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**

Below 201 - Operations and Algebraic Thinking

- ☐ Determines the operation needed from a simple problem
- ☐ Solves real-world whole number addition problems with sums to 20 (result unknown) - with extraneous information given
- ☐ Solves whole number addition word problems with sums over 1000
- ☐ Solves real-world whole number problems involving subtraction w/ numbers 100 and under, and under 1000
- ☐ Solves whole number subtraction word problems with numbers over 1000
- ☐ Uses algebraic reasoning to solve problems involving equality relationships
- ☐ Solves basic facts addition & subtraction open sentences using diagrams and models (e.g., using balances)
- ☐ Solves 1-step open sentences with missing addends (numbers 100 and under)
- ☐ Solves 1-step open sentences with missing addends (numbers over 100)
- ☐ Solves 2-step open sentences with missing addends
- ☐ Determines the operation needed to solve a real-world problem
- ☐ Distinguishes between odd and even numbers
- ☐ Models whole number multiplication and division algorithms (e.g., shows multiplication as repeated addition and division as repeated subtraction)
- ☐ Solves simple open sentences with missing factors (numbers 100 and under)
- ☐ Solves word problems with whole number division facts with dividend and divisors less than 11
- ☐ Demonstrates an understanding of the zero property of multiplication
- ☐ Solves word problems involving basic whole number multiplication facts to 10 x 10
- ☐ Solves word problems involving whole number multiplication with numbers greater than 10 x 10
- ☐ Uses repeated subtraction for division
- ☐ Models whole number multiplication and division algorithms
- ☐ Identifies numbers as composite
- ☐ Solves simple word problems involving whole number division with remainder (e.g., 1-step, 1-digit divisor)
- ☐ Evaluates numerical expressions using grouping symbols (whole numbers only)
- ☐ Solves problems using tables
- ☐ Extends a growing arithmetic pattern, defined by objects or diagrams
- ☐ Completes a growing arithmetic pattern using models by identifying the missing members
- ☐ Extends a decreasing arithmetic patterns
- ☐ Extends patterns formed by letters
- ☐ Vocabulary: capacity, composite number, each, prime number
- ☐ Signs and Symbols: ( ) order of operations, ° degress Fahrenheit, $ dollar sign, ft feet, g gram, min minute

Below 201 - Number and Operations in Base Ten

- ☐ Identifies whole numbers 100 - 999 using base-10 blocks
- ☐ Writes equivalent forms of whole numbers 11 to 20 using

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- ☐ Identifies whole numbers over 999 using base-10 blocks
- ☐ Identifies the numeral and written name for whole numbers with a zero between digits to the ten thousands place
- ☐ Identifies the numeral and written name for whole numbers 10,000 to 100,000
- ☐ Identifies the numeral and written name for whole numbers over 100,000
- ☐ Compares sets of objects and identifies which is equal to, more than, or less than the other (1 to 10 objects)
- ☐ Compares whole numbers through 999,999
- ☐ Compares whole numbers to 100, using the symbols for 'less than', 'equal to', or 'greater than' (<, =, >)
- ☐ Compares whole numbers through the thousands using the symbols <, >, or =
- ☐ Rounds 2- and 3- digit whole numbers to the nearest ten
- ☐ Rounds 3-digit whole numbers to the nearest hundred
- ☐ 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 thousands
- ☐ Identifies the place value and value of each digit in whole numbers through the hundred thousands
- ☐ Writes whole numbers in standard and expanded form through the hundreds
- ☐ Writes whole numbers in standard and expanded form through the thousands
- ☐ Compares and orders decimals to the thousandths place (same number of digits after decimal)
- ☐ Uses rounding to estimate answers to real-world problems

addition (e.g., 14 = 7 + 7)

- ☐ Subtracts a 2-digit number from a 2-digit number, with regrouping
- ☐ Uses strategies for sums and differences with 2-digit numbers (e.g., decomposing, compatible, compensation, partial sums, counting on)
- ☐ Subtracts a 2-digit number from a 3-digit number with a single regrouping
- ☐ Subtracts 3- or 4-digit numbers with regrouping
- ☐ Performs mental subtraction with numbers under 1000
- ☐ Subtracts multiple-digit numbers with no regrouping
- ☐ Instantly recalls basic multiplication facts where one factor is 6-12 and the other factor is 0-12
- ☐ Multiplies a 2- or 3-digit number by a 1-digit number with no regrouping
- ☐ Multiplies a 2-digit number by a 1-digit number with regrouping
- ☐ Multiplies a 3- or 4-digit number by a 1-digit number
- ☐ Multiplies a 2-digit number by a 2-digit number with no regrouping
- ☐ Performs mental computation with multiplication
- ☐ Instantly recalls division facts with dividend and divisors less than 10
- ☐ Instantly recalls division facts with dividend and divisors less than 13
- ☐ Divides a 2-digit number by a 1-digit number with no remainder
- ☐ Adds decimals to the hundredths place (same number of digits)

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involving numbers less than 1000 with addition and subtraction (whole numbers only) ☐ Uses rounding to estimate answers to addition and subtraction problems (whole numbers only) ☐ Uses number sense strategies to determine the correct answer for an addition computation ☐ Adds two 3- and/or 4-digit numbers, with regrouping, with sums over 1000 ☐ Adds multiple-digit numbers, with regrouping, with sums over 1000 ☐ Subtracts 1-digit number from a 2-digit number with regrouping	☐ Adds decimals to the hundredths place in vertical format (not same number of digits) ☐ Subtracts decimals to the hundredths place (same number of digits) with regrouping ☐ Subtracts decimals to the thousandths place, vertically, with and without regrouping ☐ Subtracts decimals through the hundred-thousandths place, vertically ☐ Multiplies a decimal by whole number ☐ Divides decimal by a whole number ☐ Vocabulary: billion, hundred million, longer, quintillion, standard numeral, trillion ☐ Signs and Symbols: $ dollar sign, > greater than, < less than, R remainder
Below 201 - Number & Operations: Fractions	
☐ Identifies the value of a collection of coins to $1.00 (without picture of coins) ☐ Adds money with regrouping ☐ Identifies the value of a collection of coins and bills to $10.00 by "counting on" (without picture of money) ☐ Finds equivalent combinations of coins with the same value ☐ Makes change to $1.00 by "counting on" or subtracting ☐ Computes with dollars and cents up to and including $5.00 and converts to decimals (addition/subtraction only) ☐ Computes 1 operation on real-world problems involving money over $5.00 (addition/subtraction only) ☐ Computes half price (multiplication/division)	☐ Tells time to the nearest quarter hour ☐ Determines elapsed time involving whole hours, whole days, whole years ☐ Tells time to the nearest 1 minute ☐ Computes simple conversions among units of time (minutes, hours) ☐ Computes simple conversions among units of time (hours, days) ☐ Solves simple problems involving elapsed time, with the conversion of hours ☐ Solves simple problems involving miles/kilometers per hour ☐ Determines the perimeter of a figure where all sides are labeled

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☐ Computes with dollars and cents up to and including $5.00 and converts to decimals (multiplication/division) ☐ Computes 1 operation on real-world problems involving money over $5.00 (multiplication/division) ☐ Knows the approximate size of a foot ☐ Selects and uses the appropriate type and size of unit in customary system (capacity) ☐ Converts between cups and pints ☐ Converts between cups, pints, and quarts ☐ Identifies the correct time, given the words, and vice versa ☐ Determines elapsed clock time	☐ Determines the perimeter of a figure where some sides are labeled ☐ Solves simple problems involving the perimeter of squares, rectangles, or triangles ☐ Solves problems using tally charts ☐ Reads and interprets data from a bar graph ☐ Draws conclusions from data - tally charts or frequency tables ☐ Vocabulary: decade, deposit, miles per hour ☐ Signs and Symbols: " inches, m meter, mph miles per hour, | tally mark, yd yard
Below 201 - Measurement and Data	
☐ Identifies the value of a collection of coins to $1.00 (without picture of coins) ☐ Adds money with regrouping ☐ Identifies the value of a collection of coins and bills to $10.00 by "counting on" (without picture of money) ☐ Finds equivalent combinations of coins with the same value ☐ Makes change to $1.00 by "counting on" or subtracting ☐ Computes with dollars and cents up to and including $5.00 and converts to decimals (addition/subtraction only) ☐ Computes 1 operation on real-world problems involving money over $5.00 (addition/subtraction only) ☐ Computes half price (multiplication/division) ☐ Computes with dollars and cents up to and including $5.00 and converts to decimals (multiplication/division) ☐ Computes 1 operation on real-world problems involving money over $5.00 (multiplication/division)	☐ Tells time to the nearest quarter hour ☐ Determines elapsed time involving whole hours, whole days, whole years ☐ Tells time to the nearest 1 minute ☐ Computes simple conversions among units of time (minutes, hours) ☐ Computes simple conversions among units of time (hours, days) ☐ Solves simple problems involving elapsed time, with the conversion of hours ☐ Solves simple problems involving miles/kilometers per hour ☐ Determines the perimeter of a figure where all sides are labeled ☐ Determines the perimeter of a figure where some sides are labeled ☐ Solves simple problems involving the perimeter of squares,

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Below 201 - Geometry	
☐ Identifies and names a polygon ☐ Identifies the number of faces on rectangular prisms ☐ Identifies and names a cylinder ☐ Identifies and names a sphere ☐ Sorts 2-D shapes and objects according to their attributes ☐ Creates a new shape by combining different shapes, or identifies the different shapes that were used to make the original shape ☐ Identifies position of shapes (e.g., inside, outside, between)	☐ Identifies lines; identifies parallel lines ☐ Identifies angles ☐ Identifies plane figures with line symmetry ☐ Identifies the number of lines of symmetry in plane figures ☐ Determines, names locations in first quadrant on labeled grid or coordinate system (e.g., map or graph) ☐ Vocabulary: face, intersect, kite, large, oval, parallel, plane, rhombus, straight, vertical line ☐ Signs/Symbols: = is equal to