

## Alabama Mathematics Standards

### Suggested Learning Objectives

#### Scaled Score values 1665 or smaller

Number & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> <li>• The learner will be able to demonstrate the concept that 10 ones is equal to 1 ten using base ten blocks. (AL.1.NBT.10.a/CC.1.NBT.2.a)</li> <li>• The learner will be able to subtract single-digit whole numbers up to 10 without regrouping by using concrete objects. (AL.2.NBT.11/CC.2.NBT.7)</li> <li>• The learner will be able to solve word problems that require the subtraction of single-digit whole numbers up to 10. (AL.K.OA.9/AL.1.OA.1/CC.K.OA.2/CC.1.OA.1)</li> <li>• The learner will measure capacity.*</li> <li>• The learner will be able to solve word problems that require the addition of single-digit whole numbers up to 10. (AL.K.OA.9/AL.1.OA.1/CC.K.OA.2/CC.1.OA.1)</li> <li>• The learner will be able to count objects up to 20. (AL.K.CC.5/CC.K.CC.5)</li> <li>• The learner will be able to add single-digit whole numbers up to 10 without regrouping using concrete</li> </ul>	<ul style="list-style-type: none"> <li>• The learner will be able to describe the relative position of objects in space in terms of proximity, position, and/or direction. (AL.K.G.17/CC.K.G.1)</li> <li>• The learner will be able to identify plane figures by attributes including the number of sides and/or vertices. (AL.K.G.20/CC.K.G.4)</li> <li>• The learner will be able to identify plane figures. (AL.K.G.18/CC.K.G.2)</li> <li>• The learner will be able to identify solid figures. (AL.K.G.18/CC.K.G.2)</li> <li>• The learner will be able to determine the length of an object using non-standard measurement tools such as sticks, paper clips, blocks, beans.*</li> <li>• The learner will be able to identify an object that is divided into a specific number of equal parts (<math>\frac{1}{4}</math>, <math>\frac{1}{2}</math>, whole). (AL.1.G.21/AL.2.G.26/CC.1.G.3/CC.2.G.3)</li> </ul>	<ul style="list-style-type: none"> <li>• The learner will be able to identify solid figures. (AL.K.G.18/CC.K.G.2)</li> </ul>		<ul style="list-style-type: none"> <li>• The learner will be able to identify solid figures. (AL.K.G.18/CC.K.G.2)</li> <li>• The learner will be able to compare objects by length (longer/taller/shorter). (AL.K.MD.15/AL.1.MD.15/CC.K.MD.2/CC.1.MD.1)</li> <li>• The learner will be able to determine the length of an object using non-standard measurement tools such as sticks, paper clips, blocks, beans.*</li> </ul>

\* Not in Alabama, Common Core or ACT standards

objects. (AL.2.NBT.11/CC.2.NBT.7)				
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## Scaled Score values from 1666 - 1850

Number & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> <li>The learner will be able to compare objects up to 10 using greater than, less than, and the same.*</li> <li>The learner will be able to recognize whole numbers up to 20. (AL.2.NBT.7/CC.2.NBT.3)</li> <li>The learner will add two single-digit whole numbers without regrouping. (AL.2.OA.2/CC.2.OA.2)</li> <li>The learner will be able to count by 1's to 100 starting from the number 1. (AL.K.CC.1/AL.1.NBT.9/C.C.K.CC.1/CC.1.NBT.1)</li> <li>The learner will be able to recognize whole numbers up to 100. (AL.1.NBT.9/AL.2.NBT.7/CC.1.NBT.1/CC.2.NBT.3)</li> <li>The learner will subtract two single-digit whole numbers without regrouping. (AL.2.OA.2/CC.2.OA.2)</li> <li>The learner will be able to compare numbers up to 10 using greater than, less than, and the same. (AL.K.CC.7/CC.K.CC.7)</li> <li>The learner will be able to skip count by 10's to 100. (AL.K.CC.1/AL.2.NBT.6/C.C.K.CC.1/CC.2.NBT.2)</li> <li>The learner will recognize various ways of illustrating fractions using physical models, pictorial models, and</li> </ul>	<ul style="list-style-type: none"> <li>The learner will be able to describe the relative position of objects in space in terms of proximity, position, and/or direction. (AL.K.G.17/CC.K.G.1)</li> <li>The learner will be able to identify plane figures by attributes including the number of sides and/or vertices. (AL.2.G.24/CC.2.G.1)</li> <li>The learner will be able to decompose (taken apart) plane figures to form 2 or more distinct shapes.*</li> <li>The learner will be able to combine (compose) shapes to form a larger shape. (AL.K.G.22/AL.1.G.20/CC.K.G.6/CC.1.G.2)</li> <li>The learner will be able to identify an object that is divided into a specific number of equal parts (<math>\frac{1}{4}</math>, <math>\frac{1}{2}</math>, whole). (AL.1.G.21/AL.2.G.26/CC.1.G.3/CC.2.G.3)</li> <li>The learner will identify plane figures. (AL.2.G.24/CC.2.G.1)</li> </ul>	<ul style="list-style-type: none"> <li>The learner will be able to read pictographs with up to 10 objects per category. (AL.2.MD.23/CC.2.MD.10)</li> <li>The learner will be able to interpret tables with up to 10 items per category.*</li> <li>The learner will be able to read a table. (AL.1.MD.18/CC.1.MD.4)</li> <li>The learner will be able to interpret pictographs with up to 10 objects per category. (AL.2.MD.23/CC.2.MD.10)</li> </ul>	<ul style="list-style-type: none"> <li>The learner will be able to extend a repeating pattern with 2 objects, shapes, pictures, or numbers.*</li> <li>The learner will be able to match an addition sentence to a picture with up to 10 objects combined. (AL.K.OA.8/CC.K.OA.1)</li> <li>The learner will be able to complete a number pattern by 1's or 10's from any number. (AL.K.CC.1/CC.K.CC.1)</li> <li>The learner will identify the next item in a pattern.*</li> <li>The learner will be able to identify a repeating pattern with 2 or more objects, shapes, pictures, or numbers.*</li> <li>The learner will be able to identify the subtraction sentence that corresponds to a picture with up to 20 objects combined.*</li> <li>The learner will be able to complete a number pattern when counting by 2's, 5's or 10's. (AL.3.OA.9/CC.3.OA.9)</li> </ul>	<ul style="list-style-type: none"> <li>The learner will be able to determine the length of an object in inches and centimeters. (AL.2.MD.14/AL.2.MD.17/CC.2.MD.1/CC.2.MD.4)</li> <li>The learner will determine the length of an object. (AL.2.MD.14/CC.2.MD.1)</li> <li>The learner will be able to compare objects by capacity (more full/less full). (AL.K.MD.15/CC.K.MD.2)</li> <li>The learner will be able to compare objects by length (longer/taller/shorter). (AL.K.MD.15/AL.1.MD.15/CC.K.MD.2/CC.1.MD.1)</li> <li>The learner will measure capacity.*</li> <li>The learner will be able to name the days of the week and months of the year.*</li> <li>The learner will be able to use a ruler to measure to the nearest standard unit (whole, + and + inches, whole feet, whole yards, whole centimeters, and whole meters).*</li> </ul>

\* Not in Alabama, Common Core or ACT standards

<p>words.*</p> <ul style="list-style-type: none"> <li>The learner will be able to count by 1's to 100 starting from the number any number. (AL.K.CC.2/AL.1.NBT.9/C C.K.CC.2/CC.1.NBT.1)</li> </ul>				
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## Scaled Score values from 1851 - 2035

Number & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> <li>The learner will compare whole numbers up to 100 to determine if one is greater than, less than, or equal to the other.*</li> <li>The learner will be able to add one- and two-digit whole numbers up to 20 without regrouping. (AL.2.OA.2/AL.2.NBT.10/AL.2.NBT.11/CC.2.OA.2/C.2.NBT.6/CC.2.NBT.7)</li> <li>The learner will vertically add two whole numbers with two digits without regrouping. (AL.2.NBT.9/AL.2.NBT.10/AL.2.NBT.11/CC.2.NBT.5/CC.2.NBT.6/CC.2.NBT.7)</li> <li>The learner will subtract two two-digit whole numbers without regrouping. (AL.2.NBT.9/AL.2.NBT.11/AL.3.NBT.11/CC.2.NBT.5/CC.2.NBT.7/CC.3.NBT)</li> <li>The learner will subtract two two-digit whole numbers horizontally or vertically without regrouping. (AL.2.NBT.9/AL.2.NBT.11/AL.3.NBT.11/CC.2.NBT.5/CC.2.NBT.7/CC.3.NBT)</li> <li>The learner will be able to apply ordinal numbers 1st through 10th.*</li> <li>The learner will be able to add one-, two-, or three-digit whole numbers up to 1,000 without regrouping. (AL.2.NBT.11/AL.3.NBT.11)</li> </ul>	<ul style="list-style-type: none"> <li>The learner will be able to sort/classify plane figures by attributes including shape, color, size, and the number of sides and/or vertices. (AL.K.G.20/CC.K.G.4)</li> <li>The learner will be able to compose (combine) plane figures to form a larger shape. (AL.K.G.22/AL.1.G.20/AL.2.G.24/CC.K.G.6/CC.1.G.2/CC.2.G.1)</li> <li>The learner will identify symmetrical shapes. (AL.4.G.28/CC.4.G.3)</li> <li>The learner will describe the relative position of objects in space in terms of proximity, position, and/or direction. (AL.K.G.17/CC.K.G.1)</li> <li>The learner will be able to identify plane figures by attributes including the number of sides and/or vertices. (AL.2.G.24/CC.2.G.1)</li> <li>The learner will be able to identify similar shapes. (AL.K.G.20/CC.K.G.4)</li> <li>The learner will be able to identify multiple ways of illustrating the same fraction using physical models, pictorial models, and words.*</li> <li>The learner will identify solid figures. (AL.2.G.24/CC.2.G.1)</li> <li>The learner will identify</li> </ul>	<ul style="list-style-type: none"> <li>The learner will be able to interpret a table. (AL.1.MD.18/CC.1.MD.4)</li> <li>The learner will be able to read a bar graph. (AL.1.MD.18/AL.2.MD.23/CC.1.MD.4/CC.2.MD.10)</li> <li>The learner will be able to interpret bar graphs with up to 10 items per category. (AL.2.MD.23/CC.2.MD.10)</li> <li>The learner will be able to interpret a pictograph. (AL.1.MD.18/AL.2.MD.23/CC.1.MD.4/CC.2.MD.10)</li> <li>The learner will read a pictograph.*</li> </ul>	<ul style="list-style-type: none"> <li>The learner will be able to identify the addition sentence that corresponds to a picture with up to 20 objects combined.*</li> <li>The learner will continue geometric patterns.*</li> <li>The learner will determine the missing addend in an addition number sentence.*</li> <li>The learner will be able to match a subtraction sentence to a picture with up to 10 objects combined. (AL.K.OA.8/CC.K.OA.1)</li> <li>The learner will sort or classify objects according to attributes that are similar such as size, shape, and color.*</li> <li>The learner will determine which operational symbol is missing from an equation.*</li> <li>The learner will identify a number sentence within an addition/subtraction fact family. (AL.2.NBT.9/CC.2.NBT.5)</li> <li>The learner will complete a number pattern.*</li> <li>The learner will be able to determine which operational symbol is missing from an equation (+, -, =).*</li> </ul>	<ul style="list-style-type: none"> <li>The learner will be able to identify coins by name (penny, nickel, dime, quarter).*</li> <li>The learner will be able to calculate the difference for the lengths (standard or metric) of 2 whole numbers (11 inches - 6 inches = 5 inches) using pictorial representations. (AL.2.MD.17/CC.2.MD.4)</li> <li>The learner will be able to compare objects by weight (lighter/heavier).*</li> <li>The learner will be able to order objects by length (longest/tallest/shortest).*</li> <li>The learner will be able to determine the length of an object (inches, feet, centimeters, meters). (AL.2.MD.14/AL.2.MD.17/AL.3.MD.19/CC.2.MD.1/C.2.MD.4/CC.3.MD.4)</li> <li>The learner will be able to compare objects by weight (lighter/heavier).*</li> <li>The learner will be able to calculate the sum for the lengths (standard or metric) of 2 whole numbers (5 inches + 6 inches = 11 inches) using pictorial representations.*</li> <li>The learner will be able to select appropriate tools such as rulers, yardsticks, meter sticks, and measuring tapes</li> </ul>

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<p>/AL.4.NBT.9/CC.2.NBT.7/ CC.3.NBT.2/CC.4.NBT)</p> <ul style="list-style-type: none"> <li>• The learner will be able to identify the value of coins (penny, nickel, dime, quarter). (AL.2.MD.21/CC.2.MD.8)</li> <li>• The learner will be able to count objects up to 100. (AL.1.NBT.9/CC.1.NBT.1)</li> <li>• The learner will be able to apply ordinal numbers 1st through 10th.*</li> <li>• The learner will subtract whole numbers with up to three digits without regrouping. (AL.2.NBT.11/AL.3.NBT.11 /AL.4.NBT.9/CC.2.NBT.7/ CC.3.NBT.2/CC.4.NBT)</li> <li>• The learner will be able to identify which sentence applies to a particular word problem using addition or subtraction.*</li> <li>• The learner will be able to identify the number of tens and ones in numbers up to 20 using base ten blocks.*</li> <li>• The learner will solve story problems that require the addition of two two-digit whole numbers. (AL.2.OA.1/CC.2.OA.1)</li> <li>• The learner will be able to skip count by 2's, 5's, and 10's to 100. (AL.2.NBT.6/CC.2.NBT.2)</li> <li>• The learner will add money expressed in decimal form that does not require regrouping.*</li> </ul>	<p>congruent shapes.*</p>			<p>to measure the length of an object. (AL.2.MD.14/AL.3.MD.19/ CC.2.MD.1/CC.3.MD.4)</p> <ul style="list-style-type: none"> <li>• The learner will be able to identify the days of the week, and months of the year.*</li> <li>• The learner will solve problems involving calendars.*</li> </ul>
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<ul style="list-style-type: none"> <li>• The learner will be able to count objects up to 120. (AL.1.NBT.9/CC.1.NBT.1)</li> <li>• The learner will be able to solve story problems that require the addition of one- and two-digit whole numbers up to 20. (AL.1.OA.1/CC.1.OA.1)</li> <li>• The learner will apply the symbols <math>&lt;</math>, <math>&gt;</math>, and <math>=</math> to solve various number sentences.*</li> <li>• The learner will identify an object that is divided into a specific number of equal parts.*</li> <li>• The learner will be able to add 3 or 4 two-digit whole numbers, no regrouping. (AL.2.NBT.10/AL.3.NBT.11/CC.2.NBT.6/CC.3.NBT.2)</li> <li>• The learner will be able to recognize whole numbers up to 1,000. (AL.2.NBT.7/CC.2.NBT.3)</li> <li>• The learner will be able to identify a number sentence belonging to an addition/subtraction fact family.*</li> <li>• The learner will compare decimal numbers up to the hundredths position using the order symbols <math>&gt;</math>, <math>&lt;</math>, and <math>=</math>. (AL.4.NF.18/CC.4.NF.7)</li> <li>• The learner will add decimals that do not require regrouping. (AL.5.NBT.10/CC.5.NBT.7)</li> <li>• The learner will order whole numbers from least to greatest.*</li> </ul>				
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<ul style="list-style-type: none"> <li>• The learner will apply ordinal numbers 1st through 10th.*</li> <li>• The learner will be able to identify a number sentence belonging to an addition/subtraction fact family. (AL.1.OA.3/CC.1.OA.3)</li> <li>• The learner will add one- to two-digit whole numbers with regrouping. (AL.2.NBT.9/AL.2.NBT.11 /AL.3.NBT.11/AL.4.NBT.9 /CC.2.NBT.5/CC.2.NBT)</li> <li>• The learner will be able to identify the faces on a three-dimensional shape as two-dimensional shapes.*</li> <li>• The learner will subtract decimals that do not require regrouping. (AL.5.NBT.10/CC.5.NBT.7)</li> <li>• The learner will subtract money expressed in decimal form that does not require regrouping.*</li> </ul>				
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## Scaled Score values from 2036 - 2220

Number & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> <li>The learner will be able to demonstrate that 10 ones is equal to 1 ten using base ten blocks. (AL.1.NBT.10.a/CC.1.NBT.2.a)</li> <li>The learner will relate the various simple fractions to one whole unit. (AL.3.NF.13/AL.3.G.25/CC.3.NF.1/CC.3.G.2)</li> <li>The learner will be able to skip count by 2's, 5's, 10's and 100's from any number to 1,000. (AL.2.NBT.6/CC.2.NBT.2)</li> <li>The learner will be able to identify equivalent sums to 10 (<math>3 + 4 = 7</math> and <math>5 + 2 = 7</math>). (AL.K.OA.10/CC.K.OA.3)</li> <li>The learner will be able to represent equivalent decimals using money amounts, including coins and bills.*</li> <li>The learner will identify odd or even numbers.*</li> <li>The learner will be able to identify the value of a group of coins.*</li> <li>The learner will be able to subtract one-, two-, and three-digit whole numbers up to 1,000 without regrouping. (AL.2.NBT.11/AL.3.NBT.11/AL.4.NBT.9/CC.2.NBT.7/CC.3.NBT.2/CC.4.NBT)</li> <li>The learner will be able to display data in pictographs</li> </ul>	<ul style="list-style-type: none"> <li>The learner will identify similar figures. (AL.2.4/CC.2.4)</li> <li>The learner will identify shapes in real world objects and drawings.*</li> <li>The learner will identify squares and rectangles.*</li> <li>The learner will recognize which shapes can be combined to form a given shape. (AL.2.4/CC.2.4)</li> <li>The learner will be able to identify pairs of congruent triangles.*</li> <li>The learner will be able to identify solid figures. (AL.K.G.18/AL.2.G.24/CC.K.G.2/CC.2.G.1)</li> <li>The learner will be able to identify plane figures. (AL.K.G.18/AL.2.G.24/CC.K.G.2/CC.2.G.1)</li> <li>The learner will be able to connect fractions to pictorial models and/or connect models of these types to fractions (<math>\frac{1}{4}</math>, <math>\frac{1}{2}</math>, whole). (AL.1.G.21/AL.2.G.26/CC.1.G.3/CC.2.G.3)</li> </ul>	<ul style="list-style-type: none"> <li>The learner will be able to read tables with up to 10 items per category.*</li> <li>The learner will read a table.*</li> <li>The learner will be able to classify objects into categories such as color, size, number of objects per category, etc. (AL.K.MD.16/CC.K.MD.3)</li> <li>The learner will read a bar graph. (AL.2.MD.23/CC.2.MD.10)</li> <li>The learner will be able to read bar graphs with up to 10 items per category. (AL.2.MD.23/CC.2.MD.10)</li> <li>The learner will be able to interpret a bar graph. (AL.1.MD.18/AL.2.MD.23/CC.1.MD.4/CC.2.MD.10)</li> <li>The learner will determine events as being most likely to occur.*</li> <li>The learner will read and compare information in a table.*</li> <li>The learner will identify the most likely outcome.*</li> </ul>	<ul style="list-style-type: none"> <li>The learner will write addition or subtraction number sentences which represent real world situations.*</li> <li>The learner will complete a counting pattern.*</li> <li>The learner will be able to complete a number pattern using 2's, 5's, 10's, and 100's up to 1,000 from any number. (AL.3.OA.9/CC.3.OA.9)</li> <li>The learner will identify the missing symbol for a multiplication or division number sentence.*</li> <li>The learner will be able to determine the missing addend in an addition number sentence up to 20. (AL.1.OA.8/CC.1.OA.8)</li> <li>The learner will be able to determine the missing number in a subtraction number sentence up to 20. (AL.1.OA.4/AL.1.OA.8/CC.1.OA.4/CC.1.OA.8)</li> <li>The learner will continue a number pattern.*</li> <li>The learner will determine the missing factor in a multiplication sentence. (AL.3.OA.4/CC.3.OA.4)</li> <li>The learner will determine the missing number in a subtraction number sentence.*</li> </ul>	<ul style="list-style-type: none"> <li>The learner will approximate and measure elapsed time by applying the following terms: before or after; yesterday, today, or tomorrow; day or night, morning, afternoon, or evening; and hour or half-hour.*</li> <li>The learner will order objects according to their length. (AL.1.MD.15/CC.1.MD.1)</li> <li>The learner will be able to compare objects by capacity (more full/less full). (AL.K.MD.15/CC.K.MD.2)</li> <li>The learner will be able to identify equivalent measures of time (60 minutes = 1 hour, 7 days = 1 week, 12 months = 1 year)*</li> <li>The learner will be able to approximate and measure elapsed time by applying the following terms: before or after; yesterday, today, or tomorrow; day or night, morning, afternoon, or evening; and hour or half-hour.*</li> <li>The learner will be able to tell time in hour and half hour intervals using an analog clock. (AL.1.MD.17/CC.1.MD.3)</li> <li>The learner will find the perimeter of a figure with the sides labeled. (AL.3.MD.23/CC.3.MD.8)</li> <li>The learner will convert time</li> </ul>

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<p>and bar graphs.*</p> <ul style="list-style-type: none"> <li>The learner will add three whole numbers with one to two digits each. (AL.2.NBT.10/AL.3.NBT.11 /AL.4.NBT.9/CC.2.NBT.6/CC.3.NBT.2/CC.4.NBT)</li> <li>The learner will multiply one-digit whole numbers. (AL.3.OA.7/CC.3.OA.7)</li> <li>The learner will be able to identify which number sentence applies to a particular word problem using addition or subtraction up to 100.*</li> <li>The learner will check the correctness of an answer by using the inverse operation.*</li> <li>The learner will perform the addition of two- and three-digit whole numbers with regrouping. (AL.2.NBT.11/AL.3.NBT.11 /AL.4.NBT.9/CC.2.NBT.7/CC.3.NBT.2/CC.4.NBT)</li> <li>The learner will demonstrate knowledge of place value using tens and hundreds. (AL.2.NBT.5/CC.2.NBT.1)</li> <li>The learner will compare whole numbers up to ten thousand. (AL.4.NBT.7/CC.4.NBT.2)</li> <li>The learner will be able to solve story problems that require the addition of one-, two-, and three-digit whole numbers up to 1,000.*</li> <li>The learner will identify the components of a multiplication or division fact</li> </ul>			<ul style="list-style-type: none"> <li>The learner will be able to use the symbols <math>&lt;</math>, <math>&gt;</math>, and <math>=</math> to compare numbers up to 100.*</li> </ul>	<p>between weeks and days and/or minutes and hours.*</p> <ul style="list-style-type: none"> <li>The learner will measure time in clock terms (hours, minutes) within a story problem.*</li> <li>The learner will be able to approximate and measure elapsed time by applying the following terms: before or after; yesterday, today, or tomorrow; day or night, morning, afternoon, or evening; and hour or half-hour.*</li> <li>The learner will tell time to the nearest minute using an analog clock. (AL.3.MD.16/CC.3.MD.1)</li> <li>The learner will be able to order objects by capacity (most full/least full).*</li> <li>The learner will tell time in five minute intervals using an analog clock. (AL.2.MD.20/CC.2.MD.7)</li> <li>The learner will determine the weight of a given object.*</li> <li>The learner will be able to order objects by weight (lightest/heaviest). (AL.K.MD.15/CC.K.MD.2)</li> <li>The learner will choose the appropriate measure for determining weight, length, or size.*</li> <li>The learner will exhibit an understanding of reasonableness of results when working with measurement.*</li> </ul>
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\* Not in Alabama, Common Core or ACT standards

<p>family.*</p> <ul style="list-style-type: none"> <li>• The learner will be able to determine the number of ones needed to make an additional ten using base ten blocks. (7 Ones + ___ Ones = 1 Ten)*</li> <li>• The learner will write whole numbers in expanded notation. (AL.4.NBT.7/CC.4.NBT.2)</li> <li>• The learner will be able to subtract one- and two-digit whole numbers up to 20 without regrouping. (AL.2.OA.2/AL.2.NBT.11/CC.2.OA.2/CC.2.NBT.7)</li> <li>• The learner will solve story problems involving adding up to three whole numbers. (AL.4.NBT.9/CC.4.NBT.4)</li> <li>• The learner will order fractions that have common denominators.*</li> <li>• The learner will estimate a fractional part. (AL.3.2/CC.3.2)</li> <li>• The learner will identify the fractional portion of a given set.*</li> <li>• The learner will be able to solve story problems that require the subtraction of one- and two-digit whole numbers up to 20. (AL.1.OA.1/CC.1.OA.1)</li> <li>• The learner will add decimals that require regrouping. (AL.5.NBT.10/CC.5.NBT.7)</li> <li>• The learner will be able to solve word problems with three whole numbers whose</li> </ul>				
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\* Not in Alabama, Common Core or ACT standards

<p>sum is less than or equal to twenty. (AL.1.OA.2/CC.1.OA.2)</p> <ul style="list-style-type: none"> <li>• The learner will be able to find a number that is 10 more than a given number. (AL.1.NBT.13/AL.2.NBT.12/CC.1.NBT.5/CC.2.NBT.8)</li> <li>• The learner will connect simple fractions with their equivalent pictures. (AL.3.NF.13/CC.3.NF.1)</li> <li>• The learner will add two numbers with two decimal places that require regrouping. (AL.5.NBT.10/CC.5.NBT.7)</li> <li>• The learner will connect fractions to pictorial models and/or connect models of these types to fractions. (AL.3.2/CC.3.2)</li> <li>• The learner will be able to use the area model, tables, patterns, arrays, and doubling to provide meaning for multiplication.*</li> <li>• The learner will match word names to whole numbers up to one million. (AL.4.NBT.7/CC.4.NBT.2)</li> <li>• The learner will be able to find a number that is 10 less than a given number. (AL.1.NBT.13/AL.2.NBT.12/CC.1.NBT.5/CC.2.NBT.8)</li> <li>• The learner will be able to use models to demonstrate the number of ones needed to make an additional ten.*</li> <li>• The learner will be able to identify odd or even</li> </ul>				
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\* Not in Alabama, Common Core or ACT standards

numbers in one-digit numbers.*				
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\* Not in Alabama, Common Core or ACT standards

## Scaled Score values from 2221 - 2405

Number & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> <li>The learner will be able to use a variety of strategies to solve multiplication problems with factors up to <math>12 \times 12</math>.*</li> <li>The learner will be able to order numbers and/or objects up to 100 from greatest to least/least to greatest with or without a number line/chart.*</li> <li>The learner will be able to identify odd or even one- and two-digit whole numbers.*</li> <li>The learner will be able to identify equivalent sums to 100 (<math>60 + 15 = 75</math> and <math>41 + 35 = 75</math>).*</li> <li>The learner will be able to demonstrate that 10 tens is equal to 1 hundred using base ten blocks. (AL.2.NBT.5.a/CC.2.NBT.1.a)</li> <li>The learner will be able to solve story problems that require the subtraction of one-, two-, and three-digit whole numbers up to 1,000.*</li> <li>The learner will be able to demonstrate fluency and apply single-digit division facts.*</li> <li>The learner will subtract one- to three-digit whole numbers where regrouping is required. (AL.2.NBT.11/AL.3.NBT.11/AL.4.NBT.9/CC.2.NBT.7/</li> </ul>	<ul style="list-style-type: none"> <li>The learner will be able to sort/classify plane figures by attributes including shape, color, size, and the number of sides and/or vertices.*</li> <li>The learner will identify parallel lines. (AL.4.G.26/CC.4.G.1)</li> <li>The learner will be able to relate the simple fractions to one whole unit (<math>\frac{1}{4}</math>, <math>\frac{1}{2}</math>, whole). (AL.1.G.21/AL.2.G.26/CC.1.G.3/CC.2.G.3)</li> <li>The learner will be able to plot points to form basic geometric shapes (identify and classify).*</li> <li>The learner will be able to sort/classify plane figures by attributes including shape, color, size, and the number of sides and/or vertices.*</li> <li>The learner will be able to connect fractions to pictorial models and/or connect models of these types to fractions (<math>\frac{1}{4}</math>, <math>\frac{1}{2}</math>, whole). (AL.1.G.21/AL.2.G.26/CC.1.G.3/CC.2.G.3)</li> <li>The learner will be able to decompose (take apart) plane figures to form 2 or more distinct shapes.*</li> <li>The learner will be able to relate the various simple fractions to one whole unit (<math>\frac{1}{4}</math>, <math>\frac{1}{2}</math>, whole). (AL.1.G.21/AL.2.G.26/CC.1</li> </ul>	<ul style="list-style-type: none"> <li>The learner will interpret a table.*</li> <li>The learner will interpret a pictograph.*</li> <li>The learner will interpret information presented in a tally chart.*</li> <li>The learner will be able to represent data using tables, bar graphs, and pictographs.*</li> <li>The learner will determine events as being least likely to occur.*</li> <li>The learner will read a double bar graph.*</li> <li>"The learner will interpret a bar graph. (AL.2.MD.23/AL.3.MD.18/CC.2.MD.10/CC.3.MD.3)"</li> <li>The learner will identify the least likely outcome.*</li> <li>The learner will determine events as being equally likely to occur.*</li> <li>The learner will determine the chances of simple events which have equally likely outcomes.*</li> <li>The learner will be able to formulate conclusions and make predictions from graphs.*</li> <li>The learner will be able to formulate conclusions and make predictions from graphs.*</li> </ul>	<ul style="list-style-type: none"> <li>The learner will extend geometric patterns.*</li> <li>The learner will write number sentences to illustrate situations involving multiplying whole numbers.*</li> <li>The learner will demonstrate the associative property of multiplication.*</li> <li>The learner will be able to use the symbols <math>&lt;</math>, <math>&gt;</math>, and <math>=</math> to compare numbers up to 100 with or without a number line/chart. (AL.2.NBT.8/CC.2.NBT.4)</li> <li>The learner will write division number sentences which represent real world situations.*</li> <li>The learner will be able to analyze a pattern or a whole-number function and state the rule, given a table or an input/output box.*</li> <li>The learner will determine the missing divisor or dividend in a division sentence. (AL.3.OA.4/CC.3.OA.4)</li> <li>The learner will determine the missing elements of a series of numbers which create a pattern.*</li> <li>The learner will be able to determine the missing addend in an addition number sentence up to 100. (AL.1.OA.8/CC.1.OA.8)</li> </ul>	<ul style="list-style-type: none"> <li>The learner will determine the volume of the figure through models. (AL.5.MD.20.b/CC.5.MD.3.b)</li> <li>The learner will be able to identify equivalent metric units of length.*</li> <li>The learner will read a thermometer.*</li> <li>The learner will be able to select tools and units (customary and metric) appropriate for the length being measured.*</li> <li>The learner will calculate length of time through addition and subtraction. (AL.3.MD.16/CC.3.MD.1)</li> <li>The learner will find the perimeter of a polygon.*</li> <li>The learner will find measurements from scale drawings.*</li> <li>The learner will be able to identify equivalent customary units of capacity (cups to pints, pints to quarts, and quarts to gallons).*</li> </ul>

\* Not in Alabama, Common Core or ACT standards

<p>CC.3.NBT.2/CC.4.NBT)</p> <ul style="list-style-type: none"> <li>• The learner will be able to compare whole numbers up to 1,000.*</li> <li>• The learner will add two numbers with three decimal places that require regrouping. (AL.6.NS.6/CC.6.NS.3)</li> <li>• The learner will be able to identify equivalent differences to 10 (<math>5 - 3 = 2</math> and <math>6 - 4 = 2</math>). (AL.K.OA.10/CC.K.OA.3)</li> <li>• The learner will multiply whole numbers with two or more digits by whole numbers with one digit, regrouping when necessary. (AL.4.NBT.10/CC.4.NBT.5)</li> <li>• The learner will be able to add one-, two-, or three-digit whole numbers up to 1,000 with regrouping. (AL.2.NBT.11/AL.3.NBT.11 /AL.4.NBT.9/CC.2.NBT.7/ CC.3.NBT.2/CC.4.NBT)</li> <li>• The learner will subtract decimals that require regrouping. (AL.5.NBT.10/CC.5.NBT.7)</li> <li>• The learner will be able to explore equivalent fractions (<math>1/2, 1/3, 1/4</math>).*</li> <li>• The learner will subtract two numbers with two decimal places that require regrouping. (AL.5.NBT.10/CC.5.NBT.7)</li> <li>• The learner will compare the values of more than one group of coins.*</li> </ul>	<p>.G.3/CC.2.G.3)</p> <ul style="list-style-type: none"> <li>• The learner will identify figures with a line of symmetry. (AL.4.G.28/CC.4.G.3)</li> <li>• The learner will identify shapes that are congruent.*</li> <li>• The learner will identify various geometric figures. (AL.2.G.24/CC.2.G.1)</li> </ul>		<ul style="list-style-type: none"> <li>• The learner will identify when information is missing or extraneous.*</li> </ul>	
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\* Not in Alabama, Common Core or ACT standards

<ul style="list-style-type: none"> <li>• The learner will round whole numbers to the nearest 10, 100, or 1000. (AL.4.NBT.8/CC.4.NBT.3)</li> <li>• The learner will solve real world problems by determining that multiplication is needed to solve the problem, multiplying the appropriate numbers, and regrouping.*</li> <li>• The learner will multiply fractions without reducing.*</li> <li>• The learner will subtract two fractions with common denominators.*</li> <li>• The learner will subtract two numbers with three decimal places that require regrouping. (AL.6.NS.6/CC.6.NS.3)</li> <li>• The learner will approximate the location of a decimal on a number line.*</li> <li>• The learner will be able to use place value to identify the value of digits in a whole number up to 1,000. (hundreds, tens, and ones)*</li> <li>• The learner will make change using coins and bills. (AL.4.MD.20/CC.4.MD.2)</li> <li>• The learner will divide one-to two-digit whole numbers by one-digit whole numbers with no remainders. (AL.3.OA.7/AL.4.NBT.11/CC.3.OA.7/CC.4.NBT.6)</li> <li>• The learner will multiply a three-digit whole number by a two-digit whole number. (AL.5.NBT.8/CC.5.NBT.5)</li> </ul>				
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<ul style="list-style-type: none"> <li>• The learner will be able to solve story problems involving adding or subtracting decimals. (AL.4.MD.20/CC.4.MD.2)</li> <li>• The learner will recognize number sentences that illustrate the inverse operations of multiplication and division.*</li> <li>• The learner will divide one- to two-digit whole numbers by one-digit whole numbers producing a remainder. (AL.4.NBT.11/CC.4.NBT.6)</li> <li>• The learner will be able to use models to demonstrate the number of tens needed to make an additional hundred.*</li> <li>• The learner will multiply a given dollar amount by a whole number.*</li> <li>• The learner will be able to round numbers less than 1,000 to the nearest tens and hundreds.*</li> <li>• The learner will be able to identify equivalent differences to 100 (<math>75 - 10 = 65</math> and <math>97 - 32 = 65</math>).*</li> <li>• The learner will be able to compare numbers and/or objects up to 100 using greater than, less than, and the same with or without a number line/chart.*</li> </ul>				
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## Scaled Score values from 2406 - 2590

Number & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> <li>The learner will identify an expression that is equivalent to an expression with exponents. (AL.6.EE.12/AL.6.EE.14/C.6.EE.1/CC.6.EE.3)</li> <li>The learner will compare fractions that are illustrated as drawings.*</li> <li>The learner will be able to use a variety of strategies to multiply two-digit numbers by two-digit numbers (with and without regrouping).*</li> <li>The learner will place a series of decimal numbers in order from least to greatest or from greatest to least.*</li> <li>The learner will add two or more decimals which have one to four decimal places. (AL.6.NS.6/CC.6.NS.3)</li> <li>The learner will estimate the results of whole number subtraction problems.*</li> <li>The learner will estimate the results of whole number addition problems.*</li> <li>The learner will solve real world problems involving division of whole numbers with three digits by whole numbers with one digit, with or without remainders.*</li> <li>The learner will be able to identify equivalent sums to 20 (<math>13 + 4 = 17</math> and <math>15 + 2 = 17</math>).*</li> </ul>	<ul style="list-style-type: none"> <li>The learner will be able to identify the fractional portion of a given set (<math>\frac{1}{4}</math>, <math>\frac{1}{2}</math>, whole). (AL.1.G.21/AL.2.G.26/CC.1.G.3/CC.2.G.3)</li> <li>The learner will be able to estimate a fractional part (<math>\frac{1}{4}</math>, <math>\frac{1}{2}</math>, whole).*</li> <li>The learner will define various angles in a given figure.*</li> <li>The learner will be able to understand the relationship between the diameter and radius of a circle.*</li> <li>The learner will identify various angles in a given figure.*</li> <li>The learner will locate points on a grid using ordered pairs.*</li> <li>The learner will give a name to an ordered pair in the coordinate plane. (AL.5.G.23/CC.5.G.1/ACT.20-23.GRE.1)</li> <li>The learner will record and plot ordered pairs of whole numbers in a rectangular coordinate system. (AL.5.G.24/CC.5.G.2)</li> <li>The learner will be able to explain why two figures are or are not similar.*</li> <li>The learner will identify a certain geometric figure by reading a description of the figure.*</li> </ul>	<ul style="list-style-type: none"> <li>The learner will determine common events to be impossible, less likely, equally likely, more likely, or certain.*</li> <li>The learner will read a circle graph. (ACT.16-19.PSD.3)</li> <li>The learner will determine the probability of an event.*</li> <li>The learner will be able to read a pictograph. (AL.1.MD.18/AL.2.MD.23/CC.1.MD.4/CC.2.MD.10)</li> <li>The learner will be able to interpret a bar graph. (AL.2.MD.23/CC.2.MD.10)</li> <li>The learner will interpret a double bar graph.*</li> <li>The learner will calculate the mode within a mathematical or problem solving situation.*</li> </ul>	<ul style="list-style-type: none"> <li>The learner will read a given story problem and identify the operation needed to solve the problem.*</li> <li>The learner will identify the output of number machines.*</li> <li>The learner will be able to determine the missing number in a subtraction number sentence up to 100.*</li> <li>The learner will be able to add and subtract monomials with exponents of one.*</li> <li>The learner will be able to translate simple verbal expressions into algebraic expressions.*</li> <li>The learner will be able to solve and explain simple one-step equations using inverse operations involving whole numbers.*</li> <li>The learner will be able to draw the graphic representation of a pattern from an equation or from a table of data.*</li> <li>The learner will choose the story problem that corresponds to a given equation. (AL.6.EE.20/CC.6.EE.9)</li> <li>The learner will determine missing or extraneous information in problem solving scenarios.*</li> <li>The learner will determine</li> </ul>	<ul style="list-style-type: none"> <li>The learner will identify various tools of measurement.*</li> <li>The learner will be able to calculate distance using a map scale.*</li> <li>The learner will determine the length of a line segment using a given line with distance and points marked on it.*</li> <li>The learner will be able to measure and draw angles using a protractor.*</li> <li>The learner will be able to determine the length of an object using non-standard measurement tools such as sticks, paper clips, blocks, beans.*</li> <li>The learner will convert units of time.*</li> <li>The learner will be able to determine the length of an object using non-standard measurement tools such as sticks, paper clips, blocks, beans.*</li> <li>The learner will find the area of a rectangle when a formula is given. (AL.4.MD.21/AL.6.G.21/C.4.MD.3/CC.6.G.1)</li> <li>The learner will solve story problems involving elapsed time.*</li> <li>The learner will convert units of standard length between</li> </ul>

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<ul style="list-style-type: none"> <li>• The learner will be able to solve story problems involving multiplying a decimal and a whole number. (AL.4.MD.20/CC.4.MD.2)</li> <li>• The learner will demonstrate understanding of the inverse relationship between multiplication and division through a word problem.*</li> <li>• The learner will add two fractions with common denominators.*</li> <li>• The learner will be able to order whole numbers with to 1,000.*</li> <li>• The learner will divide whole numbers with three or more digits by whole numbers with one digit. (AL.4.NBT.11/CC.4.NBT.6)</li> <li>• The learner will be able to write whole numbers up to 1,000 in expanded form. (AL.2.NBT.7/CC.2.NBT.3)</li> <li>• The learner will be able to express equivalent ratios as a proportion.*</li> <li>• The learner will be able to calculate unit price using proportions.*</li> <li>• The learner will add integers with the same sign. (AL.7.NS.4.d/CC.7.NS.1.d)</li> <li>• The learner will add three numbers with three or more places after the decimal point. (AL.6.NS.6/AL.7.NS.4.d/C.6.NS.3/CC.7.NS.1.d/ACT.13-15.BOA.1)</li> <li>• The learner will multiply a</li> </ul>	<ul style="list-style-type: none"> <li>• The learner will find and name points with ordered pairs of integers. (AL.6.NS.9.c/CC.6.NS.6.c/ACT.20-23.GRE.1)</li> <li>• The learner will be able to identify the two-dimensional shapes that make up the faces and bases of three-dimensional shapes (prisms, cylinders, cones, and pyramids).*</li> <li>• The learner will identify the line(s) of symmetry in a figure. (AL.4.G.28/CC.4.G.3)</li> </ul>		<p>the output values of a given function.*</p> <ul style="list-style-type: none"> <li>• The learner will identify the expression to be used in solving a word problem. (AL.6.EE.17/CC.6.EE.6)</li> </ul>	<p>yards, feet, and inches. (AL.5.MD.18/CC.5.MD.1)</p> <ul style="list-style-type: none"> <li>• The learner will determine the area of a rectangular figure by counting the squares within the figure. (AL.2.G.25/AL.3.MD.20.b/AL.3.MD.21/CC.2.G.2/CC.3.MD.5.b/CC.3.MD.6)</li> <li>• The learner will find the volume of a figure when a formula is given. (AL.5.MD.22.b/CC.5.MD.5.b)</li> </ul>
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<p>decimal and a whole number where regrouping is required.*</p> <ul style="list-style-type: none"> <li>• The learner will divide a three-digit whole number by a two-digit whole number. (AL.5.NBT.9/AL.6.NS.5/C.C.5.NBT.6/CC.6.NS.2)</li> <li>• The learner will use illustrations to order common fractions.*</li> <li>• The learner will solve real world problems by determining that division is required.*</li> <li>• The learner will be able to solve story problems involving subtracting decimals. (AL.4.MD.20/AL.5.NBT.10/CC.4.MD.2/CC.5.NBT.7)</li> <li>• The learner will multiply or divide integers with different signs. (AL.7.NS.5.c/CC.7.NS.2.c)</li> <li>• The learner will determine equivalent fractions. (AL.3.NF.15.b/AL.4.NF.12/CC.3.NF.3.b/CC.4.NF.1)</li> <li>• The learner will divide a decimal number by a whole number.*</li> <li>• The learner will be able to identify the number of tens and ones in whole numbers up to 100 using base ten blocks.*</li> <li>• The learner will obtain solutions to multiple step, real world problems through the application of the four basic operations used with</li> </ul>				
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<p>whole numbers. (AL.4.OA.3/CC.4.OA.3)</p> <ul style="list-style-type: none"> <li>• The learner will convert improper fractions into mixed numbers.*</li> <li>• The learner will compare integers using the ordering symbols <math>&gt;</math>, <math>&lt;</math>, and <math>=</math>, or with phrases.*</li> <li>• The learner will be able to identify equivalent values of coins up to \$1.00.*</li> <li>• The learner will be able to recognize and generate equivalent fractions (halves, fourths, thirds, fifths, sixths, and tenths) using manipulatives, visual models, and illustrations.*</li> <li>• The learner will change mixed numbers to improper fractions.*</li> <li>• The learner will approximate the location of a fraction on a number line.*</li> <li>• The learner will solve story problems that require multiple steps. (AL.4.OA.3/CC.4.OA.3)</li> <li>• The learner will order a set of integers by value.*</li> <li>• The learner will convert improper fractions to mixed numbers or vice versa. (AL.7.EE.9/CC.7.EE.3)</li> <li>• The learner will be able to add and subtract mixed numbers with like denominators.*</li> <li>• The learner will be able to solve story problems that involve the multiplication or</li> </ul>				
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<p>division of dollar amounts written in decimal form. (AL.4.MD.20/AL.7.EE.9/C.4.MD.2/CC.7.EE.3)</p> <ul style="list-style-type: none"> <li>The learner will add integers with different signs. (AL.7.NS.4.d/CC.7.NS.1.d)</li> </ul>				
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### Scaled Score values from 2591 - 2775

Number & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> <li>The learner will solve real world problems using integers. (AL.7.NS.6/AL.7.EE.9/CC.7.NS.3/CC.7.EE.3)</li> <li>The learner will be able to express ratios in different forms.*</li> <li>The learner will multiply two numbers with three decimal places each. (AL.6.NS.6/CC.6.NS.3)</li> <li>The learner will estimate the product of two decimals through the thousandths place.*</li> <li>The learner will compare decimals in the context of a real life scenario to determine which is the least or greatest. (AL.5.NBT.6.b/CC.5.NBT.3.b)</li> <li>The learner will solve a story problem requiring multiple calculations. (AL.7.EE.9/CC.7.EE.3/ACT.20-23.BOA.1)</li> <li>The learner will compare fractions with different denominators. (AL.4.NF.13/CC.4.NF.2)</li> <li>The learner will identify the place value of decimal numbers up to the thousandths place.*</li> <li>The learner will calculate with exponents. (AL.6.EE.12/CC.6.EE.1/ACT.24-27.NCP.6)</li> <li>The learner will be able to</li> </ul>	<ul style="list-style-type: none"> <li>The learner will recognize the reflection or rotation of an image.*</li> <li>The learner will be able to identify the fractional portion of a given set (<math>\frac{1}{4}</math>, <math>\frac{1}{2}</math>, whole). (AL.1.G.21/AL.2.G.26/CC.1.G.3/CC.2.G.3)</li> <li>The learner will identify intersecting and/or perpendicular lines. (AL.4.G.26/CC.4.G.1)</li> <li>The learner will be able to calculate the length of corresponding sides of similar triangles, using proportional reasoning.*</li> <li>The learner will be able to identify the right angle, hypotenuse, and legs of a right triangle.*</li> <li>The learner will recognize or define the properties of polygons.*</li> <li>The learner will identify and classify various triangles. (AL.4.G.27/CC.4.G.2)</li> <li>The learner will describe three-dimensional figures in terms of their edges, vertices, and faces.*</li> <li>The learner will identify and define circle parts.*</li> <li>The learner will be able to find a missing angle when given two angles of a triangle.*</li> <li>The learner will classify types of triangles. (CC.5.G.4)</li> <li>The learner will be able to apply the meaning of parallel</li> </ul>	<ul style="list-style-type: none"> <li>The learner will be able to list possible outcomes for compound events.*</li> <li>The learner will interpret data read from a line graph.*</li> <li>The learner will determine the probability of an event and express it as a ratio in fraction form.*</li> <li>The learner will calculate the mean of a set of data.*</li> <li>The learner will predict the outcomes of probability experiments.*</li> <li>The learner will determine the average of a given set of numbers within a mathematical or problem solving situation. (AL.6.SP.29.c/CC.6.SP.5.c)</li> <li>The learner will determine the average of a set of given numbers within the context of a real world problem. (AL.6.SP.29.c/CC.6.SP.5.c)</li> <li>The learner will extrapolate data from a multiple line graph. (ACT.28-32.PSD.2/ACT.33-36.PSD.2)</li> <li>The learner will interpret and utilize a stem-and-leaf plot.*</li> </ul>	<ul style="list-style-type: none"> <li>The learner will be able to describe a situation involving relationships that matches a given graph.*</li> <li>The learner will be able to define absolute value and determine the absolute value of rational numbers (including positive and negative).*</li> <li>The learner will algebraically solve problems involving direct variation.*</li> <li>The learner will evaluate a given variable expression by substituting the given values. (AL.6.EE.13.c/CC.6.EE.2.c/ACT.16-19.XEI.1/ACT.20-23.XEI.1)</li> <li>The learner will read, interpret, and draw conclusions from Venn diagrams.*</li> <li>The learner will be able to create a graph given a description or an expression for a situation involving a linear or nonlinear relationship.*</li> <li>The learner will be able to identify the multiplicative inverse (reciprocal) of a number.*</li> <li>The learner will create and evaluate algebraic expressions from a given situation. (AL.6.EE.13.c/CC.6.EE.2.c/ACT.24-27.XEI.2/ACT.28-32.XEI.2)</li> <li>The learner will obtain</li> </ul>	<ul style="list-style-type: none"> <li>The learner will be able to calculate elapsed time in days and weeks, using a calendar.*</li> <li>The learner will calculate the area of a rectangle given its measurements. (AL.6.G.21/AL.7.G.16/CC.6.G.1/CC.7.G.6/ACT.16-19.MEA.2/ACT.20-23.M)</li> <li>The learner will solve measurement story problems. (AL.4.MD.20/CC.4.MD.2)</li> <li>The learner will find the area of a triangle when a formula is given. (AL.6.G.21/CC.6.G.1)</li> <li>The learner will convert units of capacity within either the metric or standard system. (AL.5.MD.18/CC.5.MD.1)</li> <li>The learner will convert units of weight within the standard system. (CC.5.MD.1)</li> <li>The learner will calculate temperature changes.*</li> <li>The learner will determine the length of a side of a figure when given the area or the perimeter.*</li> <li>The learner will add or subtract units of measurement.*</li> </ul>

\* Not in Alabama, Common Core or ACT standards

<p>solve a story problem involving dividing a whole number by a decimal.          (AL.7.NS.6/AL.7.EE.9/CC.7.NS.3/CC.7.EE.3/ACT.16-19.BOA.1)</p> <ul style="list-style-type: none"> <li>• The learner will be able to solve story problems by dividing decimals up to the hundredths position (in both the divisor and dividend).              (AL.4.MD.20/AL.5.NBT.10/AL.7.EE.9/CC.4.MD.2/CC.5.NBT.7/CC.7.EE.3)</li> <li>• The learner will solve a word problem requiring two or more integer operations.              (AL.7.NS.6/AL.7.EE.9/CC.7.NS.3/CC.7.EE.3)</li> <li>• The learner will multiply two numbers with two decimal places each.              (AL.5.NBT.10/CC.5.NBT.7)</li> <li>• The learner will apply the rules of divisibility.*</li> <li>• The learner will add positive and/or negative decimals.              (AL.7.NS.4.d/CC.7.NS.1.d)</li> <li>• The learner will divide integers where there are no remainders.              (AL.7.NS.5.c/CC.7.NS.2.c)</li> <li>• The learner will add two fractions with different denominators without reducing.              (AL.5.NF.11/CC.5.NF.1)</li> <li>• The learner will estimate the solution to subtraction problems involving decimals.*</li> <li>• The learner will determine the correct order of operations when more than one operation is to be</li> </ul>	<p>lines, perpendicular lines, and/or skew lines to obtain problem solutions.*</p>		<p>solutions to one step linear equations.          (AL.8.EE.9.b/AL.A-REI.16/CC.8.EE.7.b/CC.A-REI.3/ACT.16-19.XEI.2/AC)</p>	
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<p>performed. (AL.5.OA.1/CC.5.OA.1)</p> <ul style="list-style-type: none"> <li>• The learner will find the product of more than two positive and negative numbers. (AL.7.NS.5.c/CC.7.NS.2.c)</li> <li>• The learner will be able to identify equivalent differences to 20 (<math>15 - 3 = 12</math> and <math>16 - 4 = 12</math>).*</li> <li>• The learner will be able to solve word problems involving money using \$ and ¢ symbols appropriately. (AL.2.MD.21/CC.2.MD.8)</li> <li>• The learner will apply ratio and proportion concepts to solve real world scenario problems. (AL.7.RP.3/CC.7.RP.3)</li> <li>• The learner will solve story problems involving the rate/measure of items. (AL.6.RP.3.b/CC.6.RP.3.b/ACT.16-19.BOA.1/ACT.24-27.BOA.1/ACT.28-32)</li> <li>• The learner will subtract two mixed numbers without reducing. (AL.5.NF.11/CC.5.NF.1)"</li> <li>• The learner will identify prime or composite numbers. (AL.4.OA.4/CC.4.OA.4)</li> <li>• The learner will estimate the sum of decimal numbers.*</li> <li>• The learner will apply properties of proportion to solve problems. (AL.7.RP.3/CC.7.RP.3)</li> <li>• The learner will subtract two fractions with different denominators without reducing.</li> </ul>				
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<p>(AL.5.NF.11/CC.5.NF.1)</p> <ul style="list-style-type: none"> <li>The learner will add two mixed numbers without reducing. (AL.5.NF.11/CC.5.NF.1)</li> <li>The learner will add more than two integers. (AL.7.NS.4.d/CC.7.NS.1.d)</li> <li>The learner will solve an arithmetic problem with whole numbers which requires multiple operations.*</li> <li>The learner will divide two decimal numbers out to a remainder of zero. (AL.5.NBT.10/AL.6.NS.6/C.5.NBT.7/CC.6.NS.3)</li> <li>The learner will be able to solve story problems involving multiplying decimals. (AL.7.NS.6/AL.7.EE.9/CC.7.NS.3/CC.7.EE.3/ACT.16-19.BOA.1)</li> <li>The learner will divide two decimal numbers out to a remainder of zero after annexing two zeros. (AL.6.NS.6/AL.7.NS.5.c/CC.6.NS.3/CC.7.NS.2.c/ACT.13-15.BOA.1)</li> <li>The learner will determine the surface area of a three-dimensional figure.*</li> <li>The learner will solve story problems involving adding two fractions with different denominators without reducing. (AL.5.NF.12/CC.5.NF.2)</li> <li>The learner will solve story problems involving subtracting two fractions with different denominators</li> </ul>				
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\* Not in Alabama, Common Core or ACT standards

<p>without reducing. (AL.5.NF.12/CC.5.NF.2)</p> <ul style="list-style-type: none"> <li>• The learner will add positive and/or negative fractions. (AL.7.NS.4.d/CC.7.NS.1.d)</li> <li>• The learner will be able to solve story problems involving ordering decimals.*</li> <li>• The learner will multiply integers with the same sign. (AL.7.NS.5.c/CC.7.NS.2.c)</li> <li>• The learner will identify whole number factors or multiples of a given number.*</li> <li>• The learner will be able to identify the two consecutive whole numbers between which the square root of a non-perfect square whole number less than 225 lies (with and without the use of a number line).*</li> <li>• The learner will identify the GCF or LCM of two given numbers. (AL.6.NS.7/CC.6.NS.4)</li> <li>• The learner will be able to solve story problems that involve dividing a decimal by a whole number. (AL.7.NS.6/AL.7.EE.9/CC.7.NS.3/CC.7.EE.3/ACT.16-19.BOA.1)</li> <li>• The learner will subtract integers with the same sign. (AL.7.NS.4.d/CC.7.NS.1.d)</li> <li>• The learner will add two mixed numbers in the context of a story problem. (AL.7.NS.4.d/AL.7.NS.6/AL.7.EE.9/CC.7.NS.1.d/CC.7.NS.3/CC.7.EE.3)</li> <li>• The learner will compare the sums of integers.*</li> </ul>				
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<ul style="list-style-type: none"> <li>• The learner will perform addition with matrices. (CC.N-VM.8)</li> <li>• The learner will write decimals as fractions or mixed numbers.*</li> <li>• The learner will solve story problems using estimates with fractions.*</li> <li>• The learner will be able to solve a story problem that requires multiple calculations with decimal numbers. (AL.7.NS.6/AL.7.EE.9/CC.7.NS.3/CC.7.EE.3/ACT.20-23.BOA.1)</li> <li>• The learner will calculate combinations using the counting principle.*</li> <li>• The learner will divide two fractions. (AL.6.NS.4/AL.7.NS.5.c/CC.6.NS.1/CC.7.NS.2.c)</li> <li>• The learner will divide fractions and/or mixed numbers in the context of a story problem. (AL.7.NS.6/AL.7.EE.9/CC.7.NS.3/CC.7.EE.3)</li> </ul>				
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## Scaled Score values from 2776 - 2960

Number & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> <li>The learner will be able to subtract one-, two-, and three-digit whole numbers up to 1,000 with regrouping. (AL.2.NBT.11/AL.3.NBT.11/AL.4.NBT.9/CC.2.NBT.7/CC.3.NBT.2/CC.4.NBT)</li> <li>The learner will convert mixed numbers to decimals. (AL.7.NS.5.d/CC.7.NS.2.d)</li> <li>The learner will subtract positive and/or negative decimals. (AL.7.NS.4.d/CC.7.NS.1.d)</li> <li>The learner will write numbers given in scientific notation in standard form. (ACT.24-27.NCP.4)</li> <li>The learner will order fractions with different denominators.*</li> <li>The learner will subtract integers with different signs. (AL.7.NS.4.d/CC.7.NS.1.d)</li> <li>The learner will convert fractions to decimals. (AL.7.NS.5.d/CC.7.NS.2.d)</li> <li>The learner will divide a whole number by a mixed number or vice versa. (AL.7.NS.5.c/CC.7.NS.2.c)</li> <li>The learner will add mixed numbers in vertical or horizontal formats. (AL.7.NS.4.d/CC.7.NS.1.d)</li> <li>The learner will be able to solve decimal problems where order of operations is</li> </ul>	<ul style="list-style-type: none"> <li>The learner will be able to calculate the missing angle measurements when given two intersecting lines and an angle.*</li> <li>The learner will classify triangles according to their side lengths and/or angle measures.*</li> <li>The learner will identify and calculate the interior angles of a given figure.*</li> <li>The learner will identify the interior angles of a polygon.*</li> <li>The learner will name, describe, or define a given figure.*</li> <li>The learner will determine whether a figure is symmetric about a line or a point.*</li> <li>The learner will be able to calculate the missing angle in a supplementary or complementary pair.*</li> <li>The learner will identify, describe, or apply knowledge of various angles including adjacent, vertical, straight, acute, right, obtuse, supplementary, and complementary. (ACT.20-23.PPF.2/ACT.24-27.PPF.1)</li> <li>The learner will apply knowledge of angles, angle bisectors, perpendicular bisectors, and/or congruent angles to solve geometry problems.*</li> </ul>	<ul style="list-style-type: none"> <li>The learner will interpret data read from a circle graph. (ACT.16-19.PSD.4/ACT.28-32.PSD.2/ACT.33-36.PSD.2)</li> <li>The learner will determine the experimental probability of an event.*</li> <li>The learner will formulate predictions based on the probability of simple events.*</li> <li>The learner will calculate the mean within a mathematical or problem solving situation. (AL.6.SP.29.c/CC.6.SP.5.c/ACT.13-15.PSD.1/ACT.16-19.PSD.1/ACT.20-2)</li> <li>The learner will predict outcomes based on collected data.*</li> <li>The learner will calculate the range within a mathematical or problem solving situation.*</li> <li>The learner will calculate the theoretical probability of an event. (ACT.20-23.PSD.3/ACT.24-27.PSD.3)</li> <li>The learner will solve real world problem situations using tree diagrams.*</li> <li>The learner will find measures of central tendency including mode, median, mean, and/or range for real world figures. (AL.6.SP.29.c/CC.6.SP.5.c)</li> </ul>	<ul style="list-style-type: none"> <li>The learner will solve a mathematical proportion using algebraic methods. (CC.7.RP.3)</li> <li>The learner will understand the identity and zero properties of multiplication and addition.*</li> <li>The learner will graph equations of the form <math>y = c</math> and <math>x = c</math>. (AL.F-IF.30.a/CC.F-IF.7.a/ACT.24-27.GRE.3)</li> <li>The learner will evaluate expressions. (AL.6.EE.13.c/CC.6.EE.2.c/ACT.16-19.XEI.1/ACT.20-23.XEI.1)</li> <li>The learner will obtain solutions to multiple step equations with one variable. (AL.7.EE.9/AL.A-REI.16/CC.7.EE.3/CC.A-REI.3/ACT.20-23.XEI.3)</li> <li>The learner will perform conversions between variable expressions and word phrases. (AL.6.EE.13.a/AL.6.EE.17/CC.6.EE.2.a/CC.6.EE.6/ACT.20-23.XEI.4)</li> <li>The learner will solve real world inequalities. (AL.A-CED.11/AL.A-CED.16/AL.A-REI.16/CC.A-CED.1/CC.A-REI.3)</li> <li>The learner will be able to set up and solve two linear</li> </ul>	<ul style="list-style-type: none"> <li>The learner will find the circumference of a circle given the diameter or radius. (AL.7.G.14/CC.7.G.4/ACT.20-23.MEA.2/ACT.24-27.MEA.2)</li> <li>The learner will add and subtract units of measurement when given in different units.*</li> <li>The learner will solve a story problem involving elapsed time and the conversion of units of time. (ACT.13-15.BOA.3)</li> <li>The learner will convert either standard or metric units of measurement. (AL.5.MD.18/AL.6.RP.3.d/CC.5.MD.1/CC.6.RP.3.d/ACT.13-15.BOA.3)</li> <li>The learner will convert units of weight within either the metric or standard system. (ACT.13-15.BOA.3)</li> <li>The learner will add length measurements.*</li> <li>The learner will apply metric conversion skills (converting within metric system) to solve real world application problems. (AL.5.MD.18/CC.5.MD.1/ACT.13-15.BOA.3)</li> <li>The learner will be able to convert capacities and volumes within a given system.*</li> <li>The learner will be able to</li> </ul>

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<p>needed. (AL.5.OA.1/AL.7.EE.9/CC.5.OA.1/CC.7.EE.3)</p> <ul style="list-style-type: none"> <li>The learner will perform scalar multiplication with matrices. (AL.N-VM.7/CC.N-VM.7)</li> <li>The learner will compare products of positive and negative fractions.*</li> <li>The learner will subtract two mixed numbers in the context of a story problem. (AL.7.NS.4.d/AL.7.NS.6/A L.7.EE.9/CC.7.NS.1.d/CC.7.NS.3/CC.7.EE.3)</li> <li>The learner will express a decimal number as a percent.*</li> <li>The learner will perform subtraction with mixed numbers with regrouping, but no reducing. (AL.5.NF.11/CC.5.NF.1)</li> <li>The learner will subtract positive and/or negative fractions. (AL.7.NS.4.d/CC.7.NS.1.d)</li> <li>The learner will multiply a mixed number by a whole number. (AL.7.NS.5.c/CC.7.NS.2.c)</li> <li>The learner will divide two mixed numbers. (AL.7.NS.5.c/CC.7.NS.2.c)</li> <li>The learner will solve percent application problems involving sales tax, discount, or commission. (ACT.16-19.BOA.1)</li> <li>The learner will work with percents to find the percent</li> </ul>	<ul style="list-style-type: none"> <li>The learner will identify the line(s) of symmetry in a figure.*</li> <li>The learner will define the properties of quadrilaterals.*</li> <li>The learner will be able to determine whether a given triangle is a right triangle by applying the Pythagorean Theorem and using a calculator.*</li> <li>The learner will classify quadrilaterals based on their side lengths or angle measures.*</li> </ul>	<ul style="list-style-type: none"> <li>The learner will find and use the most appropriate measure of central tendency in a real world context.*</li> <li>The learner will find the number of ways several objects may be arranged using the fundamental counting principle within a real world situation. (ACT.20-23.PSD.4/ACT.28-32.PSD.3)</li> <li>The learner will calculate the median within a mathematical or problem solving situation. (AL.6.SP.29.c/CC.6.SP.5.c)</li> <li>The learner will use a tree diagram, picture, model, or list to show the possible outcomes for a given event.*</li> <li>The learner will extrapolate data from a circle graph. (ACT.16-19.PSD.4/ACT.28-32.PSD.2/ACT.33-36.PSD.2)</li> <li>The learner will find the probability of mutually exclusive events and inclusive events. (ACT.33-36.PSD.3)</li> <li>The learner will calculate the odds of an event within a problem solving situation.*</li> </ul>	<p>equations that represent a real world problem.*</p> <ul style="list-style-type: none"> <li>The learner will determine the correct equation for a word problem and solve. (AL.A-CED.11/AL.A-CED.16/CC.A-CED.1/ACT.24-27.XEI.1)</li> <li>The learner will determine the equation to be used in solving a word problem. (AL.6.EE.20/CC.6.EE.9/ACT.24-27.XEI.2/ACT.28-32.XEI.2)</li> <li>The learner will solve a system of two equations with two variables through substitution. (AL.8.EE.10.b/AL.A-REI.19/CC.8.EE.8.b/CC.A-REI.6/ACT.28-32.XEI.6)</li> <li>The learner will evaluate expressions for given replacement values of variables using the order of operations. (AL.6.EE.13.c/CC.6.EE.2.c/ACT.16-19.XEI.1/ACT.20-23.XEI.1)</li> <li>The learner will determine a function rule to explain tables of related input-output variables.*</li> <li>The learner will show the equation or expression resulting from the application of the distributive property. (AL.7.EE.7/CC.7.EE.1/ACT.28-32.NCP.3)</li> <li>The learner will determine the midpoint between two</li> </ul>	<p>estimate surface area.*</p> <ul style="list-style-type: none"> <li>The learner will convert degrees Celsius to degrees Fahrenheit given the formula. (ACT.13-15.BOA.3)</li> <li>The learner will solve problems involving scale factors, using ratio and proportion.*</li> <li>The learner will subtract length measurements.*</li> <li>The learner will convert degrees Fahrenheit to degrees Celsius. (ACT.13-15.BOA.3)</li> <li>The learner will calculate the area of a given parallelogram. (AL.6.G.21/AL.7.G.16/CC.6.G.1/CC.7.G.6)</li> <li>The learner will calculate the circumference of a circle when no formula is given. (ACT.20-23.MEA.2/ACT.24-27.MEA.2)</li> <li>The learner will calculate the area of a triangle using the correct formula. (AL.6.G.21/AL.7.G.16/CC.6.G.1/CC.7.G.6/ACT.20-23.MEA.2)</li> <li>The learner will calculate the volume of a given cylinder or cone. (AL.8.G.24/AL.G-GMD.37/CC.8.G.9/CC.G-GMD.3/ACT.20-23.MEA.2)</li> </ul>
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<p>of a number, find what percent one number is of another, and/or find a number when a percent is given. (AL.6.RP.3.c/CC.6.RP.3.c)</p> <ul style="list-style-type: none"> <li>• The learner will divide positive and negative fractions. (AL.7.NS.5.c/CC.7.NS.2.c)</li> <li>• The learner will solve problems that use rates, ratios, and/or proportion in a variety of applications. (AL.7.RP.3/CC.7.RP.3/ACT.20-23.BOA.1/ACT.24-27.BOA.1/ACT.28-32.BOA)</li> <li>• The learner will solve fraction problems where the order of operations is needed. (AL.7.EE.9/CC.7.EE.3)</li> <li>• The learner will use correct order of operations to simplify algebraic expressions with real numbers. (AL.7.EE.7/CC.7.EE.1)</li> <li>• The learner will order numbers given in the form of fractions, decimals, and percents.*</li> <li>• The learner will multiply two mixed numbers. (AL.7.NS.5.c/CC.7.NS.2.c)</li> <li>• The learner will multiply two fractions in the context of a story problem without reducing. (AL.5.NF.16/CC.5.NF.6)</li> <li>• The learner will solve story problems involving multiple operations with fractions.</li> </ul>			<p>27.XEI.3/ACT.24-27.GRE.4)</p> <ul style="list-style-type: none"> <li>• The learner will find the solution to two-variable systems of linear equations. (AL.8.EE.10.b/AL.A-REI.19/CC.8.EE.8.b/CC.A-REI.6/ACT.28-32.XEI.6)</li> <li>• The learner will write equations based on word problems. (AL.A-CED.11/AL.A-CED.16/CC.A-CED.1/ACT.24-27.XEI.2/ACT.28-32.XEI.)</li> </ul>	
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<p>(AL.7.NS.6/AL.7.EE.9/CC.7.NS.3/CC.7.EE.3/ACT.20-23.BOA.1)</p> <ul style="list-style-type: none"> <li>• The learner will write whole and/or decimal numbers in scientific notation. (ACT.24-27.NCP.4)</li> <li>• The learner will be able to develop and apply the laws of exponents for multiplication and division.*</li> </ul>				
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## Scaled Score values from 2961 - 3145

Number & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> <li>The learner will add and subtract radicals.*</li> <li>The learner will solve an open number sentence which includes absolute value expressions. (ACT.28-32.XEI.4)</li> <li>The learner will multiply fractions in the context of a story problem. (AL.5.NF.16/AL.7.NS.6/AL.7.EE.9/CC.5.NF.6/CC.7.NS.3/CC.7.EE.3/ACT.)</li> </ul>	<ul style="list-style-type: none"> <li>The learner will define, recognize, and/or apply alternate interior, alternate exterior, corresponding, and vertical angles. (ACT.16-19.PPF.1/ACT.20-23.PPF.1)</li> <li>The learner will complete geometric proofs. (ACT.33-36.PPF.1)</li> <li>The learner will apply transformation concepts when comparing the graphs of functions. (AL.G-CO.2/CC.G-CO.2)</li> <li>The learner will perform a translation onto an ordered pair given the rule of translation.*</li> <li>The learner will demonstrate knowledge of the four quadrants of the coordinate plane and the attributes of points in each of these quadrants.*</li> <li>The learner will apply SAS, AAS, and/or ASA theorems to determine the congruence of triangles. (AL.G-SRT.18/CC.G-SRT.5)</li> <li>The learner will apply concepts involving the corresponding parts of congruent triangles. (AL.G-SRT.18/CC.G-SRT.5/ACT.28-32.PPF.1)</li> <li>The learner will identify the following transformations: reflection, rotation, and/or translation. (AL.G-</li> </ul>	<ul style="list-style-type: none"> <li>The learner will be able to estimate a line of best fit for a given set of data. (AL.8.SP.26/AL.S-ID.45.c/CC.8.SP.2/CC.S-ID.6.c)</li> <li>The learner will find the probability of dependent or independent events in a real world context. (ACT.33-36.PSD.3)</li> <li>The learner will find the possibility of given outcomes occurring by applying theoretical probability.*</li> <li>The learner will decide whether a given event is independent or dependent and solve. (ACT.33-36.PSD.3)</li> <li>The learner will interpret and utilize a box-and-whisker plot.*</li> </ul>	<ul style="list-style-type: none"> <li>The learner will solve quadratic equations with two variables by graphing. (AL.F-IF.30.a/CC.F-IF.7.a/ACT.28-32.XEI.5)</li> <li>The learner will multiply a monomial and a polynomial.*</li> <li>The learner will be able to translate verbal sentences into algebraic inequalities.*</li> <li>The learner will multiply or divide monomials. (ACT.28-32.NCP.4)</li> <li>The learner will graph a linear equation. (AL.F-IF.30.a/CC.F-IF.7.a/ACT.24-27.GRE.3)</li> <li>The learner will combine like terms in order to simplify an expression. (AL.7.EE.7/CC.7.EE.1/ACT.16-19.XEI.3)</li> <li>The learner will calculate the slope of a line. (ACT.24-27.GRE.2)</li> <li>The learner will solve inequalities using basic operations. (AL.A-REI.16/CC.A-REI.3/ACT.28-32.XEI.3)</li> <li>The learner will solve a one variable equation that requires more than one operation. (AL.A-REI.16/CC.A-REI.3/ACT.20-23.XEI.3)</li> <li>The learner will simplify</li> </ul>	<ul style="list-style-type: none"> <li>The learner will convert units of capacity within either the metric or standard system. (ACT.13-15.BOA.3)</li> <li>The learner will calculate the area of a parallelogram. (AL.7.G.16/CC.7.G.6/ACT.20-23.MEA.2)</li> <li>The learner will determine the arc length of a circle. (AL./CC./ACT.33-36.PPF.3)</li> <li>The learner will calculate the area of a triangle or trapezoid. (ACT.20-23.MEA.2)</li> <li>The learner will solve a real world problem by solving for the area of a triangle. (AL.6.G.21/AL.7.G.16/CC.6.G.1/CC.7.G.6/ACT.20-23.MEA.1)</li> <li>The learner will calculate the volume of a sphere. (AL.8.G.24/AL.G-GMD.37/CC.8.G.9/CC.G-GMD.3/ACT.20-23.MEA.2)</li> <li>The learner will apply measuring procedures and formulas to solve story problems.*</li> <li>The learner will calculate the area of a circle when no formula is given. (ACT.20-23.MEA.2/ACT.24-27.MEA.2)</li> </ul>

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	<p>CO.2/CC.G-CO.2)</p> <ul style="list-style-type: none"> <li>• The learner will be able to identify the properties preserved and not preserved under a reflection, rotation, translation, and dilation.*</li> <li>• The learner will solve real world right triangle problems using trigonometric concepts. (AL.G-SRT.21/CC.G-SRT.8/ACT.28-32.FUN.2/ACT.33-36.FUN.2)</li> <li>• The learner will determine the properties which are specific to kites or trapezoids.*</li> <li>• The learner will calculate the sum of the angles of a polygon.*</li> <li>• The learner will determine new points of a figure that is transposed across a line of reflection.*</li> <li>• The learner will use the Pythagorean Theorem to determine the unknown side length of a right triangle. (AL.8.G.22/AL.G-SRT.21/CC.8.G.7/CC.G-SRT.8/ACT.28-32.PPF.2)</li> <li>• The learner will apply the properties of a perpendicular bisector in solving both mathematical and/or real world problems.*</li> </ul>		<p>exponential expressions. (AL.8.EE.3/CC.8.EE.1)</p> <ul style="list-style-type: none"> <li>• The learner will obtain solutions to systems of two linear equations. (AL.8.EE.10.b/AL.A-REI.19/CC.8.EE.8.b/CC.A-REI.6/ACT.28-32.XEI.6)</li> <li>• The learner will graph inequalities which have two variables. (AL.A-REI.23/CC.A-REI.12)</li> <li>• The learner will factor the difference of two squares. (AL.A-SSE.9.a/CC.A-SSE.3.a/ACT.24-27.XEI.5)</li> <li>• The learner will graphically represent systems of equations and identify the solution from the graph. (AL.8.EE.10.b/AL.A-REI.19/CC.8.EE.8.b/CC.A-REI.6/ACT.28-32.XEI.6)</li> <li>• The learner will solve equations with two variables using basic operations.*</li> <li>• The learner will solve quadratic equations in real world situations.*</li> <li>• The learner will solve quadratic equations by applying the quadratic formula. (AL.A-REI.17.b/CC.A-REI.4.b/ACT.28-32.XEI.5)</li> <li>• The learner will perform addition and/or subtraction of polynomials. (ACT.20-23.XEI.2/ACT.24-27.XEI.4)</li> <li>• The learner will calculate and apply an absolute value function.*</li> </ul>	
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- The learner will determine whether a given relationship is a function.\*
- The learner will graph the solution to simple and compound one variable inequalities on a number line. (ACT.24-27.GRE.1/ACT.28-32.GRE.2)
- The learner will multiply two binomials of the first degree resulting in a trinomial. (ACT.20-23.XEI.5)
- The learner will graph absolute value equations on the coordinate plane. (AL.F-IF.25.a/AL.F-IF.30.b/CC.F-IF.7.b)
- The learner will obtain solutions to literal equations. (AL.A-CED.14/AL.A-CED.19/CC.A-CED.4)
- The learner will algebraically solve problems involving indirect variation.\*
- The learner will write linear equations. (AL.A-CED.12/AL.A-CED.17/CC.A-CED.2)
- The learner will state the domain and/or range of a given relation.\*
- The learner will factor a trinomial. (AL.A-SSE.9.a/CC.A-SSE.3.a/ACT.24-27.XEI.5)
- The learner will multiply two polynomials. (ACT.24-27.XEI.4)
- The learner will graph a system of inequalities and

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			<p>identify the solution set. (AL.A-REI.23/CC.A-REI.12)</p> <ul style="list-style-type: none"> <li>The learner will solve literal equations for a specific variable.*</li> </ul>	
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**Scaled Score values 3146 or larger**

Number & Operations	Geometry	Data Analysis & Probability	Algebra	Measurement
<ul style="list-style-type: none"> <li>The learner will calculate compound interest.*</li> <li>The learner will determine the number of possible combinations of a group of items in a real world context. (ALS-CP.49/CC.S-CP.9)</li> <li>The learner will determine the number of possible permutations of a group of items in a real world context. (ALS-CP.49/CC.S-CP.9)</li> <li>The learner will determine the number of permutations of n items taken m at a time within a real world context. (ALS-CP.49/CC.S-CP.9)</li> <li>The learner will obtain solutions to real world problems by applying permutations or combinations. (ALS-CP.49/CC.S-CP.9)</li> </ul>	<ul style="list-style-type: none"> <li>The learner will apply geometric concepts/formulas when solving real world problem situations.*</li> <li>The learner will recognize and/or evaluate tangent, sine, and/or cosine for an acute angle of a right triangle. (ACT.24-27.FUN.2/ACT.28-32.FUN.2)</li> </ul>	<ul style="list-style-type: none"> <li>The learner will determine the probability of independent events given in the context of a real world situation. (ALS-CP.50/CC.S-CP.2/ACT.33-36.PSD.3)</li> <li>The learner will determine the probability of dependent events given in the context of a real world situation. (ACT.33-36.PSD.3)</li> </ul>	<ul style="list-style-type: none"> <li>The learner will determine solutions for equations where absolute value is involved. (ACT.28-32.XEI.4)</li> <li>The learner will determine the distance between two points. (ACT.28-32.GRE.3)</li> <li>The learner will complete function tables.*</li> <li>The learner will solve a system of inequalities.*</li> <li>The learner will use joint and/or combined variation in solving problems.*</li> <li>The learner will solve for the value of a variable in a two variable equation. (AL.A-CED.14/AL.A-CED.19/CC.A-CED.4)</li> <li>The learner will simplify radical expressions.*</li> <li>The learner will graph exponential functions. (AL.F-IF.25.c/AL.F-IF.30.c/CC.F-IF.7.e)</li> <li>The learner will solve a quadratic equation by factoring. (AL.A-SSE.9.a/AL.A-REI.17.b/CC.A-SSE.3.a/CC.A-REI.4.b/ACT.28-32.XE)</li> </ul>	<ul style="list-style-type: none"> <li>The learner will be able to calculate the radius or diameter, given the circumference of a circle.*</li> <li>The learner will determine the surface area of a three-dimensional figure. (AL.7.G.16/CC.7.G.6)</li> <li>The learner will calculate the volume of a given prism or pyramid. (AL.8.G.24/AL.G-GMD.37/CC.8.G.9/CC.G-GMD.3/ACT.20-23.MEA.2)</li> </ul>

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