

## Numeric Literacy Level 01

| EXPRESSIONS & EQUATIONS        |   |      |
|--------------------------------|---|------|
| Name                           | Learning Target Definition  | Hits |
| <a href="#">NL.01.EQ.01.01</a> | Add, subtract, factor and expand linear expressions with rational coefficients  | n/a  |
| <a href="#">NL.01.EQ.02.01</a> | Estimate and solve multi-step word problems using rational numbers  | n/a  |
| <a href="#">NL.01.EQ.03.01</a> | Write simple one variable equations and inequalities to solve word problems   | n/a  |
| GEOMETRY                       |   |      |
| Name                           | Learning Target Definition  | Hits |
| <a href="#">NL.01.GO.01.01</a> | Solve problems using student created scale drawings   | n/a  |
| <a href="#">NL.01.GO.02.01</a> | Determine and draw unique triangles given a set of measurements (freehand, ruler and protractor, and with technology) | n/a  |
| <a href="#">NL.01.GO.03.01</a> | Model and describe two dimensional figures that result from slicing three dimensional figures                         | n/a  |
| <a href="#">NL.01.GO.04.01</a> | Know and apply the formula for area and circumference of a circle to solve problems                                   | n/a  |
| <a href="#">NL.01.GO.05.01</a> | Employ angle facts to write and solve equations for an unknown angle in a figure                                      | n/a  |
| <a href="#">NL.01.GO.06.01</a> | Solve word problems involving area, volume and surface area   | n/a  |

| PROCESS STANDARDS                   |  |            |
|-------------------------------------|--|------------|
| Name                                | Learning Target Definition   | Hits       |
| <a href="#">NL.01.PR.01.01</a>      | Make sense of problems and persevere in solving steps  | 0 out of 3 |
| <a href="#">NL.01.PR.02.01</a>      | Use both abstract and quantitative reasoning   | 0 out of 3 |
| <a href="#">NL.01.PR.03.01</a>      | Defend arguments and critique reasoning of others  | 0 out of 3 |
| <a href="#">NL.01.PR.04.01</a>      | Model with mathematics   | 0 out of 3 |
| <a href="#">NL.01.PR.05.01</a>      | Use technology tools strategically to explore and deepen understanding of concepts                                 | 0 out of 3 |
| <a href="#">NL.01.PR.06.01</a>      | Show precision in computations and vocabulary  | 0 out of 3 |
| <a href="#">NL.01.PR.07.01</a>      | Dissect multi-step problems into simple components and identify parameters   | 0 out of 3 |
| <a href="#">NL.01.PR.08.01</a>      | Continually evaluate reasonableness of results   | 0 out of 3 |
| RATIOS & PROPORTIONAL RELATIONSHIPS |  |            |
| Name                                | Learning Target Definition   | Hits       |
| <a href="#">NL.01.RR.01.01</a>      | Compute unit rates, including fractional measurements  | n/a        |
| <a href="#">NL.01.RR.02.01</a>      | Determine if a proportional relationship exists between two quantities   | n/a        |
| <a href="#">NL.01.RR.03.01</a>      | Identify the constant of proportionality using tables, graphs, equations, diagrams & verbal descriptions           | n/a        |
| <a href="#">NL.01.RR.04.01</a>      | Use proportional relationships to solve multi-step ratio and percent problems (simple interest, commissions, etc.) | n/a        |

STATISTICS & PROBABILITY

| Name                                  | Learning Target Definition   | Hits | Sc |
|---------------------------------------|--|------|----|
| <a href="#"><u>NL.01.SP.01.01</u></a> | Draw inferences about a population using multiple student-generated samples          | n/a  |    |
| <a href="#"><u>NL.01.SP.02.01</u></a> | Use measures of center and variability to draw comparisons about two populations     | n/a  |    |
| <a href="#"><u>NL.01.SP.03.01</u></a> | Describe and interpret chance and likelihood using fractions, decimals and percents  | n/a  |    |
| <a href="#"><u>NL.01.SP.04.01</u></a> | Compute compound probability using lists, tables, tree diagrams, sample spaces, etc. | n/a  |    |
| <a href="#"><u>NL.01.SP.05.01</u></a> | Design and conduct a probability experiment  | n/a  |    |
| <a href="#"><u>NL.01.SP.06.01</u></a> | Design and use a simulation to generate frequencies for compound events              | n/a  |    |

THE NUMBER SYSTEM

| Name                                  | Learning Target Definition   | Hits | Sc |
|---------------------------------------|--|------|----|
| <a href="#"><u>NL.01.NS.01.01</u></a> | Add and subtract rational numbers  | n/a  |    |
| <a href="#"><u>NL.01.NS.02.01</u></a> | Multiply and divide rational numbers, recognizing the need for non-zero divisors                                     | n/a  |    |
| <a href="#"><u>NL.01.NS.03.01</u></a> | Demonstrate identity, inverse, commutative, associative, and distributive properties for addition and multiplication | n/a  |    |
| <a href="#"><u>NL.01.NS.04.01</u></a> | Convert rational numbers to decimals using long division   | n/a  |    |