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 211 - Operations and Algebraic Thinking

- ☐ Solves real-world whole number problems involving subtraction with numbers 100 and under (analysis)
- ☐ Solves whole number subtraction word problems with numbers over 1000
- ☐ Demonstrates an understanding of the commutative property of addition
- ☐ Demonstrates an understanding of the zero property of addition (identity)
- ☐ Uses algebraic reasoning to solve problems involving equality relationships
- ☐ Solves 1-step open sentences with missing addends (numbers over 100)
- ☐ Solves 2-step open sentences with missing addends
- ☐ Solves open sentences with basic-facts calculations on both sides of the sentence
- ☐ Determines the operation needed to solve a real-world problem
- ☐ Solves word problems involving whole number multiplication with numbers greater than 10 x 10
- ☐ Models whole number multiplication and division algorithms (e.g., uses physical materials to show 4 groups of 3 objects)
- ☐ Solves word problems with whole number division facts with dividend and divisors less than 11
- ☐ Solves whole number word problems with division over 10 x 10
- ☐ Uses simple linear equations to represent problem situations
- ☐ Solves simple open sentences with missing factors (numbers 100 and under)
- ☐ Looks for a linear pattern to solve a problem
- ☐ Solves real-world problems using reasoning strategies
- ☐ Use patterns and their generalizations to make and justify inferences and predictions
- ☐ 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 real-world problems involving 2-step multiple operations, whole numbers only
- ☐ Solves problems using tables
- ☐ Predicts from simple charts and tables
- ☐ Extends a growing arithmetic pattern, defined by objects or diagrams
- ☐ Extends a pattern formed by two arithmetic growing patterns - odd and even terms (such as 1,5,4,8,7,...)
- ☐ Extends a growing pattern of numbers - explicit quadratic rule - recursive rule is to add x more each time (such as 1,2,4,7,...)
- ☐ Extends a pattern formed by rotating a geometric figure
- ☐ Vocabulary: half-dollar, minimum, plus
- ☐ Signs and Symbols: ¢ cent sign, + positive number, = is equal to

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Below 211 - Number and Operations in Base Ten

- ☐ 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 over 100,000
- ☐ Compares whole numbers through 999,999
- ☐ Compares whole numbers through the billions using the symbols <, >, or =
- ☐ Rounds 4-, 5-, and 6-digit whole numbers to the nearest ten
- ☐ Rounds 4-, 5-, and 6-digit whole numbers to the nearest hundred
- ☐ Rounds 4-, 5-, and 6-digit whole numbers to the nearest thousand
- ☐ Rounds whole numbers to the nearest hundred thousand
- ☐ Explains the rules for rounding
- ☐ Writes equivalent forms of whole numbers using place value (e.g., 54 = 4 tens and 14 ones)
- ☐ Identifies the place value and value of each digit in whole numbers through the billions
- ☐ Writes whole numbers in standard and expanded form through the hundred thousands
- ☐ Applies base ten place value concepts with whole numbers to solve problems
- ☐ Writes whole numbers using place value terms and vice versa
- ☐ Rounds decimals to the nearest whole number
- ☐ Uses rounding to estimate answers to real-world problems involving numbers 1000 or greater with addition and
- ☐ Instantly recalls basic multiplication facts where one factor is 6-12 and the other factor is 0-12
- ☐ Instantly recalls basic multiplication and division facts in a table
- ☐ 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 multiple 1-digit numbers
- ☐ Multiplies a 2-digit number by a 2-digit number with no regrouping
- ☐ Multiplies a 3-digit number by a 2-digit number with regrouping
- ☐ Performs mental computation with multiplication
- ☐ Multiplies a 2- or 3-digit number by multiples of 10 or 100
- ☐ Multiplies a 3-digit number by a 3-digit number
- ☐ Instantly recalls division facts with dividend and divisors less than 13
- ☐ Divides a 2-digit number by a 1-digit number with no remainder
- ☐ Divides a 2-digit number or a 3-digit number by a 1-digit number with a remainder
- ☐ Divides a 4-digit number by a 1-digit number with no remainder
- ☐ Divides a 3-digit number by a multiple of 10
- ☐ Divides a 4-digit number by a 2-digit number
- ☐ Recognizes multiplication and division fact families
- ☐ Adds decimals to the hundredths place in vertical format (not

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subtraction (whole numbers only) ☐ Uses rounding to estimate answers to addition and subtraction problems (whole numbers only) ☐ Identifies the missing symbol to compare 2 expressions (e.g., < or >) ☐ Uses front end estimation for multiplication and division computations (whole numbers only) ☐ Instantly recalls basic addition facts with sums to 18 in a table ☐ Adds multiple-digit numbers, with regrouping, with sums over 1000 ☐ Performs mental computation with more than 4 addends ☐ Subtracts 3- or 4-digit numbers with regrouping ☐ Subtracts numbers with 5 digits or more with regrouping ☐ Subtracts numbers with 5 digits or more with regrouping	same number of digits) ☐ Adds decimals to the thousandths place horizontally with and without regrouping ☐ Adds decimals through the hundred-thousandths place ☐ Subtracts decimals to the thousandths place, vertically, with the zero missing in the ones place ☐ Subtracts decimals to the thousandths place, horizontally, with and without regrouping ☐ Multiplies a decimal by a decimal, vertical form (factors to tenths or hundredths) ☐ Multiplies a decimal by a decimal (factors to hundredths) ☐ Divides decimal by a whole number ☐ Vocabulary: compatible numbers, expanded numeral, twice ☐ Signs and Symbols: ÷ division, ☐ missing operations, Ø null or empty set
Below 211 - Number & Operations: Fractions	
☐ Identifies halves of a region using nonadjacent parts ☐ Converts a basic fractional numeral to lowest terms (e.g., halves, thirds, quarters) ☐ Writes mixed numbers as improper fractions and improper fractions as mixed numbers ☐ Compares fractions (e.g., common denominator, 1 in the numerator, denominator is 2, 3, 4, 6, 8, 10) ☐ Writes a terminating decimal as a fraction or mixed number ☐ Writes the missing number in a proportion using basic facts ☐ Adds fractions with like denominators without reducing ☐ Adds simple mixed fractions with unlike denominators (e.g.,	☐ Solves simple problems involving miles/kilometers per hour ☐ Uses models to add and subtract fractions and connect the actions to algorithms ☐ Subtracts fractions with like denominators without reducing ☐ Subtracts mixed fractions with like denominators with no regrouping ☐ Subtracts whole numbers, fractions, and mixed fractions ☐ Solves real-world 1-step problems involving addition and subtraction of fractions with like denominators ☐ Multiplies a fraction by a fraction without reducing to simplest form (simple problem)

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halves, thirds, fourths, eighths)	☐ Vocabulary: biggest, mixed number ? Signs and Symbols: + addition, ¢ cent sign, x multiplication
Below 211 - Measurement and Data	
☐ Computes the value of multiple bills and coins (addition/subtraction only) ☐ Computes with dollars and cents up to and including $5.00 and converts to decimals (multiplication/division) ☐ Computes addition and subtraction on multiple-step real-world problems involving money ☐ Computes money problems with multiple operations (addition/subtraction only) ☐ Computes addition, subtraction, multiplication, and division on multiple-step, real-world problems involving money ☐ Knows the approximate size of a centimeter ☐ Converts between inches and feet ☐ Solves simple problems involving measurement of length ☐ Knows the approximate size of a pound ☐ Knows the approximate size of a gram ☐ Converts between milligrams and grams ☐ Converts between cups and pints ☐ Converts between cups, pints, and quarts ☐ Computes simple conversions among units of time (hours, days)	☐ Computes more difficult conversions among units of time ☐ Applies dimensional analysis to simple real-world problems (time) ☐ Solves simple problems involving elapsed time, with the conversion of hours ☐ Solves simple problems involving miles per gallon ☐ Determines the perimeter of a figure where some sides are labeled ☐ Determines the area of irregular shapes with partial square units ☐ Estimates and finds volume of a figure using cubic units ☐ Uses basic indirect methods to estimate measurements (grids for area of irregular figures) ☐ Organizes data to create simple bar graphs ☐ Solves problems using bar graphs ☐ Draws conclusions from data - bar graphs ☐ Predicts from pictographs and bar graphs ☐ Vocabulary: bar graph, cubic centimeter, cubic unit, decameter, decimeter, miles per gallon ☐ Signs and Symbols: ‘ feet, g gram, min minute, mpg miles per gallon

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Below 211 - Geometry

- ☐ Identifies and names a parallelogram
- ☐ Identifies and names a polygon
- ☐ Classifies cubes by their properties (e.g., edges with equal lengths, faces with equal areas and congruent shapes, right angle corners)
- ☐ Identifies and names a cylinder
- ☐ Identifies parallel lines
- ☐ Identifies angles
- ☐ Identifies right angles
- ☐ Classifies polygons by sides and angles
- ☐ Classifies plane figures by the number of lines of symmetry
- ☐ Graphs ordered pairs in the first quadrant
- ☐ Determines, names locations in first quadrant on labeled grid or coordinate system (e.g., map or graph)
- ☐ Determines the distance between horizontal and vertical lines in the first quadrant of a rectangular coordinate system
- ☐ Locates the origin on a coordinate grid
- ☐ Vocabulary: coordinate, coordinate point, edge, origin, parallel line, regular polygon, trapezoid
- ☐ Signs/Symbols: none