



Gr	Testlet	Standards		Content Attributes
3	Concepts of	3.OA.1	•	Interpret products and quotients of whole numbers.
	Multiplication and	3.OA.2	•	Solve one-step real-world problems by multiplying or dividing within 10×10.
	Division	3.OA.3		
3	Multiplication and	3.OA.4	•	Determine an unknown number in a multiplication or division equation
	Division Equations	3.OA.6		relating three whole numbers, within 10×10.
			•	Understand division as an unknown-factor problem.
3	Multiply and Divide	3.0A.5	•	Understand and use properties of operations to multiply and divide.
	Within 100	3.OA.7	•	Fluently multiply and divide within 10×10.
3	Time, Liquid Volume,	3.MD.1	•	Tell time and solve problems involving intervals of time.
	and Mass	3.MD.2	•	Solve real-world problems involving liquid volume and mass.
3	Real-World Problems	3.OA.8	•	Represent and solve two-step real-world problems.
	and Patterns	3.OA.9	•	Identify arithmetic patterns and explain them using the properties of
		3.NBT.1		operations.
3	Place Value and	3.NBT.2	•	Add and subtract within 1,000.
	Operations in Base Ten	3.NBT.3	•	Multiply two-digit multiples of 10 by one-digit whole numbers.
3	Understand Fractions as	3.NF.1	•	Represent unit fractions using area and length models.
	Numbers	3.NF.2	•	Extend unit fraction understanding to represent non-unit fractions.
		3.NF.2.a		
		3.NF.2.b		
		3.G.2		
3	Compare and Find	3.NF.3	•	Recognize and generate equivalent fractions and explain their equivalency
	Equivalent Fractions	3.NF.3.a		using visual models.
		3.NF.3.b	•	Compare fractions and justify the comparison using visual models.
		3.NF.3.c		
		3.NF.3.d		
3	Unit Squares and	3.MD.5	•	Understand concepts of area.
	Square Units	3.MD.5.a	•	Demonstrate area of a rectangle can be found by counting unit squares and
		3.MD.5.b		by multiplying side lengths.
		3.MD.6		
		3.MD.7		
		3.MD.7.a		
3	Solve Area Problems	3.MD.7	•	Solve real-world and mathematical problems involving area.
		3.MD.7.b	•	Use area models to represent and explain the distributive property of
		3.MD.7.c		multiplication over division.
		3.MD.7.d		
3	Data and Graphing	3.MD.3	•	Represent categorical data on scaled graphs and solves real-world problems
		3.MD.4		using data presented on scaled graphs.
			•	Measure length and represent the measurement data on a line plot.





3	Two-Dimensional	3.MD.8	•	Categorize shapes based on shared attributes, focusing on quadrilaterals.
	Geometric Figures	3.G.1	•	Solve real-world and mathematical problems involving perimeter.
4	Place Value in the Base	4.NBT.1	•	Apply understanding of the 10-to-1 multiplicative relationship between a
	Ten System	4.NBT.2		digit in one place and the same digit in the place to its immediate left.
		4.NBT.3	•	Read, write, compare, and round multi-digit whole numbers.
4	Addition and	4.NBT.4	•	Fluently add multi-digit whole numbers using a standard algorithm.
	Subtraction Algorithms		•	Fluently subtract multi-digit whole numbers using a standard algorithm.
4	Extend Concepts of	4.OA.1	•	Interpret and solve problems involving multiplicative comparison.
	Multiplication	4.OA.2	•	Identify factor pairs and multiples of whole numbers and determine whether
		4.OA.4		a number is prime or composite.
4	Multi-Digit	4.NBT.5	•	Multiply up to four-digit by one-digit whole numbers and two two-digit
	Multiplication			numbers.
			•	Illustrate and explain multi-digit multiplication.
4	Multi-Digit Division	4.NBT.6	•	Find whole number quotients and remainders with up to four-digit dividends
				and one-digit divisors.
			•	Illustrate and explain multi-digit division.
4	Real-World Problems	4.OA.3	•	Solve multi-step word problems using the four operations, including
	and Patterns	4.OA.5		problems where a remainder must be interpreted and problems involving
				multiplicative comparison.
			•	Generate number and shape patterns and identify features of the pattern.
4	Compare and Find	4.NF.1	•	Recognize and generate equivalent fractions and explain the equivalency
	Equivalent Fractions	4.NF.2		using fraction models.
			•	Compare fractions.
4	Add and Subtract	4.NF.3	•	Understand a fraction as the sum of unit fractions with the same denominator
	Fractions	4.NF.3.a		and use this understanding to add and subtract fractions (including fractions
		4.NF.3.b		>1 and mixed numbers).
		4.NF.3.c	•	Solve real-world problems by adding and subtracting fractions with like
		4.NF.3.d		denominators, including problems with fractional data presented on a line
	 	4.MD.4		plot.
4	Multiply Fractions	4.NF.4	•	Apply knowledge of multiples to multiply a fraction by a whole number.
		4.NF.4.a	•	Solve word problems by multiplying a fraction by a whole number.
		4.NF.4.b		
4	D : 15 ::	4.NF.4.c		
4	Decimal Fractions	4.NF.5	•	Use fraction understanding to compare decimals.
		4.NF.6	•	Express fractions as decimals and add decimal fractions.
4	Calva Maranna	4.NF.7		Calve week would and mathematical account to the control of the co
4	Solve Measurement	4.MD.1	•	Solve real-world and mathematical measurement problems, including
	Problems	4.MD.2		problems involving relative sizes of measurement units.
4	Angles and Castrature	4.MD.3	•	Solve problems using the area and perimeter formulas for rectangles.
4	Angles and Geometry	4.MD.5	•	Understand concepts of angle and measure angles.
		4.MD.5.a	•	Draw and identify lines and angles and classify shapes by properties of their
		4.MD.5.b		lines and angles.
		4.MD.6		





5	Numerical Expressions  Place Value and Powers of Ten	4.MD.7 4.G.1 4.G.2 4.G.3 5.OA.1 5.OA.2 5.NBT.1 5.NBT.2 5.MD.1	•	Evaluate numeric expressions.  Read, write, and interpret numeric expressions.  Apply understanding of the 10-to-1 multiplicative relationship between adjacent places in a number.  Explain patterns related to place value when multiplying or dividing by a
5	Represent and Compare Decimals	5.NBT.3 5.NBT.3.a 5.NBT.3.b 5.NBT.4	•	power of ten and evaluate powers of ten represented in exponent form.  Read, write, and round decimals to the thousandths place.  Use place value understanding to compare and order decimals.
5	Multiply and Divide Whole Numbers	5.NBT.5 5.NBT.6 5.MD.1	•	Multiply whole numbers using the standard algorithm and apply multiplication skills to solve real-world problems.  Divide whole numbers using a variety of strategies based on place value and the properties of operations and apply division skills to solve real-world problems.
5	Operations with Decimals	5.NBT.7 5.MD.1	•	Add and subtract decimals to the hundredths.  Multiply and divide decimals to the hundredths.
5	Add and Subtract Fractions	5.NF.1 5.NF.2 5.MD.2	•	Add and subtract fractions with unlike denominators.  Apply fraction addition and subtraction skills to solve real-world problems and assess the reasonableness of the solution.
5	Multiply Fractions	5.NF.4.a 5.NF.4.b 5.NF.5 5.NF.5.a 5.NF.5.b 5.NF.6 5.MD.2	•	Interpret fraction multiplication in a variety of ways and apply this understanding to multiply fractions, mixed numbers, and whole numbers.  Apply fraction multiplication skills to solve real-world problems and assess the reasonableness of the solution.
5	Division with Fractions	5.NF.3 5.NF.7 5.NF.7.a 5.NF.7.b 5.NF.7.c 5.MD.2	•	Apply understanding of division to divide a unit fraction by a whole number and a whole number by a unit fraction.  Solve real-world problems and assess the reasonableness of the solution by dividing fractions and by representing the quotient of two whole numbers as a fraction.
5	Unit Cubes and Cubic Units	5.MD.3.a 5.MD.3.b 5.MD.4 5.MD.5	•	Understand concepts of volume.  Demonstrate volume of a right rectangular prism can be found by counting unit cubes and by multiplying edge lengths.





		5.MD.5.a		
5	Solve Volume Problems	5.MD.5 5.MD.5.b 5.MD.5.c	•	Find the volume of right rectangular prisms in mathematical and real-world problems.  Find the volume of composite rectilinear figures in mathematical and real-world problems.
5	Understand the First Quadrant	5.OA.3 5.G.1 5.G.2	•	Apply understanding of the structure of the coordinate plane.  Plot points on a coordinate plane and interpret the coordinate values in context.
5	Attributes of GeometricFigures	5.G.3 5.G.4	•	Arrange two-dimensional figures into a hierarchy based on geometric properties.  Demonstrate that geometric attributes of one class of shapes belong to all subclasses of that shape.
6	Concepts of Ratios and Unit Rates	6.RP.1 6.RP.2 6.RP.3 6.RP.3.a 6.RP.3.b	•	Find and compare unit rates and ratios. Use ratios and unit rates to solve problems.
6	Percents and Measurement Conversions	6.RP.3 6.RP.3.c 6.RP.3.d	•	Solve problems involving percent.  Use ratio reasoning to convert between two systems of measurement.
6	Divide Fractions	6.NS.1	•	Interpret and compute quotients of fractions.  Solve word problems by dividing fractions and interpret the quotients.
6	Computational Fluency	6.NS.2 6.NS.3	•	Fluently divide multi-digit numbers by using the standard algorithm.  Fluently add, subtract, multiply, and divide multi-digit decimals using the standard algorithm for each operation.
6	Rational Numbers and Absolute Value	6.NS.5 6.NS.6.a 6.NS.6.c 6.NS.7 6.NS.7.a 6.NS.7.b 6.NS.7.c 6.NS.7.d	•	Represent positive and negative values in context and represent rational numbers as points on a number line.  Understand and interpret absolute value and compare and order rational numbers.
6	Algebraic Expressions and Exponents	6.EE.1 6.EE.2 6.EE.2.a 6.EE.2.b 6.EE.2.c	•	Read and write expressions using numbers and variables.  Evaluate expressions including exponents and variables.
6	Equivalent Expressions	6.NS.4 6.EE.3 6.EE.4	•	Use properties of operations to simplify expressions.  Generate and identify equivalent expressions.





6	Variables in Expressions and Equations  Write and Interpret	6.EE.5 6.EE.6 6.EE.7 6.EE.9 6.EE.5	•	Write and use expressions and equations to solve real-world and mathematical problems, using variables to represent unknown quantities.  Understand the relationship between independent and dependent variables and represent it in an equation.  Demonstrate understanding that the solution to an inequality is a value that
	Inequalities	6.EE.8	•	makes the statement true.  Write inequalities to represent constraints in real-world or mathematical problems and graph the solutions on number line diagrams.
6	Solve Problems with Area and Volume	6.G.1 6.G.2 6.G.4	•	Find the area of polygons and the surface area of three-dimensional shapes.  Find the volume of right rectangular prisms.
6	The Coordinate Plane	6.NS.6 6.NS.6.b 6.NS.8 6.G.3	•	Solve real-world and mathematical problems by graphing in four graphing on the coordinate plane.  Draw polygons in the coordinate plane and find the length of horizontal and vertical line segments using coordinates.
6	Concepts of Statistics	6.SP.1 6.SP.2 6.SP.3 6.SP.4 6.SP.5 6.SP.5.a 6.SP.5.b 6.SP.5.c	•	Recognize statistical questions and display numerical data on a number line.  Summarize data sets in relation to their context.
7	Ratios and Proportional Relationships	7.RP.1 7.RP.2 7.RP.2.a 7.RP.2.b 7.RP.2.c 7.RP.2.d	•	Compute and identify unit rates from tables, graphs, and verbal descriptions.  Determine if a relationship is proportional and interpret points in context.
7	Solve Problems with Ratio and Proportion	7.RP.3 7.G.1	•	Represent proportional relationships with equations and solve multi-step problems.  Use proportional relationships to solve ratio, percent, and scale drawing problems.
7	Add and Subtract Rational Numbers	7.NS.1.a 7.NS.1.b 7.NS.1.c 7.NS.1.d	•	Add rational numbers and interpret sums.  Subtract rational numbers and interpret differences.
7	Multiply and Divide Rational Numbers	7.NS.2 7.NS.2.a 7.NS.2.b 7.NS.2.c	•	Multiply rational numbers and interpret products.  Divide rational numbers and interpret quotients.





		7.NS.2.d		
7	Expressions with Rational Numbers	7.EE.1 7.EE.2	•	Generate equivalent expressions using properties of operations.  Rewrite expressions to highlight particular quantities.
7	Solving Equations	7.EE.4 7.EE.4.a	•	Solve word problems that can be represented by equations of the form $px+q=r$ and $p(x+q)=r$ .  Solve equations of the form $px+q=r$ and $p(x+q)=r$ fluently.
7	Solving Inequalities	7.EE.4.b	•	Solve word problems that can be represented by inequalities of the form $px+q>r$ or $px+q< r$ .  Interpret the solution set of an inequality in the context of the problem.
7	Solve Problems with Rational Numbers	7.NS.3 7.EE.3	•	Solve real-world problems with rational numbers. Solve mathematical problems with rational numbers.
7	Angle Relationships and Triangles	7.G.2 7.G.5	•	Construct triangles and other geometric shapes with given conditions.  Find an unknown angle measure in a figure by writing and solving simple equations and using facts about supplementary, complementary, vertical, and adjacent angles.
7	Solve Problems with Geometric Figures	7.G.3 7.G.4 7.G.6	•	Apply formulas for geometric measurement.  Solve real-world and mathematical problems involving two- and three-dimensional figures.
7	Measures of Center and Variability	7.SP.1 7.SP.2 7.SP.3	•	Make inferences about a population based on sample data.  Use measures of center and variability to draw informal comparisons about two populations.
		7.SP.4		
7	Probability	7.SP.4 7.SP.5 7.SP.6 7.SP.7 7.SP.7.a 7.SP.7.b 7.SP.8 7.SP.8.a 7.SP.8.b	•	Approximate the probability of a chance event using a probability model or observed frequencies.  Represent and use sample spaces for compound events to find the probability of a compound chance event.
7	Probability  Understand and Use Irrational Numbers	7.SP.5 7.SP.6 7.SP.7 7.SP.7.a 7.SP.7.b 7.SP.8 7.SP.8.a		observed frequencies.  Represent and use sample spaces for compound events to find the
	Understand and Use	7.SP.5 7.SP.6 7.SP.7 7.SP.7.a 7.SP.7.b 7.SP.8 7.SP.8.a 7.SP.8.b 8.NS.1 8.NS.2 8.EE.2	•	observed frequencies.  Represent and use sample spaces for compound events to find the probability of a compound chance event.  Approximate the value of irrational numbers and use irrational numbers to solve problems.
8	Understand and Use Irrational Numbers Exponent Rules and	7.SP.5 7.SP.6 7.SP.7 7.SP.7.a 7.SP.7.b 7.SP.8 7.SP.8.a 7.SP.8.b 8.NS.1 8.NS.2 8.EE.2 8.G.9 8.EE.1 8.EE.3	•	observed frequencies.  Represent and use sample spaces for compound events to find the probability of a compound chance event.  Approximate the value of irrational numbers and use irrational numbers to solve problems.  Solve equations with square roots and cube roots.  Apply rules of exponents to produce equivalent expressions.
8	Understand and Use Irrational Numbers  Exponent Rules and Scientific Notation	7.SP.5 7.SP.6 7.SP.7 7.SP.7.a 7.SP.7.b 7.SP.8 7.SP.8.a 7.SP.8.b 8.NS.1 8.NS.2 8.EE.2 8.G.9 8.EE.1 8.EE.3 8.EE.4 8.F.1	•	observed frequencies. Represent and use sample spaces for compound events to find the probability of a compound chance event.  Approximate the value of irrational numbers and use irrational numbers to solve problems.  Solve equations with square roots and cube roots.  Apply rules of exponents to produce equivalent expressions.  Use scientific notation to solve problems.  Recognize a function represented in different ways and identify points on the function.





			•	Interpret and analyze function components.
8	Linear Equations in One	8.EE.7	•	Recognize equations with different types of solutions.
	Variable	8.EE.7.a	•	Solve linear equations with rational number coefficients.
		8.EE.7.b		
8	Proportional	8.EE.5	•	Use slope and the equation of a line to solve problems.
	Relationships and Lines	8.EE.6	•	Graph proportional relationships and compare them when represented in different ways.
8	Systems of Equations	8.EE.8	•	Solve a system of equations algebraically or from a verbal description.
		8.EE.8.a	•	Estimate the solution of a system of equations from a graph.
		8.EE.8.b		
		8.EE.8.c		
8	Pythagorean Theorem	8.G.6	•	Use the Pythagorean Theorem to find unknown side lengths.
		8.G.7	•	Use the Pythagorean Theorem to find distance between two points in a
		8.G.8		coordinate system.
8	Geometric	8.G.1	•	Use transformations to show congruence of two-dimensional figures.
	Transformations	8.G.2	•	Describe the effects of transformations on two-dimensional figures.
		8.G.3		
8	Similarity and	8.G.4	•	Use transformations to show similarity of two-dimensional figures.
	Congruence	8.G.5	•	Use informal arguments to show relationships between angles.
8	Bivariate Data	8.SP.1	•	Use a line of best fit to model data and solve problems.
		8.SP.2	•	Describe data patterns.
		8.SP.3		
		8.SP.4		