

Math Assessed Indicators

6th Grade

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.
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Resources:

http://www.aaamath.com/g7_64bx1.htm

<http://www.toonuniversity.com/flash.asp?err=198&engine>

<http://www.bbc.co.uk/skillswise/numbers/fractiondecimalpercentage/fractions/comparingfractions/game.shtml>

<http://www.bbc.co.uk/skillswise/numbers/fractiondecimalpercentage/comparing/fractionsdecimals/quiz.shtml>

<http://www.quia.com/rd/3595.html>

<http://www.ixl.com/math/grade-6/convert-between-percents-fractions-and-decimals>

Fractions--<http://www.ixl.com/math/grade-6/compare-fractions-with-like-and-unlike-denominators>

Decimals-- <http://www.ixl.com/math/grade-6/put-decimal-numbers-in-order>

Mixed-- <http://www.ixl.com/math/grade-6/put-a-mix-of-decimals-fractions-and-mixed-numbers-in-order>

1.1.K4	▲ N knows and explains numerical relationships between percents, decimals, and fractions between 0 and 1
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Resources:

<http://www.quia.com/cb/34887.html>

<http://www.bbc.co.uk/skillswise/numbers/fractiondecimalpercentage/comparing/comparingall3/index.shtml>

<http://www.mccc.edu/~kelld/CompFDP.htm>

<http://www.ixl.com/math/grade-6/convert-between-percents-fractions-and-decimals>

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
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Resources:

<http://pbskids.org/cyberchase/games/ballparkestimation/ballparkestimation.html>

<http://www.ixl.com/math/grade-6/estimate-sums-and-differences-of-decimals>

<http://www.ixl.com/math/grade-6/estimate-products>

<http://www.ixl.com/math/grade-6/estimate-quotients>

<http://www.ixl.com/math/grade-6/estimate-to-solve-word-problems>

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
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Resources:

<http://www.aaamath.com/equ725-equation1.html#section2>

<http://www.what2learn.com/home/examgames/maths/equations2/>

<http://www.ixl.com/math/grade-6/add-subtract-multiply-and-divide-whole-numbers-word-problems>

<http://www.ixl.com/math/grade-6/add-subtract-multiply-and-divide-decimals-word-problems>

<http://www.ixl.com/math/grade-6/add-subtract-multiply-and-divide-fractions-and-mixed-numbers-word-problems>

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
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Resources:

<http://www.aaamath.com/grade7.htm#topic3>

<http://www.learnalberta.ca/content/mec/html/index.html?launch=true>

<http://www.ixl.com/math/grade-6/divide-whole-numbers-2-digit-divisors>

<http://www.ixl.com/math/grade-6/divide-money-amounts-word-problems>

<http://www.ixl.com/math/grade-6/add-and-subtract-fractions-with-unlike-denominators>

<http://www.ixl.com/math/grade-6/add-and-subtract-mixed-numbers>

<http://www.ixl.com/math/grade-6/multiply-two-fractions>

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
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Resources:

<http://www.interactivestuff.org/sums4fun/sequences.html>

<http://www.ixl.com/math/grade-5/geometric-growth-patterns>

<http://www.ixl.com/math/grade-6/write-linear-functions>

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),
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Resources:

<http://www.quia.com/jg/319817.html>

http://www.learnalberta.ca/content/mejhm/index.html?l=0&ID1=AB.MATH.JR.PATT&ID2=AB.MATH.JR.PATT.ALG&lesson=html/object_interactives/algebra/use_it.html

http://www.learnalberta.ca/content/mejhm/index.html?l=0&ID1=AB.MATH.JR.PATT&ID2=AB.MATH.JR.PATT.ALG&lesson=html/video_interactives/algebra/algebrainteractive.html

<http://www.ixl.com/math/grade-6/write-variable-expressions-to-represent-word-problems>

<http://www.ixl.com/math/grade-6/evaluate-variable-expressions-with-whole-numbers>

<http://www.ixl.com/math/grade-6/solve-one-step-equations-with-whole-numbers>

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.
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Resources:

Geoboards

Online Geoboard--

http://nlvm.usu.edu/en/nav/frames_asid_303_g_4_t_3.html?open=activities&from=grade_g_4.html or

http://nlvm.usu.edu/en/nav/frames_asid_279_g_4_t_3.html?open=activities&from=grade_g_4.html

<http://www.thatquiz.org/>

http://www.aaamath.com/g7_513x1.htm

http://www.aaamath.com/g7_513x2.htm

<http://www.mathsisfun.com/angles.html>

<http://www.bbc.co.uk/schools/gcsebitesize/maths/shapes/anglesrev1.shtml>

<http://www.ixl.com/math/grade-6/angle-review-measure-and-classify>

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),
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Resources:

http://www.bgfl.org/bgfl/custom/resources_frp/client_frp/ks2/maths/perimeter_and_area/index.html

http://www.mathplayground.com/area_perimeter.html

<http://www.learnalberta.ca/content/mesg/html/math6web/index.html>
<http://www.bbc.co.uk/skillswise/numbers/measuring/perimeterareaandvolume/a-rearectangle/>
<http://www.shodor.org/interactivate/activities/TriangleExplorer/>
<http://www.ixl.com/math/grade-6/perimeter>
<http://www.ixl.com/math/grade-6/area>
 Good Geometry unit that includes several indicators for 6th, 7th and 8th (Worksheets)--
http://www.enslow.com/product_images/worksheets/FiguringOutGeometry.pdf

3.2.K3	converts: b. ▲ within the metric system using the prefixes: kilo, hecto, deka, deci, centi, and milli;
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Resources:

http://www.aaamath.com/g7_212x4.htm
http://www.aaamath.com/g7_69_x7.htm
<http://www.bbc.co.uk/skillswise/numbers/measuring/lwc/game.shtml>
<http://www.learner.org/interactives/metric/index.html>
<http://www.ixl.com/math/grade-6/convert-and-compare-metric-units>

3.3.K1	▲ ■ identifies, describes, and performs one or two transformations (reflection, rotation, translation) on a two-dimensional figure
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Resources:

<http://www.learnalberta.ca/content/mesg/html/math6web/index.html?page=lessons&lesson=m6lessonshell17.swf>
 Reflection-- <http://www.mathsisfun.com/geometry/reflection.html>
Rotation-- <http://www.mathsisfun.com/geometry/rotation.html>
 Translation-- <http://www.mathsisfun.com/geometry/translation.html>
 Transformations-- <http://www.mathsisfun.com/geometry/transformations.html>
<http://www.shodor.org/interactivate/activities/Transmographer/>
http://www.learnalberta.ca/content/mejhm/index.html?l=0&ID1=AB.MATH.JR.SHAP&ID2=AB.MATH.JR.SHAP.TRAN&lesson=html/video_interactives/transformations/transformationsSmall.html
<http://www.ixl.com/math/grade-6/reflection-rotation-and-translation>

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.
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Resources:

<http://www.shodor.org/interactivate/activities/GeneralCoordinates/>
<http://www.math.com/school/subject2/practice/S2U4L1/S2U4L1Pract.html>

Battleship

<http://www.learnalberta.ca/content/mesg/html/math6web/index.html?page=lessons&lesson=m6lessonshell18.swf>

<http://www.ixl.com/math/grade-6/coordinate-graphs-as-maps>

<http://www.ixl.com/math/grade-6/coordinate-graphs-review>

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
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Resources:

http://www.learnalberta.ca/content/mejhm/index.html?l=0&ID1=AB.MATH.JR.STAT&ID2=AB.MATH.JR.STAT.DATA&lesson=html/video_interactives/datadisplay/dataDisplaySmall.html

http://www.learnalberta.ca/content/mejhm/index.html?l=0&ID1=AB.MATH.JR.STAT&ID2=AB.MATH.JR.STAT.DATA&lesson=html/object_interactives/Data_Display/usingit.html

4.1.K4	▲ represents the probability of a simple event in an experiment or simulation using fractions and decimals
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Resources:

<http://www.bbc.co.uk/skillswise/numbers/handlingdata/probability/index.shtml>

<http://www.bbc.co.uk/schools/gcsebitesize/maths/data/probability1act.shtml>

<http://jmathpage.com/JIMSProbabilitypage.html>

<http://www.bbc.co.uk/skillswise/numbers/handlingdata/probability/>

<http://www.bbc.co.uk/education/mathsfile/shockwave/games/fish.html>

http://www.learnalberta.ca/content/mejhm/index.html?l=0&ID1=AB.MATH.JR.STAT&ID2=AB.MATH.JR.STAT.PROB&lesson=html/object_interactives/probability/usingit.html

http://www.bbc.co.uk/schools/gcsebitesize/maths/activities/probability_foundation/probability_foundation.shtml

<http://www.shodor.org/interactivate/activities/Coin/>

50 page worksheet packet that contains worksheets on several different indicators--

<http://www.dpcdsb.org/NR/rdonlyres/B2C31F51-1F9D-478A-B8E2-936134309271/27723/MFM1P1skillsreview.pdf>