PA.DP.4) The learner will find the probability of dependent or independent events in a real world context. (MA.7.DP.6) The learner will recognize a statistical question as one that anticipates variability in the data related to the question and accounts for it in the answers. (CCSS.Math.Content.6.SP.A.1) The learner will multiply fractions from a line plot. (CCSS.Math.Content.5.MD.B.2) The learner will design and use a simulation to generate frequencies for compound events. (CCSS.Math.Content.7.SP.C.8.c) The student will construct a two-way table (CCSS.Math.Content.8.SP.A.4) 	<ul style="list-style-type: none"> The learner will construct a function to model a linear relationship between two quantities. (CCSS.Math.Content.8.F.B.4/MA.6.AF.11) The learner will factor linear expressions with rational coefficients. (CCSS.Math.Content.7.EE.A.1) The learner will write an inequality to represent a constraint in a mathematical problem. (CCSS.Math.Content.6.EE.B.8/MA.7.AF.2) The learner will determine whether a given value is a solution to an inequality. (CCSS.Math.Content.6.EE.B.5) The learner will use a verbal description of the qualitative features of a function to sketch its graph. (CCSS.Math.Content.8.F.B.5) 	<ul style="list-style-type: none"> The learner will calculate the area of a triangle or trapezoid. (MA.7.M.4/MA.PA.M.4) The learner will solve a real world problem by solving for the area of a triangle. (CCSS.Math.Content.6.G.A.1/CCSS.Math.Content.7.G.B.6/MA.5.M.1/MA.5.M.2/MA.7.M.4/MA.PA.M.4)

Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> The learner will estimate the value of expressions with irrational numbers. (CCSS.Math.Content.8.NS.A.2/CCSS.Math.Content.HSN-RN.B.3/MA.PA.NS.2) The learner will solve an open number sentence which includes absolute value expressions. (*) The student will compare irrational numbers. (CCSS.Math.Content.8.NS.A.2/MA.7.NS.2) The learner will multiply fractions in the context of a story problem. (CCSS.Math.Content.5.NF.B.6/CCSS.Math.Content.7.NS.A.3/CCSS.Math.Content.7.EE.B.3/MA.5.C.5/M.A.6.C.7) 	<ul style="list-style-type: none"> The learner will apply SAS, AAS, and/or ASA theorems to determine the congruence of triangles. (CCSS.Math.Content.HSG-SRT.B.5) The learner will find the length of sides of a polygon on a coordinate plane with either the same first or same second coordinate in mathematical problems. (CCSS.Math.Content.6.G.A.3/MA.7.G.1) The learner will apply formula $V = B(h)$ to find volumes in real world problems. (CCSS.Math.Content.6.G.A.2/MA.6.M.7) The learner will apply concepts involving the corresponding parts of congruent triangles. (CCSS.Math.Content.HSG-SRT.B.5) 	<ul style="list-style-type: none"> The learner will be able to compare actual results to predicted results. (*) The learner will represent sample spaces for compound events using tables. (CCSS.Math.Content.7.SP.C.8.b) 	<ul style="list-style-type: none"> The learner will graph ordered pairs given two patterns. (CCSS.Math.Content.5.OA.B.3/MA.5.AF.4/MA.6.AF.8) The learner will identify when two expressions are equivalent for example, when the two expressions name the same number regardless of which value is substituted into them. (CCSS.Math.Content.6.EE.A.4/MA.6.AF.4) The learner will multiply a monomial and a polynomial. (*) The learner will interpret the initial value of a function from two (x, y) values in a table. (CCSS.Math.Content.8.F.B.4) The learner will be able to translate verbal sentences into algebraic inequalities. (MA.7.AF.2) The learner will interpret the solution set of a word problem solved by a two-step inequality. (CCSS.Math.Content.7.EE.B.4.b/MA.7.AF.3/MA.PA.AF.1/MA.PA.AF.2) 	

*not in District of Columbia Archdiocese of Washington Standards 2017 (Mathematics) or Common Core State Standards 2010 (Mathematics)

Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
			<ul style="list-style-type: none"> • The learner will write inequalities for real world problems. (CCSS.Math.Content.7.EE.B.4/MA.7.AF.2) • The learner will multiply or divide monomials. (*) • The learner will interpret the initial value of the function from a description of the relationship. (CCSS.Math.Content.8.F.B.4) • The learner will graph a linear equation. (CCSS.Math.Content.HSF-IF.C.7.a/MA.7.AF.6/MA.PA.AF.6/MA.PA.AF.9) • The learner will combine like terms in order to simplify an expression. (CCSS.Math.Content.7.EE.A.1) • The learner will graph absolute value equations on the coordinate plane. (CCSS.Math.Content.HSF-IF.C.7.b) • The learner will calculate the slope of a line. (MA.PA.AF.7) 	

Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
			<ul style="list-style-type: none"> • The student will use a graph of a proportional relationship to explain unit rate (CCSS.Math.Content.7.RP.A.2.d/MA.PA.AF.8) • The learner will solve inequalities using basic operations. (CCSS.Math.Content.HSA-REI.B.3) • The student will graph proportional relationships (CCSS.Math.Content.8.EE.B.5/MA.6.AF.10) • The learner will solve a one variable equation that requires more than one operation. (CCSS.Math.Content.HSA-REI.B.3/MA.7.AF.3/MA.PA.AF.1) • The learner will write inequalities for mathematical problems. (CCSS.Math.Content.7.EE.B.4/MA.7.AF.2) • The learner will evaluate cube roots of perfect cubes. (CCSS.Math.Content.8.EE.A.2) 	

Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
			<ul style="list-style-type: none"> • The learner will solve mathematical problems using a system of equations. (CCSS.Math.Content.8.EE.C.8.c) • The learner will identify the graph as the set of ordered pairs and the corresponding output. (CCSS.Math.Content.8.F.A.1) • The learner will algebraically solve problems involving indirect variation. (*) • The learner will obtain solutions to systems of two linear equations. (CCSS.Math.Content.8.EE.C.8.b/CCSS.Math.Content.HSA-REI.C.6) • The learner will use proportions to solve multistep percent problems. (CCSS.Math.Content.7.RP.A.3/MA.6.C.9/MA.6.C.10) • The learner will graph inequalities which have two variables. (CCSS.Math.Content.HSA-REI.D.12) 	

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Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
			<ul style="list-style-type: none"> The learner will graphically represent systems of equations and identify the solution from the graph. (CCSS.Math.Content.8.EE.C.8.b/CCSS.Math.Content.HSA-REI.C.6/MA.PA.AF.3) The learner will factor the difference of two squares. (CCSS.Math.Content.HSA-SSE.B.3.a) 	

Scaled Score values from 3051 to 3150

Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> The learner will determine the multiple of one number to another both in scientific notation. (CCSS.Math.Content.8.EE.A.3/MA.7.NS.1/MA.PA.NS.1) The learner will solve problems involving finding the whole, given a part and the percent. (CCSS.Math.Content.6.RP.A.3.c/MA.6.C.10) The learner will perform operations with numbers in scientific notation. (CCSS.Math.Content.8.EE.A.4/MA.7.NS.1/MA.PA.NS.1) The learner will solve multi-step mathematical problems with positive and negative rational numbers. (CCSS.Math.Content.7.NS.A.3/MA.PA.C.1) The learner will convert a decimal expansion which repeats eventually into a rational number. (CCSS.Math.Content.8.NS.A.1/MA.6.NS.7/MA.7.NS.5) 	<ul style="list-style-type: none"> The learner will find the area of polygons by decomposing into triangles and other shapes in mathematical problems. (CCSS.Math.Content.6.G.A.1/MA.4.M.7/MA.5.M.3/M.A.7.M.5/MA.PA.M.5) The learner will identify the following transformations: reflection, rotation, and/or translation. (CCSS.Math.Content.HSG-CO.A.2) The learner will identify/construct shapes other than triangles based on specific criteria. (CCSS.Math.Content.7.G.A.2/MA.5.G.1) The learner will use the Pythagorean theorem to solve real-world problems in two dimensions. (CCSS.Math.Content.8.G.B.7/MA.7.G.3/MA.PA.G.5) 	<ul style="list-style-type: none"> The learner will determine probabilities of compound events using organized lists. (CCSS.Math.Content.7.SP.C.8/CCSS.Math.Content.7.SP.C.8.b) The learner will find the possibility of given outcomes occurring by applying theoretical probability. (*) The learner will describe the overall pattern given quantitative measures of center (median and/or mean) and variability (interquartile range and/or mean absolute deviation). (CCSS.Math.Content.6.SP.B.5.c/MA.5.DP.2) The learner will display data using a box plot. (CCSS.Math.Content.6.SP.B.4/MA.6.DP.1/MA.PA.DP.3) The learner will determine probabilities of compound events using tables. (CCSS.Math.Content.7.SP.C.8/CCSS.Math.Content.7.SP.C.8.b) 	<ul style="list-style-type: none"> The learner will solve equations with two variables using basic operations. (*) The learner will interpret the rate of change of a function from two (x, y) values from a graph. (CCSS.Math.Content.8.F.B.4/MA.6.AF.10/MA.7.AF.8/MA.PA.AF.8) The learner will graph exponential functions. (CCSS.Math.Content.HSF-IF.C.7.e) The learner will solve quadratic equations in real world situations. (*) The learner will simplify exponential expressions. (CCSS.Math.Content.8.EE.A.1) The learner will find the slope given two points. (CCSS.Math.Content.8.F.B.4) The learner will perform addition and/or subtraction of polynomials. (*) 	<ul style="list-style-type: none"> The learner will calculate the volume of a sphere. (CCSS.Math.Content.8.G.C/CCSS.Math.Content.8.G.C.9/CCSS.Math.Content.HSG-GMD.A.3) The learner will apply measuring procedures and formulas to solve story problems. (*) The learner will use tiled area models to show that $a \times (b + c)$ is the same as $(a \times b) + (a \times c)$ (CCSS.Math.Content.3.MD.C.7.c) The learner will match the number of tiles to the product of the sides. (CCSS.Math.Content.5.NF.B.4.b/MA.5.M.2/MA.7.M.4/MA.PA.M.4) The learner will calculate the volume of composite figures in real world problems. (CCSS.Math.Content.5.MD.C.5.c) The learner will calculate the area of a circle when no formula is given. (MA.7.M.4/MA.PA.M.4)

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Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> The learner will use ratio and rate reasoning to solve real-world problems using tables. (CCSS.Math.Content.6.RP.A.3/CCSS.Math.Content.6.RP.A.3.a) 	<ul style="list-style-type: none"> The learner will find volume by packing with unit cubes of unit fraction edge lengths. (CCSS.Math.Content.6.G.A.2/MA.6.M.7) The learner will find the area of special quadrilaterals by decomposing into triangles and other shapes in real-world problems. (CCSS.Math.Content.6.G.A.1/MA.4.M.7/MA.7.M.4/MA.PA.M.4) The learner will be able to find a set of ordered pairs to satisfy a given linear numerical pattern (expressed algebraically); then plot the ordered pairs and draw the line. (*) The learner will solve real world right triangle problems using trigonometric concepts. (CCSS.Math.Content.HSG-SRT.C.8) The learner will solve multi-step problems about vertical angles. (CCSS.Math.Content.7.G.B.5/MA.6.G.2) 	<ul style="list-style-type: none"> The learner will decide whether a given event is independent or dependent and solve. (*) The learner will understand that the probability of a chance event is a number between 0 and 1 that expresses the likelihood of the event occurring. (CCSS.Math.Content.7.SP.C.5/MA.5.DP.3) The learner will interpret and utilize a box-and-whisker plot. (MA.PA.DP.3) 	<ul style="list-style-type: none"> The learner will calculate and apply an absolute value function. (*) The learner will determine whether a given relationship is a function. (*) The learner will graph the solution to simple and compound one variable inequalities on a number line. (*) The learner will derive the equation $y = mx$ for a line through the origin. (CCSS.Math.Content.8.EE.B.6) The learner will multiply two binomials of the first degree resulting in a trinomial. (*) The learner will obtain solutions to literal equations. (CCSS.Math.Content.HSA-CED.A.4/MA.6.AF.3/MA.7.AF.5) The learner will compare proportional relationships represented in different ways. (CCSS.Math.Content.8.EE.B.5) 	<ul style="list-style-type: none"> The learner will be able to calculate the radius or diameter, given the circumference of a circle. (MA.6.M.4/MA.6.M.5)

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Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
	<ul style="list-style-type: none"> The learner will determine the properties which are specific to kites or trapezoids. (*) The learner will write equations to solve multi-step problems about supplementary angles. (CCSS.Math.Content.7.G.B.5/MA.6.G.2) The learner will use informal arguments to establish facts about the exterior angle of triangles, about the angles. (CCSS.Math.Content.8.G.A.5) The learner will be able to identify the properties preserved and not preserved under a reflection, rotation, translation, and dilation. (CCSS.Math.Content.HSG-CO.A.2/MA.7.G.2) The learner will show the volume of a right rectangular prism with whole-number side lengths is the same as multiplying the height by the area of the base. (CCSS.Math.Content.5.MD.C.5.a/MA.6.M.7/MA.7.M.4/MA.PA.M.4) 		<ul style="list-style-type: none"> The learner will write linear equations. (CCSS.Math.Content.HSA-CED.A.2/MA.6.AF.11/MA.7.AF.2/MA.7.AF.6/MA.PA.AF.7) The learner will use joint and/or combined variation in solving problems. (*) The learner will state the domain and/or range of a given relation. (*) The learner will multiply two polynomials. (*) The learner will solve quadratic equations by applying the quadratic formula. (CCSS.Math.Content.HSA-REI.B.4.b) The learner will graph a system of inequalities and identify the solution set. (CCSS.Math.Content.HSA-REI.D.12) The learner will factor a trinomial. (CCSS.Math.Content.HSA-SSE.B.3.a) 	

Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
	<ul style="list-style-type: none"> The learner will interpret multiplication as scaling by relating the principle of fraction equivalence $a/b = (nxa)/(nxb)$ to the effect of multiplying a/b by 1. (CCSS.Math.Content.7.G.B.4/MA.6.M.4/MA.6.M.5) The learner will calculate the sum of the angles of a polygon. (*) The learner will determine new points of a figure that is transposed across a line of reflection. (MA.7.G.1) The learner will apply formula $V = lwh$ to find volumes in real world problems. (CCSS.Math.Content.6.G.A.2/MA.5.M.4/MA.6.M.7) The learner will use the Pythagorean theorem to determine the unknown side length of a right triangle. (CCSS.Math.Content.8.G.B.7/CCSS.Math.Content.HSG-SRT.C.8/MA.7.G.3/MA.PA.G.5) 		<ul style="list-style-type: none"> The learner will solve literal equations for a specific variable. (MA.7.AF.5) The learner will compare ratios in a table. (CCSS.Math.Content.6.RP.A.3.a/MA.6.C.8) 	

Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
	<ul style="list-style-type: none"> The learner will apply the properties of a perpendicular bisector in solving both mathematical and/or real world problems. (*) The learner will write equations to solve multi-step problems about complementary angles. (CCSS.Math.Content.7.G.B.5/MA.6.G.2) The learner will find the area of polygons by decomposing into triangles and other shapes in real world problems. (CCSS.Math.Content.6.G.A.1/MA.4.M.7/MA.5.M.3/MA.7.M.4/MA.7.M.5/MA.PA.M.4/MA.PA.M.5) The learner will solve problems finding the area of a circle. (CCSS.Math.Content.7.G.B.4/MA.6.M.4/MA.6.M.5/MA.7.M.4/MA.PA.M.4) 			

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Scaled Score values from 3151 to 3250

Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> The student will describe a ratio relationship between two quantities. (CCSS.Math.Content.6.RP.A.1) The learner will show that distance is absolute value of the difference. (CCSS.Math.Content.7.NS.A.1.c/MA.6.AF.9) The learner will calculate compound interest. (MA.PA.C.2) The learner will explain what a point (x, y) on the graph of a proportional relationship means. (CCSS.Math.Content.7.RP.A.2.d/MA.6.AF.10) The learner will determine the number of possible combinations of a group of items in a real world context. (CCSS.Math.Content.HSS-CP.B.9/MA.PA.DP.7) The learner will determine the number of possible permutations of a group of items in a real world context. (CCSS.Math.Content.HSS-CP.B.9/MA.PA.DP.7) 	<ul style="list-style-type: none"> The learner will be able to calculate the missing angle in a supplementary or complementary pair. (CCSS.Math.Content.7.G.B.5/MA.6.G.2) The learner will solve mathematical problems using nets made up of rectangles and triangles to find the surface area of three-dimensional figures. (CCSS.Math.Content.6.G.A.4/MA.6.M.6/MA.6.M.7/MA.7.M.4/MA.PA.M.4) The learner will apply geometric concepts when solving real world problem situations. (*) The learner will solve real world problems by finding the volume of a cylinder. (CCSS.Math.Content.8.G.C/MA.6.M.7) The learner will identify triangles based on specific criteria. (CCSS.Math.Content.7.G.A.2/MA.5.G.2) 	<ul style="list-style-type: none"> The student will solve problems by using the equation of a linear model for a scatter plot. (MA.PA.DP.4) The learner will interpret the intercept of a linear model for a scatter plot. (CCSS.Math.Content.8.SP.A.3/MA.PA.DP.4) The learner will determine the probability of independent events given in the context of a real world situation. (CCSS.Math.Content.HSS-CP.A.2/MA.7.DP.6) 	<ul style="list-style-type: none"> The learner will determine solutions for equations where absolute value is involved. (*) The learner will solve a system of inequalities. (*) The learner will complete function tables. (*) The learner will determine the distance between two points. (*) The learner will solve a quadratic equation by factoring. (CCSS.Math.Content.HSA-REI.B.4.b) The learner will be able to divide a polynomial by a monomial (integer coefficients) Note: The degree of the denominator is less than or equal to the degree of the numerator for all variables. (*) The learner will be able to translate two-step verbal expressions into algebraic expressions. (CCSS.Math.Content.6.EE.A.2.a/CCSS.Math.Content.6.EE.B.6/MA.5.AF.1/MA.7.AF.2/MA.7.AF.3) 	<ul style="list-style-type: none"> The learner will determine the surface area of a three-dimensional figure. (CCSS.Math.Content.7.G.B.6/MA.7.M.4/MA.PA.M.4) The learner will calculate the volume of a given prism or pyramid. (CCSS.Math.Content.HSG-GMD.A.3)

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Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
	<ul style="list-style-type: none"> The learner will find the area of right triangles in real-world problems. (CCSS.Math.Content.6.G.A.1/MA.5.M.1/MA.5.M.2/MA.7.M.4/MA.PA.M.4) The learner will recognize and/or evaluate tangent, sine, and/or cosine for an acute angle of a right triangle. (*) 		<ul style="list-style-type: none"> The learner will understand that rewriting an expression in different forms in a problem context can shed light on the problem and how the quantities in it are related. (CCSS.Math.Content.7.EE.A.2) The learner will simplify radical expressions. (*) The learner will use square root symbols to represent solutions. (CCSS.Math.Content.8.EE.A.2/MA.7.NS.7) The learner will solve for the value of a variable in a two variable equation. (CCSS.Math.Content.HSA-CED.A.4/MA.7.AF.5) The learner will determine the initial value of a function from two (x, y) values from a graph. (CCSS.Math.Content.8.F.B.4) The student will use mathematical terms to identify parts of an expression. (CCSS.Math.Content.6.EE.A.2.b/MA.6.AF.1/MA.7.AF.1) 	

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Scaled Score values from 3251 to 3350

Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> The learner will use ratio and rate reasoning to solve mathematical problems using double number lines. (CCSS.Math.Content.6.RP.A.3) The learner will determine the number of permutations of n items taken m at a time within a real world context. (CCSS.Math.Content.HSS-CP.B.9/MA.PA.DP.7) The learner will obtain solutions to real world problems by applying permutations or combinations. (CCSS.Math.Content.HSS-CP.B.9) 	<ul style="list-style-type: none"> The learner will describe the effects of reflections on two-dimensional figures using coordinates. (CCSS.Math.Content.8.G.A.3/MA.6.G.6/MA.7.G.1/MA.PA.G.4) The student will use the Pythagorean Theorem to find the distance between two points in a coordinate system. (CCSS.Math.Content.8.G.B.8/MA.PA.G.5) The learner will use the Pythagorean theorem to solve real-world problems in three dimensions. (CCSS.Math.Content.8.G.B.7/MA.PA.G.5) The learner will reproduce drawings at a different scale. (CCSS.Math.Content.7.G.A.1/MA.7.M.3/MA.PA.M.3) 	<ul style="list-style-type: none"> The learner will determine the probability of dependent events given in the context of a real world situation. (*) 	<ul style="list-style-type: none"> The student will solve real world problems using a system of equations (CCSS.Math.Content.8.EE.C.8.c) The student will determine the number of solutions for an equation for one variable (CCSS.Math.Content.8.EE.C.7.a) The student will find the slope, given a table. (CCSS.Math.Content.8.F.B.4) The learner will interpret initial value of a function from two (x, y) values from a graph. (CCSS.Math.Content.8.F.B.4/MA.6.AF.10) 	<ul style="list-style-type: none"> The learner will be able to calculate the area of a sector of a circle, given the measure of a central angle and the radius of the circle. (*)

Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
	<ul style="list-style-type: none"> The learner will solve real-world problems finding the surface area of three-dimensional objects. This does not include circles or spheres. (CCSS.Math.Content.7.G.B.6/MA.6.M.7/MA.7.M.4/MA.PA.M.4) The student will describe a 2D figure as a slice, or cross section, of a 3D figure. (CCSS.Math.Content.7.G.A.3) 			

Scaled Score values from 3351 to 3450

Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> The student will add, subtract, multiply, or divide numbers in scientific notation (MA.7.NS.1/MA.PA.NS.1) The learner will identify valid comparisons of two fractions because they refer to the same whole. (CCSS.Math.Content.4.NF.A.2/MA.4.NS.12/MA.6.NS.5) 	<ul style="list-style-type: none"> The learner will use the Pythagorean theorem to solve mathematical problems in three dimensions. (CCSS.Math.Content.8.G.B.7/MA.PA.G.5) The learner will apply transformation concepts when comparing the graphs of functions. (*) The learner will show that volume is the same whether packing with cubes or multiplying edge lengths. (CCSS.Math.Content.6.G.A.2) The learner will compare the area or volume of a figure when the given dimensions are changed. (*) 	<ul style="list-style-type: none"> The learner will understand measures of variability and determine the mean absolute deviation. (CCSS.Math.Content.6.SP.B.5.c) 		

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Scaled Score values from 3451 to 3550

Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> The learner will recognize that the opposite of the opposite of a number is the number itself, recognize that 0 is its own opposite. (CCSS.Math.Content.6.NS.C.6.a) 				

Scaled Score values of 3551 or larger

Numbers & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> The learner will compute unit rates with different units. (CCSS.Math.Content.7.RP.A.1) 				