

Voluntary State Curriculum

Mathematics

PreK-3

3-8

Algebra/Data Analysis

Geometry

Maryland State Department of Education
Karen E.L. Ross
Mathematics Specialist

© Maryland State Department of Education, 2008

Grades PreK – 8

- Algebra/Patterns
- Geometry
- Measurement
- Statistics
- Probability
- Number Relationships/Computation
- Processes of Mathematics

© Maryland State Department of Education, 2008

Voluntary State Curriculum Organization (PreK-8)

Content Standard

Topic/Strand

Indicator

Objective

Assessment Limit

© Maryland State Department of Education, 2008

GRADE 3	GRADE 4	GRADE 5
<p>C. Number Computation</p> <p>1. Analyze number relations and compute</p> <p>a) Add numbers using a variety of strategies</p> <ul style="list-style-type: none"> Assessment limit: Use no more than 3 addends, with no more than 3 digits in each addend and whole numbers (0-1000) <p>b) Subtract numbers using a variety of strategies</p> <ul style="list-style-type: none"> Assessment limit: Use no more than 3 digits in the minuend or subtrahend and whole numbers (0-999) <p>c) Solve addition and subtraction word problems</p> <p>d) Add and subtract money amounts</p> <p>e) Identify and apply the concept of inverse operations to addition and subtraction</p> <p>f) Represent multiplication and division</p>	<p>C. Number Computation</p> <p>1. Analyze number relations and compute</p> <p>a) Add whole numbers</p> <ul style="list-style-type: none"> Assessment limit: Use up to 3 addends with no more than 4 digits in each addend and whole numbers (0-10,000) <p>b) Subtract whole numbers</p> <ul style="list-style-type: none"> Assessment limit: Use a minuend and subtrahend with no more than 4 digits in each and whole numbers (0-9999) <p>c) Multiply whole numbers</p> <ul style="list-style-type: none"> Assessment limit: Use a one 1-digit factor by up to a 3-digit factor using whole numbers (0-1000) <p>d) Divide whole numbers</p> <ul style="list-style-type: none"> Assessment limit: Use up to a 3-digit dividend by a 1-digit divisor and whole numbers with no 	<p>C. Number Computation</p> <p>1. Analyze number relations and compute</p> <p>a) Multiply whole numbers</p> <ul style="list-style-type: none"> Assessment limit: Use a 3-digit factor by another factor with no more than 3-digits and whole numbers (0-10,000) <p>b) Divide whole numbers</p> <ul style="list-style-type: none"> Assessment limit: Use a dividend with no more than a 4-digits by a 2-digit divisor and whole numbers (0-9,999) <p>c) Interpret quotients and remainders mathematically and in the context of a problem</p> <ul style="list-style-type: none"> Assessment limit: Use dividend with no more than a 3-digits by a 1 or 2-digit divisor and whole numbers (0-999) <p>d) Add and subtract proper fractions a</p>

© Maryland State Department of Education, 2008

Voluntary State Curriculum

- Objectives without an assessment limit
 - Contain content material that is not assessed on MSA for a given school year

BUT DO NOT IGNORE THEM!

- This content material must be instructed because it lays a critical foundation for skills assessed in later years

© Maryland State Department of Education, 2008

Voluntary State Curriculum

- Highlighted assessment limits
 - Calculator use will not be permitted
 - Basic skill item
 - Calculator advantage
 - IEP
- Non-highlighted assessment limits
 - Neutral: calculator may or may not be permitted depending on the item and its location on the assessment

© Maryland State Department of Education, 2008

VSC Format for High School Credit Courses

Pre-Requisites from PreK-8	Core Learning Goals	Additional Topics
	NO CHANGES!	

© Maryland State Department of Education, 2008

Algebra/Data Analysis on Page 2

CLG 1 The student will demonstrate the ability to investigate, interpret, and communicate solutions to mathematical and real-world problems using patterns, functions and algebra.

1.1 The student will analyze a wide variety of patterns and functional relationships using the language of mathematics and appropriate technology.

1.1.2 The student will represent patterns and/or functional relationships in a table, as a graph, and/or by mathematical expression.

Assessment Limits

- The given pattern must represent a relationship of the form $mx + b$ (linear), x^2 (simple quadratic), simple arithmetic progression, or simple geometric progression with all exponents being positive.

Skill Statement

- Given a narrative description, algebraic expression, graph or table, the student will produce a graph, table, algebraic expression of the form $mx + b$ (linear) or x^2 (simple quadratic), or equation.

© Maryland State Department of Education, 2008

Processes of Mathematics

- Problem Solving
- Reasoning
- Communication
- Connections

© Maryland State Department of Education, 2008

Processes of Mathematics

- **Problem Solving**
 - Apply a variety of concepts, processes, and skills to answer a question that has no specific rule or algorithm
- **Reasoning**
 - Justify ideas or solutions with mathematical concepts or proofs
- **Communication**
 - Present mathematical ideas using words, numbers, symbols, visual displays, and technology
- **Connections**
 - Relate or apply mathematics within the discipline, to other disciplines, and to life

© Maryland State Department of Education, 2008

Problem Solving

- Apply a variety of concepts, processes, and skills to solve a problem
 - Draw a picture
 - Make a table, a graph, or an organized list
 - Look for a pattern
 - Guess and check
 - Work backwards
 - Find a similar problem

© Maryland State Department of Education, 2008

Reasoning

- Justify ideas or solutions with mathematical concepts or proofs
 - Use the rules or laws of mathematics to solve a problem
 - Make logical conclusions

© Maryland State Department of Education, 2008

Communication

- Present mathematical ideas using words, symbols, visual displays, or technology
 - Begin by talking and reflecting about mathematics before writing
 - Symbols and numbers are as good as words

© Maryland State Department of Education, 2008

Communication

- Reading
- Listening
- Speaking
- Writing

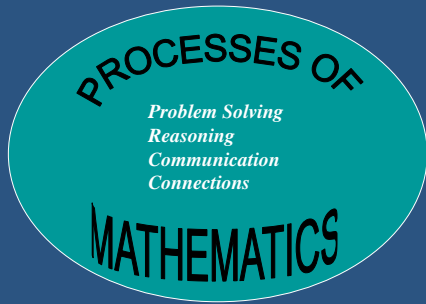
© Maryland State Department of Education, 2008

Connections

- Relate or apply mathematics within the discipline, to other disciplines, and to life
 - Mathematics is a life skill
 - Examine how measurement indicators are applied in geometry
 - Examine how number computation is applied in algebra, geometry, measurement, statistics, and probability

© Maryland State Department of Education, 2008

Use of the Processes



© Maryland State Department of Education, 2008

Explain How

Put the decimals below in order from least to greatest.

2.99 29.9 .299 299

Explain how you found your answer. Use what you know about place value in your explanation. Use words, numbers and/or symbols in your explanation.

© Maryland State Department of Education, 2008

Explain Why Justify Why

Complete the pattern below.

9, 12, 15, 18, ____, 24 ...

Explain why (justify why) your answer is correct. Use what you know about patterns in your explanation. Use words and/or numbers in your explanation (justification).

© Maryland State Department of Education, 2008

Levels of Cognitive Demand

Level	Description
Recall Knowledge	The lowest level only requires the ability to recall rote knowledge.
Application Analysis	The middle level requires the ability to apply knowledge.
Synthesis Evaluation	The highest level requires the ability to make judgments about information.

© Maryland State Department of Education, 2008

	<u>Skills Demonstrated</u>	<u>Question Cues</u>
Level 1 Knowledge Comprehension	Make observations Recall information Recognize formulas, properties, patterns, processes Know vocabulary, definitions Know basic concepts Perform one-step processes Interpret facts Compare or contrast simple concepts/ideas Translate from one representation to another Identify relationships	Tell what...when...where Find List Define Identify; labels; name Choose; select Compute; estimate Compare; contrast Express as Read from data displays Order

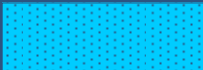
© Maryland State Department of Education, 2008

	<u>Skills Demonstrated</u>	<u>Question Cues</u>
Level 2 Application Analysis	Apply learned information to abstract and real life situations Use methods, concepts, theories in abstract and real life situations Perform multi-step processes Solve problems using required skills or knowledge (requires more than habitual response) Make a decision about how to proceed Identify and organize components of a whole Extend patterns Identify/describe cause and effect Recognize unstated assumptions, make inferences	Apply Calculate; solve Complete Describe Explain how; demonstrate Construct data displays Construct; draw Analyze Extend Connect Classify Arrange

	<u>Skills Demonstrated</u>	<u>Question Cues</u>
Level 3 Synthesis Evaluation	Solve an open-ended problem with more than one correct answer Create a pattern Generalize from given facts Relate knowledge from several source Draw conclusions Make predictions Translate knowledge into new context Compare and discriminate between ideas Assess value of methods, concepts, theories, processes, formulas Make choices based on reasoned argument Verify the value of evidence, information, number, data	Plan; prepare Predict Create; design Ask "what if?" questions Generalize Justify; explain why; support; convince Assess Rank; grade Test; judge Recommend Select Conclude

1. Find the area of the rectangle below.

15 cm



7 cm

2. The area of a rectangle is 24 square centimeters. If the width is 3 cm, what is the length of the rectangle?
Explain how you found your answer.

3. The area of a rectangle is 60 square units. What are the length and the width of the rectangle?
Explain why your answer is correct.

© Maryland State Department of Education, 2008

Contact Information

Karen E.L. Ross
Office of Mathematics
410.767.0509
kross@msde.state.md.us

© Maryland State Department of Education, 2008
