Mathematics Learning Progressions

Content Code	Eligible Content	Grades									Algebra I		Algebra II		Geometry	
		K	1	2	3	4	5	6	7	8	**Module 1** Operations and Linear Functions & Inequalities	**Module 2** Linear Functions and Data Organizations	**Module 1** Numbers Systems and Data Analysis	**Module 2** Non-Linear Expressions and Equations	**Module 1** Geometric Properties and Relations	**Module 2** Geometrical Reasoning
Numbers and Operations: Number Sense																
M03.A-T.1.1.1	Round two- and three-digit whole numbers to the nearest ten or hundred, respectively.				●											
M03.A-T.1.1.4	Order a set of whole numbers from least to greatest or greatest to least (up through 9,999, and limit sets to no more than four numbers).				●											
M03.A-F.1.1.5	Compare two fractions with the same denominator (limit denominators to 1, 2, 3, 4, 6, and 8), using the symbols >, =, or <, and/or justify the conclusions.				●											
M04.A-T.1.1.4	Round multi-digit whole numbers (through 1,000,000) to any place.					●										
M04.A-T.1.1.1	Demonstrate an understanding that in a multi-digit whole number (through 1,000,000), a digit in one place represents ten times what it represents in the place to its right.					●										
M04.A-T.1.1.3	Compare two multi-digit numbers through 1,000,000 based on meanings of the digits in each place, using >, =, and < symbols.					●										
M04.A-F.1.1.2	Compare two fractions with different numerators and different denominators (denominators limited to 2, 3, 4, 5, 6, 8, 10, 12, and 100) using the symbols >, =, or < and justify the conclusions.					●										
M04.A-F.3.1.3	Compare two decimals to hundredths using the symbols >, =, or <, and justify the conclusions.					●										

Content Code	Eligible Content	K	1
Algebraic Concepts: Functional Representations			
M03.B-O.3.1.5	Identify arithmetic patterns (including patterns in the addition table or multiplication table) and/or explain them using properties of operations.		
M04.B-O.3.1.1	Generate a number or shape pattern that follows a given rule. Identify apparent features of the pattern that were not explicit in the rule itself.		
M04.B-O.3.1.2	Determine the missing elements in a function table (limit to +, −, or × and to whole numbers or money).		
M04.B-O.3.1.3	Determine the rule for a function given a table (limit to +, −, or × and to whole numbers).		
M05.B-O.2.1.1	Generate two numerical patterns using two given rules.		
M05.B-O.2.1.2	Identify apparent relationships between corresponding terms of two patterns with the same starting numbers that follow different rules.		
M06.B-E.3.1.2	Analyze the relationship between the dependent and independent variables using graphs and tables and/or relate these to an equation.		
M08.B-E.2.1.1	Graph proportional relationships, interpreting the unit rate as the slope of the graph. Compare two different proportional relationships represented in different ways.		

M05.A-T.1.1.5	Round decimals to any place (limiting rounding to the ones, tenths, hundredths, or thousandths place).						●										
M05.A-T.1.1.1	Demonstrate an understanding that in a multi-digit number, a digit in one place represents 1/10 of what it represents in the place to its left.						●										
M05.A-T.1.1.2	Explain patterns in the number of zeros of the product when multiplying a number by powers of 10 and explain patterns in the placement of the decimal point when a decimal is multiplied or divided by a power of 10. Use whole-number exponents to denote powers of 10.						●										
M05.A-T.1.1.4	Compare two decimals to thousandths based on meanings of the digits in each place using >, =, and < symbols.						●										
M06.A-N.3.2.1	Write, interpret, and explain statements of order for rational numbers in real-world contexts.							●									
M06.A-N.3.2.3	Solve real-world and mathematical problems by plotting points in all four quadrants of the coordinate plane. Include use of coordinates and absolute value to find distances between points with the same first coordinate or the same second coordinate.							●									
M06.A-N.2.2.1	Find the greatest common factor of two whole numbers less than or equal to 100 and the least common multiple of two whole numbers less than or equal to 12.							●									
A1.1.1.2.1	Find the Greatest Common Factor (GCF) and/or the Least Common Multiple (LCM) for sets of monomials.									●							
M06.A-N.3.1.2	Determine the opposite of a number and recognize that the opposite of the opposite of a number is the number itself (e.g., -(-3) = 3; 0 is its own opposite).							●									
M06.A-N.3.2.2	Interpret the absolute value of a rational number as its distance from 0 on the number line and as a magnitude for a positive or negative quantity in a real-world situation.							●									
M08.A-N.1.1.1	Determine whether a number is rational or irrational. For rational numbers, show that the decimal expansion terminates or repeats (limit repeating decimals to the thousandths).									●							

M08.B-E.2.1.2	Use similar right triangles to show and explain why the slope m is the same between any two distinct points on a non-vertical line in the coordinate plane.		
M08.B-E.2.1.3	Derive the equation $y = mx$ for a line through the origin and the equation $y = mx + b$ for a line intercepting the vertical axis at b.		
M08.B-F.1.1.1	Determine whether a relation is a function.		
M08.B-F.1.1.2	Compare properties of two functions, each represented in a different way (i.e., algebraically, graphically, numerically in tables, or by verbal descriptions).		
M08.B-F.1.1.3	Interpret the equation $y = mx + b$ as defining a linear function whose graph is a straight line; give examples of functions that are not linear.		
M08.B-F.2.1.1	Construct a function to model a linear relationship between two quantities. Determine the rate of change and initial value of the function from a description of a relationship or from two (x, y) values, including reading these from a table or from a graph. Interpret the rate of change and initial value of a linear function in terms of the situation it models and in terms of its graph or a table of values.		
A1.2.1.2.1	Create, interpret, and/or use the equation, graph, or table of a linear function.		
A1.2.1.2.2	Translate from one representation of a linear function to another (i.e., graph, table, and equation).		
A1.2.2.1.1	Identify, describe, and/or use constant rates of change.		
A1.2.2.1.2	Apply the concept of linear rate of change (slope) to solve problems.		
A1.2.2.1.3	Write or identify a linear equation when given • the graph of the line, • two points on the line, or • the slope and a point on the line. Note: Linear equation may be in point-slope, standard, and/or slope-intercept form.		

M08.A-N.1.1.3	Estimate the value of irrational numbers without a calculator (limit whole number radicand to less than 144).															
M08.A-N.1.1.4	Use rational approximations of irrational numbers to compare and order irrational numbers.															
A1.1.1.1.1	Compare and/or order any real numbers. Note: Rational and irrational may be mixed.															
A1.1.1.4.1	Use estimation to solve problems.															
Numbers and Operations: Number Representations and Relationships																
M03.A-F.1.1.1	Demonstrate that when a whole or set is partitioned into y equal parts, the fraction 1/y represents 1 part of the whole and/or the fraction x/y represents x equal parts of the whole (limit denominators to 2, 3, 4, 6, and 8; limit numerators to whole numbers less than the denominator; and no simplification necessary).															
M03.A-F.1.1.2	Represent fractions on a number line (limit denominators to 2, 3, 4, 5, and 8; limit numerators to whole numbers less than the denominator; and no simplification necessary).															
M03.A-F.1.1.3	Recognize and generate simple equivalent fractions (limit the denominators to 1, 2, 3, 4, 6, and 8 and limit numerators to whole numbers less than the denominator).															
M03.A-F.1.1.4	Express whole numbers as fractions, and/or generate fractions that are equivalent to whole numbers (limit denominators to 1, 2, 3, 4, 6, and 8).															
M04.A-F.1.1.1	Recognize and generate equivalent fractions.															
M04.A-F.2.1.2	Decompose a fraction or a mixed number into a sum of fractions with the same denominator (denominators limited to 2, 3, 4, 5, 6, 8, 10, 12, and 100), recording the decomposition by an equation. Justify decompositions.															

A1.2.2.1.4	Determine the slope and/or *y*-intercept represented by a linear equation or graph.		
M08.B-F.2.1.2	Describe qualitatively the functional relationship between two quantities by analyzing a graph (e.g., where the function is increasing or decreasing, linear or nonlinear). Sketch or determine a graph that exhibits the qualitative features of a function that has been described verbally.		
A1.2.1.1.1	Analyze a set of data for the existence of a pattern and represent the pattern algebraically and/or graphically.		
A1.2.1.1.2	Determine whether a relation is a function, given a set of points or a graph.		
A1.2.1.1.3	Identify the domain or range of a relation (may be presented as ordered pairs, a graph, or a table).		
A2.1.3.2.1	Determine how a change in one variable relates to a change in a second variable (e.g., $y = 4/x$; if x doubles, what happens to y?).		
A2.2.1.1.1	Analyze a set of data for the existence of a pattern, and represent the pattern with a rule algebraically and/or graphically.		
A2.2.1.1.2	Identify and/or extend a pattern as either an arithmetic or geometric sequence (e.g., given a geometric sequence, find the 20th term).		
A2.2.1.1.3	Determine the domain, range, or inverse of a relation.		
A2.2.1.1.4	Identify and/or determine the characteristics of an exponential, quadratic, or polynomial function (e.g., intervals of increase/decrease, intercepts, zeros, and asymptotes).		
A2.2.2.1.1	Create, interpret, and/or use the equation, graph, or table of a polynomial function (including quadratics).		

M04.A-F.3.1.2	Use decimal notation for fractions with denominators 10 or 100.					●										
M04.A-T.1.1.2	Read and write whole numbers in expanded, standard, and word form through 1,000,000.															
M05.A-T.1.1.3	Read and write decimals to thousandths using base-ten numerals, word form, and expanded form.						●									
M06.A-N.3.1.1	Represent quantities in real-world contexts using positive and negative numbers, explaining the meaning of 0 in each situation (e.g., temperature above/below zero, elevation above/below sea level, credits/debits, positive/negative electric charge).							●								
M06.A-N.3.1.3	Locate and plot integers and other rational numbers on a horizontal and vertical number line; locate and plot pairs of integers and other rational numbers on a coordinate plane.							●								
M07.A-N.1.1.2	Represent addition and subtraction on a horizontal or vertical number line.															
M06.A-R.1.1.1	Use ratio language and notation (such as 3 to 4, 3:4, ¾) to describe a ratio relationship between two quantities.							●								
M06.A-R.1.1.3	Construct tables of equivalent ratios relating quantities with whole-number measurements, find missing values in the tables, and/or plot the pairs of values on the coordinate plane. Use tables to compare ratios.															
M07.A-R.1.1.2	Determine whether two quantities are proportionally related (e.g., by testing for equivalent ratios in a table, graphing on a coordinate plane and observing whether the graph is a straight line through the origin).								●							
M07.A-R.1.1.3	Identify the constant of proportionality (unit rate) in tables, graphs, equations, diagrams, and verbal descriptions of proportional relationships.								●							
M07.A-R.1.1.4	Represent proportional relationships by equations.								●							

A2.2.2.1.2	Create, interpret, and/or use the equation, graph, or table of an exponential or logarithmic function (including common and natural logarithms).		
A2.2.2.1.3	Determine, use, and/or interpret minimum and maximum values over a specified interval of a graph of a polynomial, exponential, or logarithmic function.		
A2.2.2.1.4	Translate a polynomial, exponential, or logarithmic function from one representation of a function to another (graph, table, and equation).		
A2.2.2.2.1	Identify or describe the effect of changing parameters within a family of functions (e.g., $y = x^2$ and $y = x^2 + 3$, or $y = x^2$ and $y = 3x^2$).		

Algebraic Concepts: Properties of Operations and Expressions

M03.B-O.1.1.1	Interpret and/or describe products of whole numbers (up to and including 10 × 10).		
M03.B-O.1.1.2	Interpret and/or describe whole-number quotients of whole numbers (limit dividends through 50 and limit divisors and quotients through 10).		
M03.B-O.2.1.1	Apply the commutative property of multiplication (not identification or definition of the property).		
M03.B-O.2.1.2	Apply the associative property of multiplication (not identification or definition of the property).		
M04.B-O.2.1.1	Find all factor pairs for a whole number in the interval 1 through 100. Recognize that a whole number is a multiple of each of its factors. Determine whether a given whole number in the interval 1 through 100 is a multiple of a given one-digit number. Determine whether a given whole number in the interval 1 through 100 is prime or composite.		
M05.B-O.1.1.2	Write simple expressions that model calculations with numbers and interpret numerical expressions without evaluating them.		

M07.A-R.1.1.5	Explain what a point (*x*, *y*) on the graph of a proportional relationship means in terms of the situation, with special attention to the points (0, 0) and (1, *r*), where *r* is the unit rate.								●								
M08.A-N.1.1.2	Convert a terminating or repeating decimal to a rational number (limit repeating decimals to thousandths).									■							
M08.A-N.1.1.5	Locate/identify rational and irrational numbers at their approximate locations on a number line.									●							
Numbers and Operations: Operational Fluency																	
M03.A-T.1.1.2	Add two- and three-digit whole numbers (limit sums from 100 through 1,000) and/or subtract two- and three-digit numbers from three-digit whole numbers.				●												
M03.A-T.1.1.3	Multiply one-digit whole numbers by two-digit multiples of 10 (from 10 through 90).				■												
M04.A-T.2.1.1	Add and subtract multi-digit whole numbers (limit sums and subtrahends up to and including 1,000,000).					■											
M04.A-T.2.1.2	Multiply a whole number of up to four digits by a one-digit whole number and multiply 2 two-digit numbers.					●											
M04.A-T.2.1.3	Divide up to four-digit dividends by one-digit divisors with answers written as whole-number quotients and remainders.					●											
M04.A-T.2.1.4	Estimate the answer to addition, subtraction, and multiplication problems using whole numbers through six digits (for multiplication, no more than 2 digits × 1 digit, excluding powers of 10).					●											
M04.A-F.2.1.1	Add and subtract fractions with a common denominator (denominators limited to 2, 3, 4, 5, 6, 8, 10, 12, and 100; answers do not need to be simplified; and no improper fractions as the final answer).					●											
M04.A-F.2.1.3	Add and subtract mixed numbers with a common denominator (denominators limited to 2, 3, 4, 5, 6, 8, 10, 12, and 100; no regrouping with subtraction; fractions do not need to be simplified and no improper fractions in final answers).					■											

M05.B-O.1.1.1	Use multiple grouping symbols (parentheses, brackets, or braces) in numerical expressions and evaluate expressions containing these symbols.		
M06.B-E.1.1.1	Write and evaluate numerical expressions involving whole-number exponents.		
M06.B-E.1.1.2	Write algebraic expressions from verbal descriptions.		
M06.B-E.1.1.3	Identify parts of an expression using mathematical terms (e.g., sum, term, product, factor, quotient, coefficient, quantity).		
M06.B-E.1.1.4	Evaluate expressions at specific values of their variables, including expressions that arise from formulas used in real-world problems.		
M06.B-E.2.1.2	Write algebraic expressions to represent real-world or mathematical problems.		
M06.B-E.1.1.5	Apply the properties of operations to generate equivalent expressions.		
M07.B-E.1.1.1	Apply properties of operations to add, subtract, factor, and expand linear expressions with rational coefficients.		
M07.B-E.2.1.1	Apply properties of operations to calculate with numbers in any form; convert between forms as appropriate.		
M08.B-E.1.1.1	Apply one or more properties of integer exponents to generate equivalent numerical expressions without a calculator (with final answers expressed in exponential form with positive exponents). Properties will be provided.		
A2.1.2.1.1	Use exponential expressions to represent rational numbers.		
M08.B-E.1.1.2	Use square root and cube root symbols to represent solutions to equations of the form $x^2 = p$ and $x^3 = p$, where p is a positive rational number. Evaluate square roots of perfect squares (up to and including 122) and cube roots of perfect cubes (up to and including 53) without a calculator.		

M04.A-F.2.1.4	Solve word problems involving addition and subtraction of fractions referring to the same whole or set and having like denominators (denominators limited to 2, 3, 4, 5, 6, 8, 10, 12, and 100).					●											M08.B-E.1.1.3	Estimate very large or very small quantities by using numbers expressed in the form of a single digit times an integer power of 10 and express how many times larger or smaller one number is than another.		
M04.A-F.3.1.1	Add two fractions with respective denominators 10 and 100.					●											M08.B-E.1.1.4	Perform operations with numbers expressed in scientific notation, including problems where both decimal and scientific notation are used. Express answers in scientific notation and choose units of appropriate size for measurements of very large or very small quantities (e.g., use millimeters per year for seafloor spreading). Interpret scientific notation that has been generated by technology (e.g., interpret 4.7EE9 displayed on a calculator as 4.7×10^9).		
M04.A-F.2.1.5	Multiply a whole number by a unit fraction (denominators limited to 2, 3, 4, 5, 6, 8, 10, 12, and 100 and final answers do not need to be simplified or written as a mixed number).																A1.1.1.3.1	Simplify/evaluate expressions involving properties/laws of exponents, roots, and/or absolute values to solve problems. Note: Exponents should be integers from –10 to 10.		
M04.A-F.2.1.6	Multiply a whole number by a non-unit fraction (denominators limited to 2, 3, 4, 5, 6, 8, 10, 12, and 100 and final answers do not need to be simplified or written as a mixed number).																A2.1.2.1.2	Simplify/evaluate expressions involving positive and negative exponents and/or roots (may contain all types of real numbers—exponents should not exceed power of 10).		
M04.A-F.2.1.7	Solve word problems involving multiplication of a whole number by a fraction (denominators limited to 2, 3, 4, 5, 6, 8, 10, 12, and 100).																A2.1.2.1.3	Simplify/evaluate expressions involving multiplying with exponents (e.g., $x^6 \bullet x^7 = x^{13}$), powers of powers (e.g., $(x^6)^7 = x^{42}$), and powers of products (e.g., $(2x^2)^3 = 8x^6$). Note: Limit to rational exponents.		
M05.A-T.2.1.1	Multiply multi-digit whole numbers (not to exceed three-digit by three-digit).																A1.1.1.5.1	Add, subtract, and/or multiply polynomial expressions (express answers in simplest form). Note: Nothing larger than a binomial multiplied by a trinomial		
M05.A-T.2.1.2	Find whole-number quotients of whole numbers with up to four-digit dividends and two-digit divisors.																A1.1.1.5.2	Factor algebraic expressions, including difference of squares and trinomials. Note: Trinomials are limited to the form $ax^2 + bx + c$ where a is equal to 1 after factoring out all monomial factors.		
M05.A-F.1.1.1	Add and subtract fractions (including mixed numbers) with unlike denominators. (May include multiple methods and representations.)																A2.1.2.2.1	Factor algebraic expressions, including difference of squares and trinomials. Note: Trinomials limited to the form $ax^2 + bx + c$ where a is not equal to 0.		
M05.A-T.2.1.3	Add, subtract, multiply, and divide decimals to hundredths (no divisors with decimals).																A1.1.1.5.3	Simplify/reduce a rational algebraic expression.		
M05.A-F.2.1.1	Solve word problems involving division of whole numbers leading to answers in the form of fractions (including mixed numbers).						●										A2.1.2.2.2	Simplify rational algebraic expressions.		
M05.A-F.2.1.2	Multiply a fraction (including mixed numbers) by a fraction.						●										A1.1.2.1.2	Use and/or identify an algebraic property to justify any step in an equation-solving process. Note: Linear equations only.		

M05.A-F.2.1.3	Demonstrate an understanding of multiplication as scaling (resizing).						●										
M05.A-F.2.1.4	Divide unit fractions by whole numbers and whole numbers by unit fractions.						●										
M06.A-N.1.1.1	Interpret and compute quotients of fractions (including mixed numbers), and solve word problems involving division of fractions by							■									
M06.A-N.2.1.1	Solve problems involving operations (+, −, ×, and ÷) with whole numbers, decimals (through thousandths), straight computation, or word problems.							●									
M06.A-N.2.2.2	Apply the distributive property to express a sum of two whole numbers, 1 through 100, with a common factor as a multiple of a sum of two whole numbers with no common factor.							●									
M07.A-N.1.1.1	Apply properties of operations to add and subtract rational numbers, including real-world contexts.							●									
M07.A-N.1.1.3	Apply properties of operations to multiply and divide rational numbers, including real-world contexts; demonstrate that the decimal form of a rational number terminates or eventually repeats.							●									
M06.A-R.1.1.2	Find the unit rate a/b associated with a ratio a:b (with b ≠ 0) and use rate language in the context of a ratio relationship.							●									
M06.A-R.1.1.4	Solve unit rate problems including those involving unit pricing and constant speed.							●									
M06.A-R.1.1.5	Find a percent of a quantity as a rate per 100 (e.g., 30% of a quantity means 30/100 times the quantity); solve problems involving finding the whole, given a part and the percentage.							●									
M07.A-R.1.1.1	Compute unit rates associated with ratios of fractions, including ratios of lengths, areas, and other quantities measured in like or different units.								●								
M07.A-R.1.1.6	Use proportional relationships to solve multi-step ratio and percent problems.								■								
A1.1.1.1.2	Simplify square roots (e.g., √24 = 2√6).										■						
A2.1.1.1.1	Simplify/write square roots in terms of i (e.g., √-24 = 2i√6).												■				
A2.1.1.1.2	Simplify/evaluate expressions involving powers of I (e.g., $i^6 + i^3 = -1 - i$).												■				

A2.1.1.2.1	Add and subtract complex numbers (e.g., $(7 - 3i) - (2 + i) = 5 - 4i$).		
A2.1.1.2.2	Multiply and divide complex numbers (e.g., $(7 - 3i)(2 + i) = 17 + i$).		
A2.1.2.1.4	Simplify or evaluate expressions involving logarithms and exponents (e.g., $\log_2 8 = 3$ or $\log_4 2 = ½$).		

Algebraic Concepts: Algebraic Equations and Inequalities

M03.B-O.1.2.1	Use multiplication (up to and including 10 × 10) and/or division (limit dividends through 50 and limit divisors and quotients through 10) to solve word problems in situations involving equal groups, arrays, and/or measurement quantities.		
M03.B-O.1.2.2	Determine the unknown whole number in a multiplication (up to and including 10 × 10) or division (limit dividends through 50 and limit divisors and quotients through 10) equation relating three whole numbers.		
M03.B-O.3.1.4	Solve two-step equations using order of operations (equation is explicitly stated with no grouping symbols).		
M03.B-O.3.1.1	Solve two-step word problems using the four operations (expressions are not explicitly stated). Limit to problems with whole numbers and having whole-number answers.		
M03.B-O.2.2.1	Interpret and/or model division as a multiplication equation with an unknown factor.		
M03.B-O.3.1.7	Identify the missing symbol (+, −, ×, ÷, <, >, and =) that makes a number sentence true.		
M03.B-O.3.1.6	Create or match a story to a given combination of symbols (+, −, ×, ÷, <, >, and =) and numbers.		
M03.B-O.3.1.2	Represent two-step word problems using equations with a symbol standing for the unknown quantity. Limit to problems with whole numbers and having whole-number answers.		
M03.B-O.3.1.3	Assess the reasonableness of answers. Limit problems posed with whole numbers and having whole-number answers.		
M04.B-O.1.1.1	Interpret a multiplication equation as a comparison. Represent verbal statements of multiplicative comparisons as multiplication equations.		
M04.B-O.1.1.2	Multiply or divide to solve word problems involving multiplicative comparison, distinguishing multiplicative comparison from additive comparison.		

When students are expected to demonstrate the knowledge, skills, and abilities described by an eligible content—**No VMC is currently available**.

When students are expected to demonstrate the knowledge, skills, and abilities described by an eligible content—**VMC is currently available**.

Draft 8/07/2013

M04.B-O.1.1.3	Solve multi-step word problems posed with whole numbers using the four operations. Answers will be either whole numbers or have remainders that must be interpreted yielding a final answer that is a whole number. Represent these problems using equations with a symbol or letter standing for the unknown quantity.		
M04.B-O.1.1.4	Identify the missing symbol (+, –, ×, ÷, =, <, and >) that makes a number sentence true (single-digit divisor only).		
M06.B-E.2.1.1	Use substitution to determine whether a given number in a specified set makes an equation or inequality true.		
M06.B-E.2.1.3	Solve real-world and mathematical problems by writing and solving equations of the form $x + p = q$ and $px = q$ for cases in which p, q, and x are all non-negative rational numbers.		
M06.B-E.2.1.4	Write an inequality of the form $x > c$ or $x < c$ to represent a constraint or condition in a real-world or mathematical problem and/or represent solutions of such inequalities on a number line.		
M06.B-E.3.1.1	Write an equation to express the relationship between the dependent and independent variables.		
M07.B-E.2.2.1	Solve word problems leading to equations of the form $px + q = r$ and $p(x + q) = r$, where p, q, and r are specific rational numbers.		
M07.B-E.2.2.2	Solve word problems leading to inequalities of the form px + q > r or px + q < r, where p, q, and r are specific rational numbers, and graph the solution set of the inequality.		
M07.B-E.2.3.1	Determine the reasonableness of answer(s) or interpret the solution(s) in the context of the problem.		
A1.1.3.1.1	Write or solve compound inequalities and/or graph their solution sets on a number line (may include absolute value inequalities).		
A1.1.3.1.2	Identify or graph the solution set to a linear inequality on a number line.		
A1.1.3.1.3	Interpret solutions to problems in the context of the problem situation. Note: Linear inequalities only.		
M08.B-E.3.1.1	Write and identify linear equations in one variable with one solution, infinitely many solutions, or no solutions. Show which of these possibilities is the case by successively transforming 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).		
M08.B-E.3.1.2	Solve linear equations that have rational number coefficients, including equations whose solutions require expanding expressions using the distributive property and collecting like terms.		
A2.1.3.2.2	Use algebraic processes to solve a formula for a given variable (e.g., solve $d = rt$ for r).		
A1.1.2.1.1	Write, solve, and/or apply a linear equation (including problem situations).		

A1.1.2.1.3	Interpret solutions to problems in the context of the problem situation. Note: Linear equations only.		
M08.B-E.3.1.3	Interpret solutions to a system of two linear equations in two variables as points of intersection of their graphs because points of intersection satisfy both equations simultaneously.		
M08.B-E.3.1.4	Solve systems of two linear equations in two variables algebraically and estimate solutions by graphing the equations. Solve simple cases by inspection.		
A1.1.2.2.1	Write and/or solve a system of linear equations (including problem situations) using graphing, substitution, and/or elimination. Note: Limit systems to two linear equations.		
M08.B-E.3.1.5	Solve real-world and mathematical problems leading to two linear equations in two variables.		
A1.1.2.2.2	Interpret solutions to problems in the context of the problem situation. Note: Limit systems to two linear equations.		
A1.1.3.2.1	Write and/or solve a system of linear inequalities using graphing. Note: Limit systems to two linear inequalities.		
A1.1.3.2.2	Interpret solutions to problems in the context of the problem situation. Note: Limit systems to two linear inequalities.		
A2.1.3.1.1	Write and/or solve quadratic equations (including factoring and using the Quadratic Formula).		
A2.1.3.1.2	Solve equations involving rational and/or radical expressions (e.g., $10/(x + 3) + 12/(x - 2) = 1$ or $\sqrt{x^2 + 21x} = 14$).		
A2.1.3.1.3	Write and/or solve a simple exponential or logarithmic equation (including common and natural logarithms).		
A2.1.3.1.4	Write, solve, and/or apply linear or exponential growth or decay (including problem situations).		

Grades							Algebra I		Algebra II		Geometry	
2	3	4	5	6	7	8	**Module 1** Operations and Linear Functions & Inequalities	**Module 2** Linear Functions and Data Organizations	**Module 1** Numbers Systems and Data Analysis	**Module 2** Non-Linear Expressions and Equations	**Module 1** Geometric Properties and Relations	**Module 2** Geometrical Reasoning
	■											
		●										
		●										
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Content Code	Eligible Content	Grades									Algebra I	
		K	1	2	3	4	5	6	7	8	**Module 1** Operations and Linear Functions & Inequalities	**Module 2** Linear Functions and Data Organizations
Geometry: Geometrical Figures												
M03.C-G.1.1.1	Explain that shapes in different categories may share attributes and that the shared attributes can define a larger category.				●							
M03.C-G.1.1.2	Recognize rhombi, rectangles, and square as examples of quadrilaterals and/or draw examples of quadrilaterals that do not belong to any of these subcategories.				●							
M04.C-G.1.1.1	Draw points, lines, line segments, rays, angles (right, acute, and obtuse), and perpendicular and parallel lines. Identify these in two-dimensional figures.					●						
M04.C-G.1.1.2	Classify two-dimensional figures based on the presence or absence of parallel or perpendicular lines or the presence or absence of angles of a specified size. Recognize right triangles as a category, and identify right triangles.					●						
M04.C-G.1.1.3	Recognize a line of symmetry for a two-dimensional figure as a line across the figure such that the figure can be folded along the line into mirroring parts. Identify line-symmetric figures and draw lines of symmetry (up to two lines of symmetry).					●						
M05.C-G.2.1.1	Classify two-dimensional figures in a hierarchy based on properties.						●					
G.1.2.1.2	Identify and/or use properties of quadrilaterals.											
M06.C-G.1.1.5	Represent three-dimensional figures using nets made of rectangles and triangles.							●				

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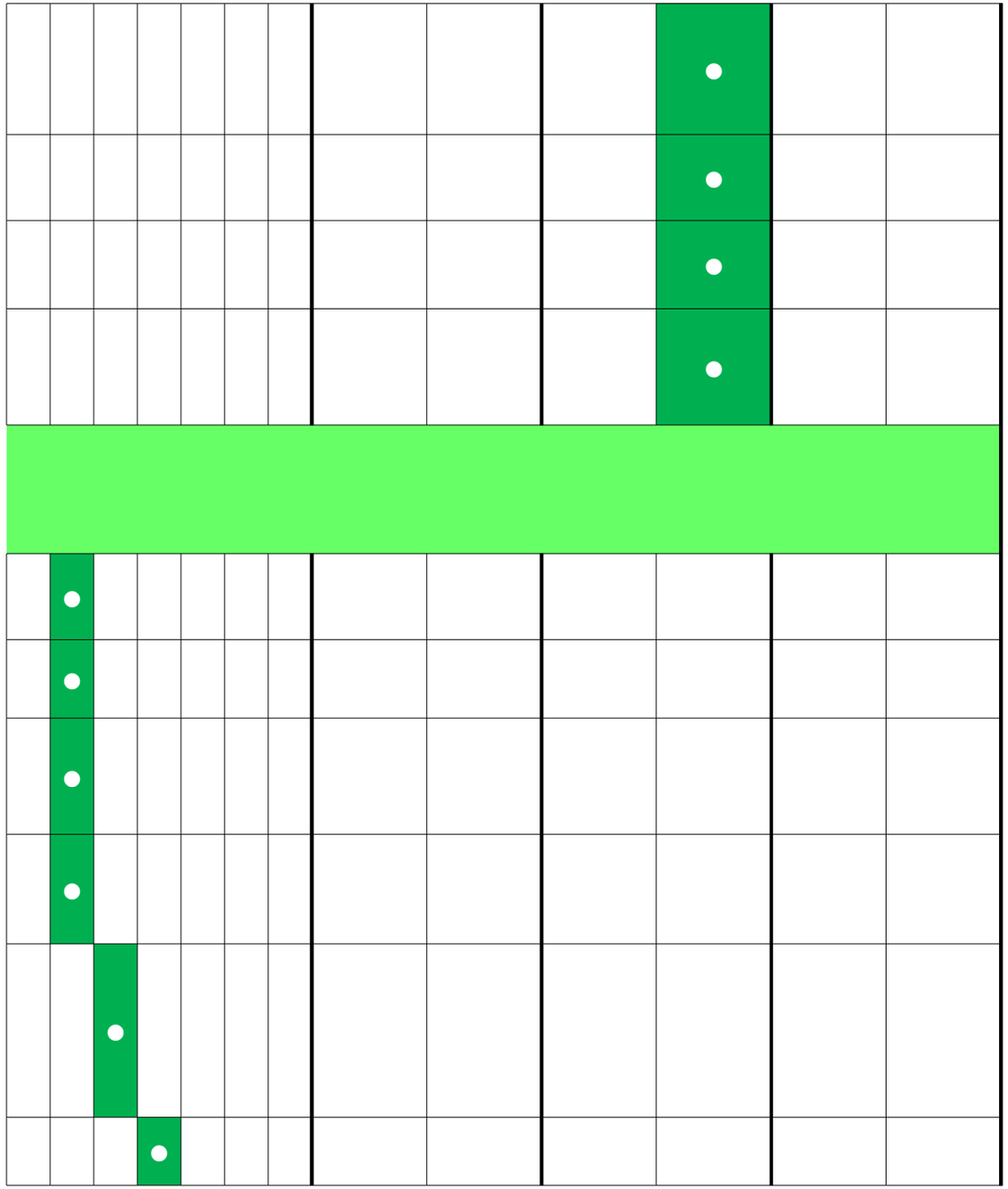

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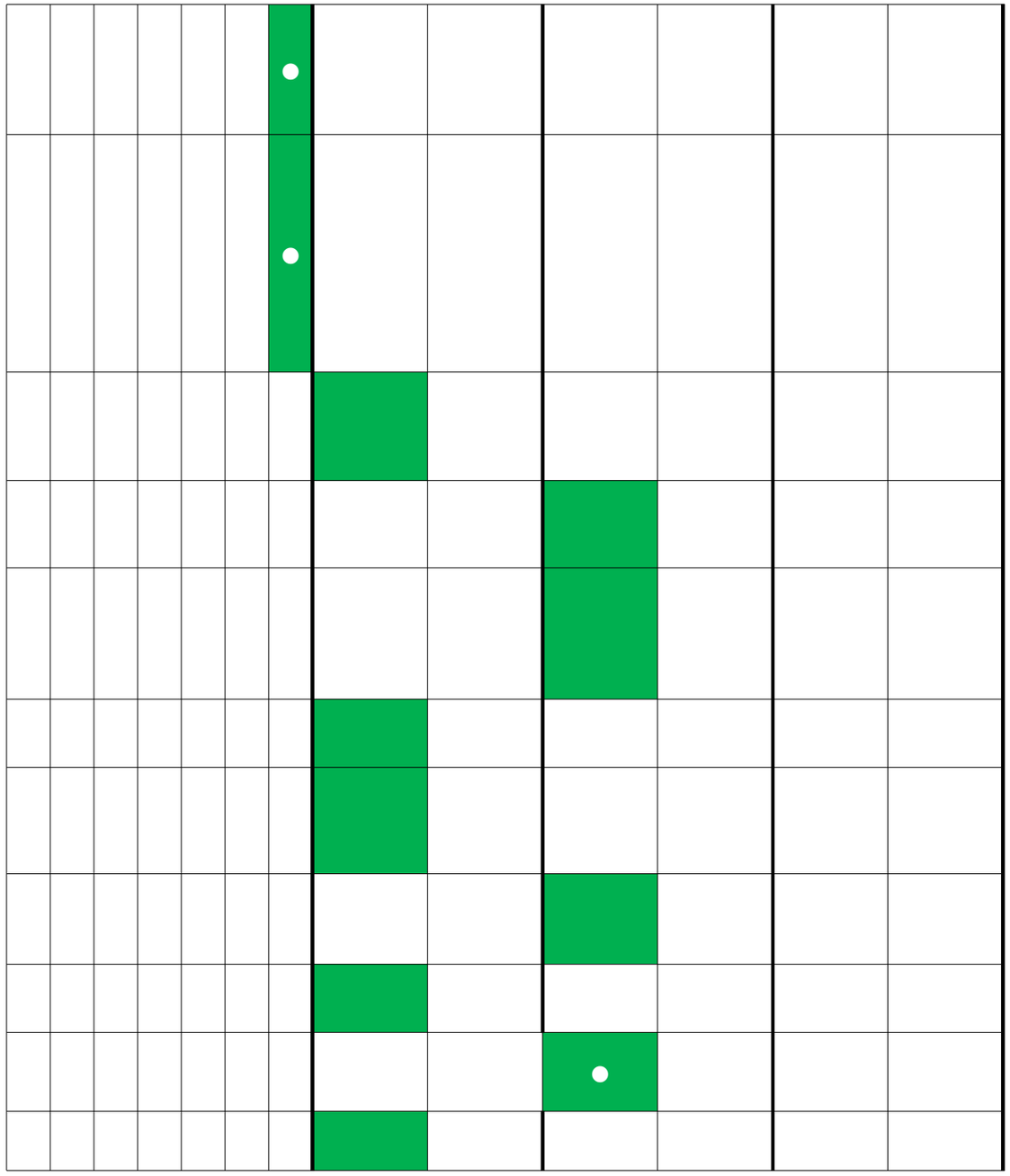

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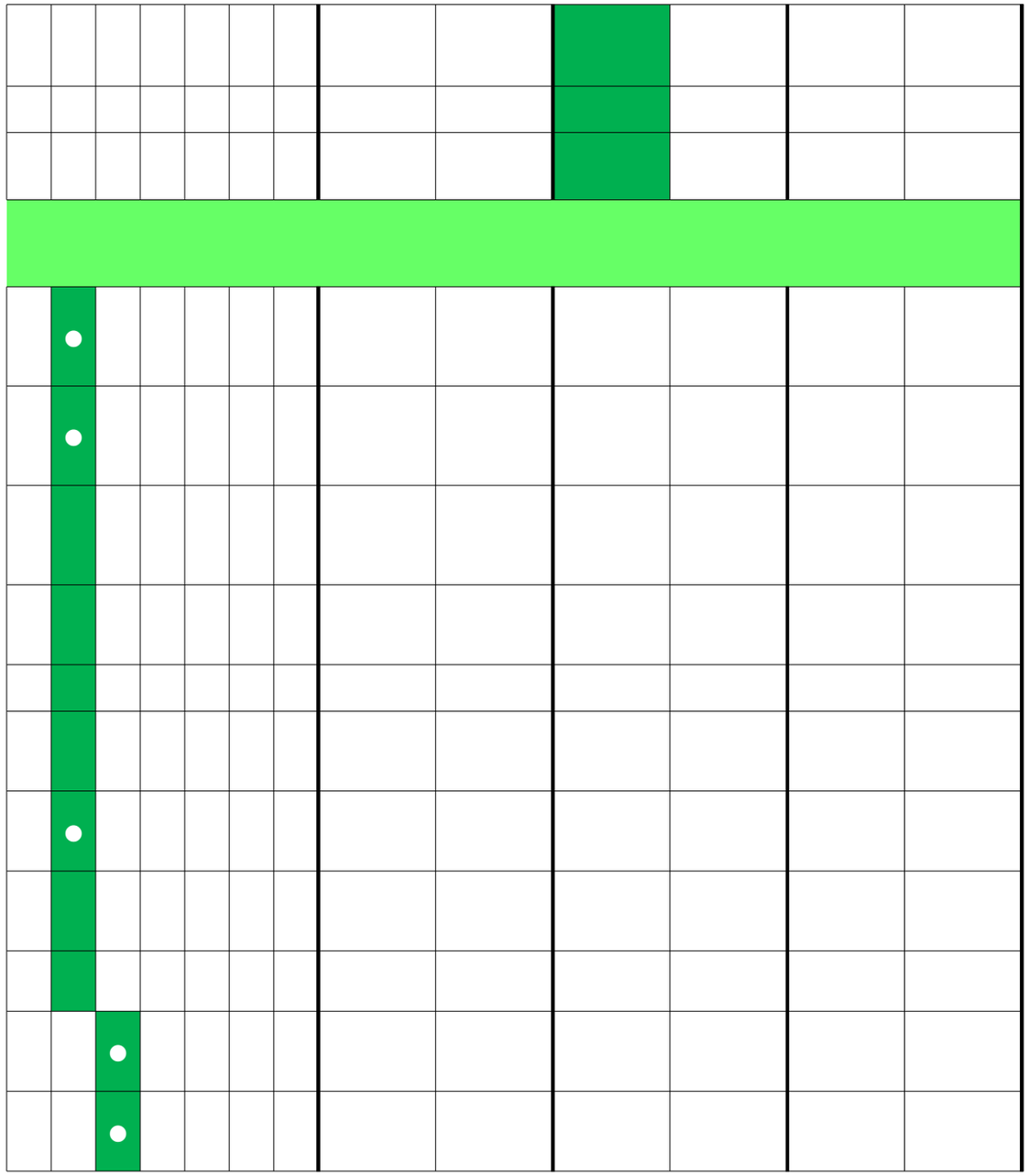

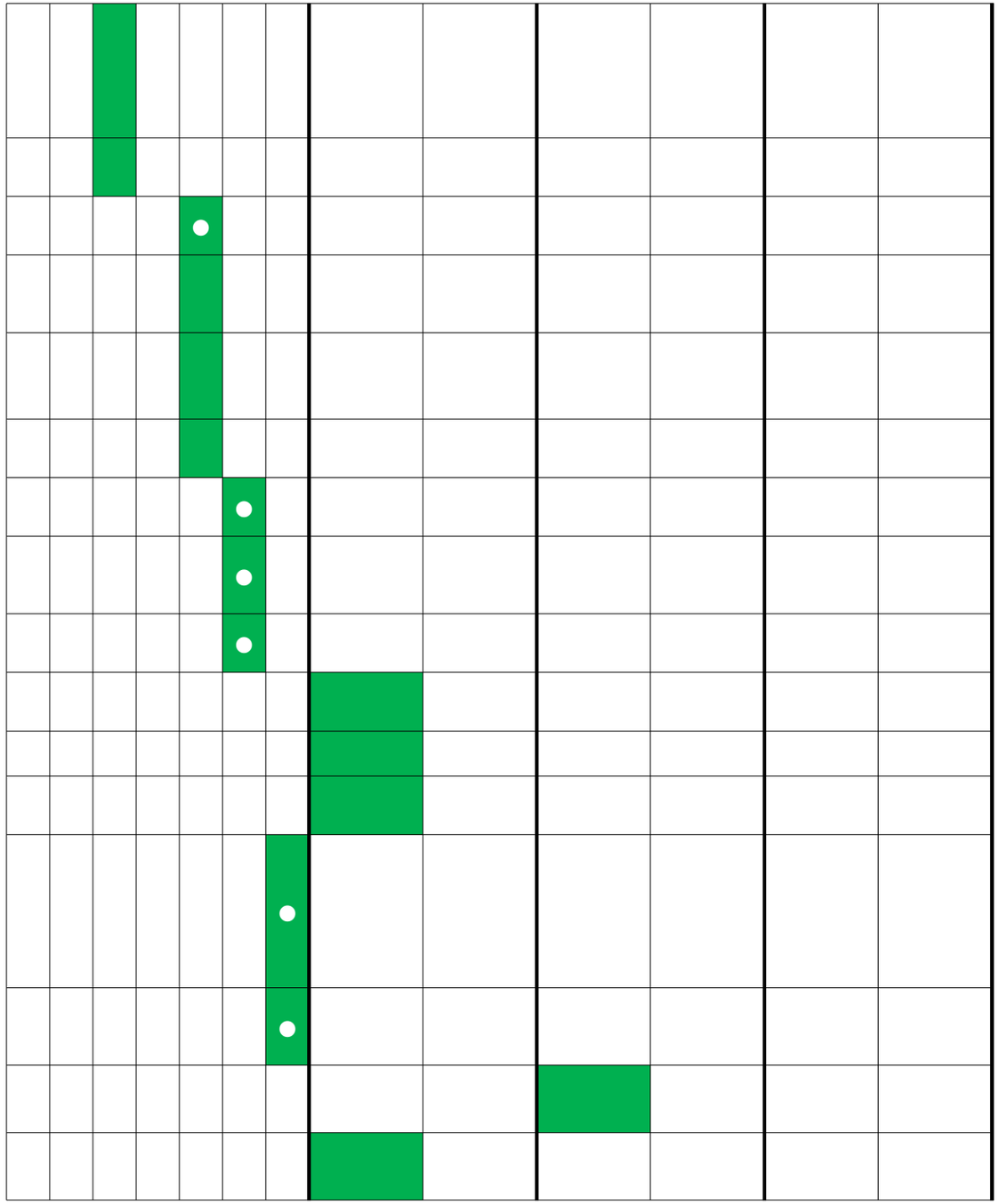

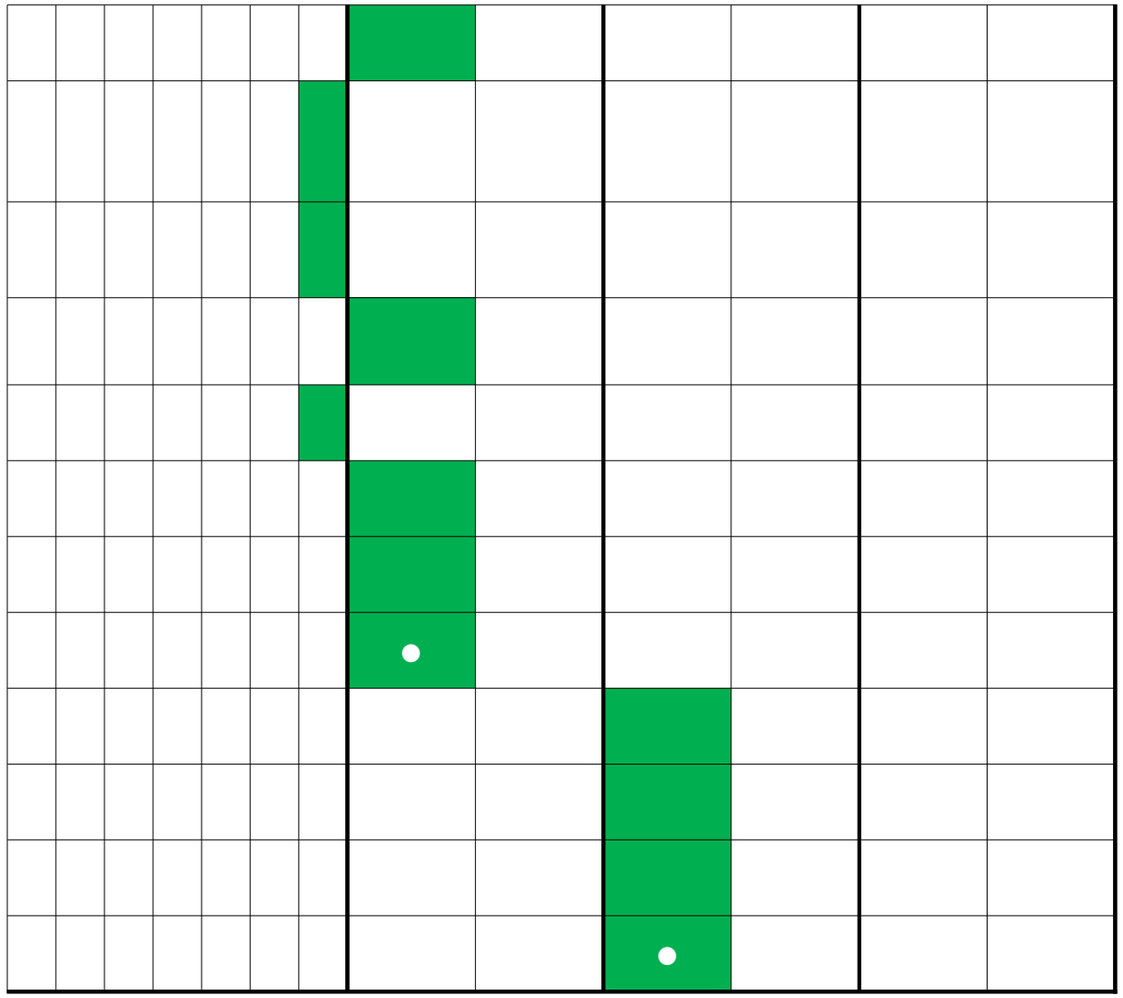

Algebra II		Geometry		Content Code	Eligible Content	Grades									Algebra I		Algebra II		Geometry	
Module 1 Numbers Systems and Data Analysis	**Module 2** Non-Linear Expressions and Equations	**Module 1** Geometric Properties and Relations	**Module 2** Geometrical Reasoning			K	1	2	3	4	5	6	7	8	**Module 1** Operations and Linear Functions & Inequalities	**Module 2** Linear Functions and Data Organizations	**Module 1** Numbers Systems and Data Analysis	**Module 2** Non-Linear Expressions and Equations	**Module 1** Geometric Properties and Relations	**Module 2** Geometrical Reasoning
				Measurement, Data, and Probability: Units and Tools of Measurement																
				M03.D-M.1.1.1	Tell, show, and/or write time (analog) to the nearest minute.				●											
				M03.D-M.1.1.2	Calculate elapsed time to the minute in a given situation (total elapsed time limited to 60 minutes or less).				●											
				M03.D-M.1.2.1	Measure and estimate liquid volumes and masses of objects using standard units (cups [c], pints [pt], quarts [qt], gallons [gal], ounces [oz.], and pounds [lb]) and metric units (liters [l], grams [g], and kilograms [kg])				■											
				M03.D-M.1.2.3	Use a ruler to measure lengths to the nearest quarter inch or centimeter.				●											
				M03.D-M.1.3.1	Compare total values of combinations of coins (penny, nickel, dime, and quarter) and/or dollar bills less than $5.00.				■											
				M03.D-M.1.3.3	Round amounts of money to the nearest dollar.				■											
		■		M04.D-M.1.1.1	Know relative sizes of measurement units within one system of units including standard units (in., ft, yd, mi; oz., lb; and c, pt, qt, gal), metric units (cm, m, km; g, kg; and mL, L), and time (sec, min, hr, day, wk, mo, and yr). Within a single system of measurement, express measurements in a larger					●										
				M04.D-M.1.1.4	Identify time (analog or digital) as the amount of minutes before or after the hour.					■										

				M04.D-M.3.1.1	Measure angles in whole-number degrees using a protractor. With the aid of a protractor, sketch angles of a specified measure.					■													
				M05.D-M.1.1.1	Convert between different-sized measurement units within a given measurement system. A table of equivalencies will be provided.						●												
		■		**Measurement, Data, and Probability: Measurement Applications**																			
		■		M03.D-M.1.2.2	Add, subtract, multiply, and divide to solve one-step word problems involving masses or liquid volumes that are given in the same units.				■														
		■		M03.D-M.1.3.2	Make change for an amount up to $5.00 with no more than $2.00 change given (penny, nickel, dime, quarter, and dollar).				■														
				M03.D-M.3.1.1	Measure areas by counting unit squares (square cm, square m, square in., square ft, and non-standard square units).				●														
				M03.D-M.3.1.2	Multiply side lengths to find areas of rectangles with whole-number side lengths in the context of solving real-world and mathematical problems, and represent whole-number products as rectangular areas in mathematical reasoning.				●														
				M03.D-M.4.1.1	Solve real-world and mathematical problems involving perimeters of polygons, including finding the perimeter given the side lengths, finding an unknown side length, exhibiting rectangles with the same perimeter and different areas, and exhibiting rectangles with the same area and different perimeters. Use the same units throughout the problem.				●														
			●	M04.D-M.3.1.2	Solve addition and subtraction problems to find unknown angles on a diagram in real-world and mathematical problems. (Angles must be adjacent and non-overlapping.)					■														
			■	M04.D-M.1.1.2	Use the four operations to solve word problems involving distances, intervals of time (such as elapsed time), liquid volumes, masses of objects; money, including problems involving simple fractions or decimals; and problems that require expressing measurements given in a larger unit in terms of a smaller unit.					●														
				M04.D-M.1.1.3	Apply the area and perimeter formulas for rectangles in real-world and mathematical problems (may include finding a missing side length). Whole numbers only. The formulas will be provided.					●														

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