

O.A. Thorp Scholastic Academy - Student Individualized Learning Path

Student Name: «FIRST_NAME» «LAST_NAME» Grade: «GRADE» HR: «HMRM» Current Math RIT: «M_1213_Rdg_Fall»	Math Grades 2 – 5 NWEA Strand Goals: Operations and Algebraic Thinking, Number and Operations in Base Ten, Number & Operations: Fractions, Measurement and Data, Geometry
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Below 191 - Operations and Algebraic Thinking

<ul style="list-style-type: none"> <input type="checkbox"/> Determines the operation needed from a simple problem <input type="checkbox"/> Writes a number sentence for a simple problem solving situation <input type="checkbox"/> Solves real-world whole number addition problems with sums to 20 (result unknown) - with extraneous information given <input type="checkbox"/> Solves real-world whole number addition problems with sums to 20 (start unknown) <input type="checkbox"/> Solves real-world whole number addition problems with sums to 100 (result unknown) <input type="checkbox"/> Solves real-world whole number addition problems with sums to 1000 <input type="checkbox"/> Solves real-world whole number problems involving subtraction with numbers under 20 <input type="checkbox"/> Solves real-world whole number problems involving subtraction with numbers 100 and under <input type="checkbox"/> Solves real-world whole number problems involving subtraction with numbers under 1000 <input type="checkbox"/> Solves real-world whole number problems involving addition and subtraction <input type="checkbox"/> Solves basic facts addition & subtraction open sentences using diagrams and models (e.g., using balances) 	<ul style="list-style-type: none"> <input type="checkbox"/> Solves 1-step open sentences with missing addends (numbers 100 and under) <input type="checkbox"/> Distinguishes between odd and even numbers <input type="checkbox"/> Solves word problems involving basic whole number multiplication facts to 10×10 □ Uses sharing for division <input type="checkbox"/> Models whole number multiplication and division algorithms (e.g., shows multiplication as repeated addition and division as repeated subtraction) <input type="checkbox"/> Models multiplication and division algorithms using arrays (whole numbers) <input type="checkbox"/> Demonstrates an understanding of the zero property of multiplication <input type="checkbox"/> Demonstrates an understanding of the inverse relationship between multiplication and division <input type="checkbox"/> Extends a growing arithmetic pattern, defined by numbers <input type="checkbox"/> Completes a growing arithmetic pattern using models by identifying the missing members <input type="checkbox"/> Extends a decreasing arithmetic patterns <input type="checkbox"/> Vocabulary: gave, left, odd number, row, symmetrical, unifix cubes <input type="checkbox"/> Signs and Symbols: { } set notation, ÷ division, x multiplication
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Below 191 - Number and Operations in Base Ten

<ul style="list-style-type: none"> <input type="checkbox"/> Identifies the numeral and written name for whole numbers 101 to 999 (e.g., 342 is three hundred forty-two, and vice versa) <input type="checkbox"/> Identifies the numeral and written name for whole numbers to 1000 to 9999 (e.g., 3456 is three thousand, four hundred fifty-six, and vice versa) 	<ul style="list-style-type: none"> <input type="checkbox"/> Uses strategies for sums and differences with 2-digit numbers (e.g., decomposing, compatible, compensation, partial sums, counting on) <input type="checkbox"/> Writes equivalent forms of whole numbers 11 to 20 using addition (e.g., $14 = 7 + 7$) <input type="checkbox"/> Adds 1-digit to multiple-digit number with regrouping
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Math Grades 2 – 5

NWEA Strand Goals: Operations and Algebraic Thinking, Number and Operations in Base Ten, Number & Operations: Fractions, Measurement and Data, Geometry

- Identifies the numeral and written name for whole numbers 10,000 to 100,000
- Identifies the number that is "1 less than" a given number
- Counts and writes by 4's
- Compares whole numbers through 999
- Compares whole numbers through 9999
- Rounds 2- and 3- digit whole numbers to the nearest ten
- Rounds 3-digit whole numbers to the nearest hundred
- Counts objects that are grouped into tens and ones
- Identifies whole numbers under 100 given place value terms (e.g., 3 tens and 4 ones = 34)
- Identifies the place value and value of each digit in whole numbers through the tens place
- Identifies the place value and value of each digit in whole numbers through the hundreds place
- Identifies the place value and value of each digit in whole numbers through the thousands
- Identifies the place value and value of each digit in whole numbers through the hundred thousands
- Compares and orders decimals to the hundredths place (same number of digits after decimal)
- Uses rounding to estimate answers to real-world problems involving addition of numbers less than 100 (whole numbers only)
- Performs mental computation with 2, 3, or 4 addends
- Adds two 3- and/or 4-digit numbers, with regrouping, with sums over 1000
- Adds multiple-digit numbers, with regrouping, with sums over

- Adds two or three 2-digit number with regrouping
- Adds 3-digit numbers, with regrouping, with sums under 1000
- Subtracts 2- and/or 3-digit numbers with no regrouping
- Subtracts 3- or 4-digit numbers with regrouping
- Performs mental subtraction with numbers under 1000
- Subtracts multiple-digit numbers with no regrouping
- Multiplies basic facts to 10 x 10 vertically
- Multiplies a 2-digit number by a 1-digit number with regrouping
- Instantly recalls division facts with dividend and divisors less than 10
- Recognizes addition and subtraction fact families through 18
- Adds decimals to the hundredths place (same number of digits)
- Subtracts decimals to the hundredths place (same number of digits) without regrouping
- Adds decimals to the thousandths place vertically with and without regrouping
- Subtracts decimals to the hundredths place (same number of digits) without regrouping
- Subtracts decimals to the hundredths place (same number of digits) with regrouping
- Subtracts decimals to the thousandths place, vertically, with and without regrouping
- Solves real-world problems involving decimals (not money) using addition and subtraction
- Multiplies a decimal by whole number

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1000 <input type="checkbox"/> Subtracts 1-digit number from a 2-digit number with regrouping <input type="checkbox"/> Subtracts a 2-digit number from a 2-digit number, with regrouping	<input type="checkbox"/> Vocabulary: closest, digit, million, nearest, one, ten thousand <input type="checkbox"/> Signs and Symbols: { } set notation, long division, symbol
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Below 191 - Number & Operations: Fractions

<input type="checkbox"/> Represents $\frac{1}{4}$ with a diagram or model <input type="checkbox"/> Represents $\frac{3}{4}$ with a diagram or model <input type="checkbox"/> Identifies equal parts by using models <input type="checkbox"/> Identifies $\frac{1}{2}$ from a region or set <input type="checkbox"/> Identifies $\frac{1}{4}$ from a region or set	<input type="checkbox"/> Identifies $\frac{2}{3}$ or $\frac{3}{3}$ from a region or set <input type="checkbox"/> Identifies eighths from a region or set <input type="checkbox"/> Identifies a fraction (denominators other than 2, 3, 4, 8, 10) from a region or set <input type="checkbox"/> Vocabulary: fourths, thirds <input type="checkbox"/> Signs and Symbols: = is equal to
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Below 191 - Measurement and Data

<input type="checkbox"/> Identifies the value of a collection of coins to \$1.00 (without picture of coins) <input type="checkbox"/> Adds money with regrouping <input type="checkbox"/> Identifies the value of a collection of coins and bills to \$10.00 by "counting on" (with picture of money) <input type="checkbox"/> Finds equivalent combinations of coins with the same value <input type="checkbox"/> Combines a collection of coins and identifies the correct notation <input type="checkbox"/> Makes change to \$1.00 by "counting on" or subtracting <input type="checkbox"/> Computes with dollars and cents up to and including \$5.00 and converts to decimals (addition/subtraction only) <input type="checkbox"/> Computes 1 operation on addition or subtraction real-world problems involving money up to \$5.00 <input type="checkbox"/> Knows the approximate size of an inch	<input type="checkbox"/> Determines elapsed time under 1 hour or to the hour <input type="checkbox"/> Determines elapsed time involving whole hours, whole days, whole years <input type="checkbox"/> Tells time to the nearest 5 minutes <input type="checkbox"/> Computes simple conversions among units of time (days, weeks) <input type="checkbox"/> Determines the perimeter of a figure where all sides are labeled <input type="checkbox"/> Determines the area of irregular shapes by counting square units <input type="checkbox"/> Interprets simple graphs or tables <input type="checkbox"/> Solves simple problems based on data from tally charts <input type="checkbox"/> Solves simple problems based on data from pictographs <input type="checkbox"/> Reads and interprets data from a bar graph
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<input type="checkbox"/> Knows the approximate length of familiar objects <input type="checkbox"/> Measures length with customary measures to the half-inch mark <input type="checkbox"/> Determines more capacity or less capacity <input type="checkbox"/> Selects and uses the appropriate type and size of unit in customary system (capacity) <input type="checkbox"/> Identifies the correct time, given the words, and vice versa <input type="checkbox"/> Determines elapsed clock time	<input type="checkbox"/> Solves simple problems based on data from bar graphs <input type="checkbox"/> Vocabulary: changed, clock, cup, half past, how much time, lowest, measurement, millimeter, noon, o'clock, pennies, pint, quarter past, quarter to, smallest, tablespoon, teaspoon, what time <input type="checkbox"/> Signs and Symbols: c cup, gal gallon, pt pint, qt quart, tsp teaspoon, <input type="checkbox"/> variable, : used with time
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Below 191 - Geometry

<input type="checkbox"/> Compares squares (larger, smaller) <input type="checkbox"/> Identifies and names multiple shapes (e.g., square, rectangle, triangle, circle) <input type="checkbox"/> Classifies polygons by sides and vertices <input type="checkbox"/> Identifies and names a cube <input type="checkbox"/> Identifies and names a sphere	<input type="checkbox"/> Identifies points on a line <input type="checkbox"/> Identifies plane figures with line symmetry <input type="checkbox"/> Determines, names locations in first quadrant on labeled grid or coordinate system (e.g., map or graph) <input type="checkbox"/> Vocabulary: grid, smallest, symmetry <input type="checkbox"/> Signs/Symbols: () ordered pair, •point
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