

## Numeric Literacy Level 02

EXPRESSIONS & EQUATIONS		
Name	Learning Target Definition	Hits
<a href="#"><u>NL.02.EQ.01.01</u></a>	Know and apply properties of integer exponents	n/a
<a href="#"><u>NL.02.EQ.02.01</u></a>	Simplify and evaluate radicals	n/a
<a href="#"><u>NL.02.EQ.03.01</u></a>	Perform operations with numbers expressed in scientific notation to solve word problems	n/a
<a href="#"><u>NL.02.EQ.04.01</u></a>	Understand the relationship between proportional relationships, lines, and linear equations in slope-intercept form	n/a
<a href="#"><u>NL.02.EQ.05.01</u></a>	Identify and combine like algebraic terms	n/a
<a href="#"><u>NL.02.EQ.06.01</u></a>	Solve linear equations with rational number coefficients	n/a
<a href="#"><u>NL.02.EQ.07.01</u></a>	Solve pairs of linear equations using algebra and graphs	n/a
GEOMETRY		
Name	Learning Target Definition	Hits
<a href="#"><u>NL.02.GO.01.01</u></a>	Describe and demonstrate geometric transformations (translations, reflections, rotations, dilations) on the coordinate plane	n/a
<a href="#"><u>NL.02.GO.02.01</u></a>	Use geometric transformations to establish similarity and congruence	n/a
<a href="#"><u>NL.02.GO.03.01</u></a>	Verify similarity by using proportional reasoning	n/a
<a href="#"><u>NL.02.GO.04.01</u></a>	Identify and calculate angles formed by a set of parallel lines and a transversal	n/a
<a href="#"><u>NL.02.GO.05.01</u></a>	Demonstrate the triangle angle sum and exterior angle theorems	n/a
<a href="#"><u>NL.02.GO.06.01</u></a>	Prove and apply the Pythagorean Theorem	n/a
<a href="#"><u>NL.02.GO.07.01</u></a>	Use the Pythagorean Theorem to find the distance between two horizontal and vertical points on the coordinate plane (distance formula)	n/a
<a href="#"><u>NL.02.GO.08.01</u></a>	Solve word problems involving volume of cylinders, cones and spheres	n/a

PROCESS STANDARDS

Name	Learning Target Definition	Hits
<a href="#"><u>NL.02.PR.01.01</u></a>	Make sense of problems and persevere in solving steps	0 out of 3
<a href="#"><u>NL.02.PR.02.01</u></a>	Use both abstract and quantitative reasoning	0 out of 3
<a href="#"><u>NL.02.PR.03.01</u></a>	Defend arguments and critique reasoning of others	0 out of 3
<a href="#"><u>NL.02.PR.04.01</u></a>	Model with mathematics	0 out of 3
<a href="#"><u>NL.02.PR.05.01</u></a>	Use technology tools strategically to explore and deepen understanding of concepts	0 out of 3
<a href="#"><u>NL.02.PR.06.01</u></a>	Show precision in computations and vocabulary	0 out of 3
<a href="#"><u>NL.02.PR.07.01</u></a>	Dissect multi-step problems into simple components and identify parameters	0 out of 3
<a href="#"><u>NL.02.PR.08.01</u></a>	Continually evaluate reasonableness of results	0 out of 3

RATIOS & PROPORTIONAL RELATIONSHIPS

Name	Learning Target Definition	Hits
<a href="#"><u>NL.02.RR.01.01</u></a>	Define, evaluate and compare linear functions	n/a
<a href="#"><u>NL.02.RR.02.01</u></a>	Use functions and graphs of functions to model relationships between quantities	n/a

STATISTICS & PROBABILITY

Name	Learning Target Definition	Hits
<a href="#"><u>NL.02.SP.01.01</u></a>	Construct and interpret scatter plots for bivariate data	n/a
<a href="#"><u>NL.02.SP.02.01</u></a>	Show linear relationship between bivariate data using an informal line of best fit, table of values, etc.	n/a
<a href="#"><u>NL.02.SP.03.01</u></a>	Define and use the Fundamental Counting Principle to generate sample spaces	n/a

THE NUMBER SYSTEM

Name	Learning Target Definition	Hits
<a href="#"><u>NL.02.NS.01.01</u></a>	Identify and approximate irrational numbers	n/a