

# Math Assessed Indicators

## 6th Grade

Assessed Indicator	Description
1.1.K2	▲ compares and orders a. integers; b. fractions greater than or equal to zero, c. decimals greater than or equal to zero through thousandths place.
1.1.K4	▲ N knows and explains numerical relationships between percents, decimals, and fractions between 0 and 1
1.3.A2	▲ N estimates to check whether or not the result of a real-world problem using rational numbers is reasonable and makes predictions based on the information
1.4.A1	generates and/or solves one- and two-step real-world problems with rational numbers using these computational procedures (\$): b. ▲ ■ addition, subtraction, multiplication, and division of decimals through hundredths place
1.4.K2	performs and explains these computational procedures: a. ▲ N divides whole numbers through a two-digit divisor and a four-digit dividend and expresses the remainder as a whole number, fraction, or decimal f. ▲ N adds, subtracts, and multiplies fractions (including mixed numbers) expressing answers in simplest form
2.1.K4	▲ states the rule to find the next number of a pattern with one operational change (addition, subtraction, multiplication, division) to move between consecutive terms
2.2.A1	represents real-world problems using variables and symbols to b. ▲ ■ write and/or solve one-step equations (addition, subtraction, multiplication, and division),
3.1.K7	▲ classifies (2.4.K1g):a. angles as right, obtuse, acute, or straight; b. triangles as right, obtuse, acute, scalene, isosceles, or equilateral.
3.2.A1	solves real-world problems by applying these measurement formulas (\$):a. ▲ perimeter of polygons using the same unit of measurement (2.4.A1a,g), b. ▲ ■ area of squares, rectangles, and triangles using the same unit of measurement (2.4.A1g),
3.2.K3	converts: b. ▲ within the metric system using the prefixes: kilo, hecto, deka, deci, centi, and milli;
3.3.K1	▲ ■ identifies, describes, and performs one or two transformations (reflection, rotation, translation) on a two-dimensional figure
3.4.K3	▲ uses all four quadrants of the coordinate plane to (2.4.K1a): a. identify the ordered pairs of integer values on a given graph; b. plot the ordered pairs of integer values.
4.1.K2	▲ ■ lists all possible outcomes of an experiment or simulation with a compound event composed of two independent events in a clear and organized way
4.1.K4	▲ represents the probability of a simple event in an experiment or simulation using fractions and decimals