

Functional Curriculum—Math

- FC.N.ME.02.EG01** - Count using whole numbers to 30 in numerals and relate them to the quantities they represent.
- FC.N.ME.02.EG02** - Explore and recognize equivalent representations and models for whole numbers to 30.
- FC.N.ME.02.EG03** - Order numbers to 30; compare using phrases such as same as, greater/more than, greater than, fewer/less than, and equal to. Use equals (=) symbol.
- FC.N.ME.02.EG04** - Count orally to 30 by ones.
- FC.N.MR.02.EG05** - Create, describe, and extend simple number patterns.
- FC.M.PS.02.EG01** - Compare length using terms such as shorter, longer and taller.
- FC.M.UN.02.EG02** - Know and use the common words for the parts of the day, e.g. morning, afternoon, evening, night, and relative time, e.g. yesterday, today, tomorrow, last week, next year.
- FC.M.UN.02.EG03** - Identify the different denominations of coins.
- FC.G.GS.02.EG01** - Identify common two-dimensional shapes, including square, circle, triangle, and star.
- FC.G.LO.02.EG02** - Describe and use relative position of objects on a plane and in space, using words such as above, below, over, under, behind, in front of, right, left.
- FC.G.SR.02.EG03** - Create and describe repeating geometric patterns.
- FC.G.SR.02.EG04** - Predict the next element in a simple geometric pattern.
- FC.D.RE.02.EG01** - Collect and explore data through counting. Organize data using concrete objects.

Save Standard



- FC.N.ME.03.EG01** - Read, write and count using whole numbers to 100 in numerals and words and relate them to the quantities they represent.
- FC.N.ME.03.EG02** - Explore and recognize equivalent representations and models for whole numbers to 100.
- FC.N.ME.03.EG03** - Represent whole numbers to 100 using concrete representations.
- FC.N.ME.03.EG04** - Compose and decompose numbers to 30 using models of tens and units (bundles of 10 and units, base 10 blocks, etc.), For example, recognize 24 as 2 tens and 4 ones, 10 and 10 and 4, 20 and 4, and 24 ones.
- FC.N.ME.03.EG05** - Order numbers to 100; compare using phrases such as same as, more than, greater than, fewer than, and use = symbol.
- FC.N.ME.03.EG06** - Count to 100 by ones, 2s, 5s and 10s.
- FC.N.ME.03.EG07** - Understand that a number to the right of another number on the number line is bigger and that a number to the left is smaller.
- FC.N.ME.03.EG08** - Identify and place whole numbers on a number line that begins at zero.
- FC.N.MR.03.EG09** - Create, describe, and extend simple number patterns.
- FC.N.MR.03.EG10** - Compare two or more sets in terms of the difference in number of elements.

- **FC.N.MR.03.EG11** - Understand the inverse relationship between addition and subtraction, e.g., subtraction 'undoes' addition.
- **FC.N.FL.03.EG12** - Know all the addition facts up to $10 + 10$, and solve the related subtraction problems.
- **FC.N.MR.03.EG13** - Apply knowledge of fact families to solve simple open sentences for addition and subtraction, such as: $? + 2 = 7$ and $10 - ? = 6$.
- **FC.N.FL.03.EG14** - Add up to three one-digit numbers.
- **FC.N.MR.03.EG15** - Use manipulatives to model addition and subtraction with numbers.
- **FC.N.FL.03.EG16** - Calculate sums and differences involving a one- or two-digit number and a one-digit number without regrouping
- **FC.N.MR.03.EG17** - Model addition and subtraction for numbers less than 20 for a given contextual situation using objects or pictures; explain in words; record using numbers and symbols; solve.
- **FC.M.UN.03.EG01** - Measure the lengths of objects in non-standard units, e.g., pencil lengths, shoe lengths, to the nearest whole unit.
- **FC.M.PS.03.EG02** - Compare length and weight of objects by comparing to reference objects, and use terms such as shorter, longer, taller, lighter, heavier.
- **FC.M.UN.03.EG03** - Know and use the common words for the parts of the day, e.g. morning, afternoon, evening, night, and relative time, e.g. yesterday, today, tomorrow, last week, next year.
- **FC.M.UN.03.EG04** - Identify daily landmark times to the nearest hour, e.g. lunchtime is 12 o'clock, bedtime is 8 o'clock.
- **FC.M.UN.03.EG05** - Tell time on a twelve-hour radial clock or digital clock to the hour; no A.M. or P.M.
- **FC.M.PS.03.EG06** - Solve one-step word problems using addition and subtraction of length and time, including 'how much more/less', without mixing units.
- **FC.M.UN.03.EG07** - Identify the different denominations of coins and bills.
- **FC.M.UN.03.EG08** - Match one coin or bill of one denomination to an equivalent set of coins/bills of other denominations, e.g., 1 quarter = 2 dimes and 1 nickel.
- **FC.M.PS.03.EG09** - Add and subtract money in dollars only, or in cents only up to and including \$1.
- **FC.G.GS.03.EG01** - Identify common two-dimensional shapes, including square, circle, triangle, and star, and describe their physical and geometric attributes, such as size and shape.
- **FC.G.LO.03.EG02** - Describe and use relative position of objects on a plane and in space, using words such as above, below, over, under, behind, in front of, right, left.
- **FC.G.SR.03.EG03** - Create and describe repeating geometric patterns.
- **FC.G.SR.03.EG04** - Predict the next element in a simple geometric pattern.
- **FC.D.RE.03.EG01** - Collect and explore data through counting. Organize data using concrete objects.
- **FC.D.RE.03.EG02** - Read pictographs with a scale of one.
- **FC.D.RE.03.EG03** - Solve problems using information in pictographs with a scale of one. **FC.N.ME.04.EG01** - Read, write and count using whole numbers to 1000 in numerals and words, and relate them to the quantities they represent.

- **FC.N.ME.04.EG02** - Explore and recognize equivalent representations and models for whole numbers to 1000.
- **FC.N.ME.04.EG03** - Represent whole numbers to 1000 using concrete representations.
- **FC.N.ME.04.EG04** - Express numbers up to 1000 using place value, e.g., 137 is 1 hundred, 3 tens, and 7 ones.
- **FC.N.ME.04.EG05** - Order numbers to 1000; compare using phrases such as same as, more than, greater than, fewer than, and use = symbol.
- **FC.N.ME.04.EG06** - Count to 1000 by ones. Count to 100 by 2s, 5s and 10s.
- **FC.N.ME.04.EG07** - Use ordinals to identify position in a sequence, e.g., 1st, 2nd, 3rd.
- **FC.N.ME.04.EG08** - Identify and place whole numbers on a number line that begins at zero.
- **FC.N.MR.04.EG09** - Create, describe, and extend simple number patterns.
- **FC.N.MR.04.EG10** - Compare two or more sets in terms of the difference in number of elements.
- **FC.N.FL.04.EG11** - Add and subtract two numbers with 1 or 2 digits each, including regrouping.
- **FC.N.FL.04.EG12** - Add two or three one-digit numbers.
- **FC.N.MR.04.EG13** - Model addition and subtraction for numbers less than 100; explain in words; record using numbers and symbols; solve.
- **FC.N.MR.04.EG14** - Solve simple open sentences for addition and subtraction.
- **FC.N.FL.04.EG15** - Apply estimation in solving problems involving addition and subtraction.
- **FC.N.MR.04.EG16** - Select appropriate numbers in order to solve problems involving addition and subtraction and solve.
- **FC.M.UN.04.EG01** - Select and use standard tools for measurement of length, time, weight and volume (e.g. calendars, clocks, rulers, tape measures, measuring cups, scales, etc.).
- **FC.M.UN.04.EG02** - Select appropriate units of measure for length and time, for a given context.
- **FC.M.UN.04.EG03** - Measure lengths to the nearest inch using a ruler and in non-standard units.
- **FC.M.PS.04.EG04** - Measure and compare lengths and weights. Use terms such as longer, shorter, heavier, lighter.
- **FC.M.UN.04.EG05** - Tell time on a twelve-hour radial clock or digital clock to the hour; no A.M. or P.M.
- **FC.M.PS.04.EG06** - Solve one-step word problems using addition and subtraction of length, time and weight.
- **FC.M.UN.04.EG07** - Identify and use different denominations of coins and bills.
- **FC.M.UN.04.EG08** - Match coins or bills of one denomination to an equivalent set of coins/bills of other denominations, e.g., 3 quarters = 6 dimes and 3 nickels.
- **FC.M.PS.04.EG09** - Tell the amount of money: in cents up to and including \$1, in dollars up to and including \$100. Use the symbols \$ and the 'cent symbol'.
- **FC.M.PS.04.EG10** - Add and subtract money in dollars only, or in cents only, up to and including \$10.
- **FC.G.GS.04.EG01** - Identify, describe, and compare familiar two-dimensional shapes, such as triangles, rectangles, squares, and circles.
- **FC.G.LO.04.EG02** - Describe and use relative position of objects on a plane and in space, using words such as above, below, over, under, behind, in front of, right, left.

- **FC.D.RE.04.EG01** - Read and explain data they have collected and organized themselves.
- **FC.D.RE.04.EG02** - Read tables, graphs, tallies and pictographs with a scale of one.
- **FC.D.RE.04.EG03** - Solve problems using information presented in tables, graphs, tallies and pictographs with a scale of one.
- **FC.N.ME.05.EG01** - Read, write and count using whole numbers to 10,000 in numerals and words, and relate them to the quantities they represent.
- **FC.N.ME.05.EG02** - Explore and recognize equivalent representations for whole numbers to 10,000.
- **FC.N.ME.05.EG03** - Represent whole numbers to 10,000 using concrete representations.
- **FC.N.ME.05.EG04** - Investigate the ways numbers are used, e.g. counting, ordering, naming, locating, and measuring.
- **FC.N.ME.05.EG05** - Express numbers to 10,000 using place value.
- **FC.N.ME.05.EG06** - Order numbers to 10,000; compare using phrases such as same as, more than, greater than, fewer than, and use = symbol.
- **FC.N.ME.05.EG07** - Count numbers to 10,000. Count by 2's, 5's, 10's and 100's starting from any number from 1 to 1000.
- **FC.N.ME.05.EG08** - Identify and place whole numbers on a number line.
- **FC.N.MR.05.EG09** - Create, describe, and extend simple number patterns, including patterns that involve data.
- **FC.N.MR.05.EG10** - Explain how to find the next number in a simple repeating pattern.
- **FC.N.FL.05.EG11** - Understand and use addition properties of 0.
- **FC.N.FL.05.EG12** - Add and subtract two numbers with 1 or 2 digits each with regrouping.
- **FC.N.MR.05.EG13** - Solve simple open sentences for addition and subtraction.
- **FC.N.FL.05.EG14** - Apply estimation in solving problems involving addition and subtraction.
- **FC.N.MR.05.EG15** - Select appropriate numbers in order to solve problems involving addition and subtraction and solve.
- **FC.M.UN.05.EG01** - Select and use standard tools for measurement of length, time, weight, volume and temperature.
- **FC.M.UN.05.EG02** - Select appropriate units of measure for length, time, weight, area, volume (gallon, cubic inches, etc.), temperature (degrees Fahrenheit, F, only) and money for a given context.
- **FC.M.PS.05.EG03** - Measure and compare integer temperatures in degrees (degrees Fahrenheit, F, only).
- **FC.M.UN.05.EG04** - Approximate temperature (degrees Fahrenheit, F, only) based on given criteria, e.g. "What temperature might it be if you must wear a winter coat and gloves outside?"
- **FC.M.UN.05.EG05** - Measure lengths to the nearest inch using a ruler.
- **FC.M.PS.05.EG06** - Measure and compare lengths, weights, and volumes. Use terms such as longer, longest, shorter, shortest, heavy, and heavier.
- **FC.M.UN.05.EG07** - Tell time on a twelve-hour radial clock or digital clock to the nearest hour; no A.M. or P.M.

- **FC.M.PS.05.EG08** - Solve one-step word problems using addition and subtraction of length, time, weight, area, volume and temperature.
- **FC.M.UN.05.EG09** - Identify and use different coins and bills.
- **FC.M.UN.05.EG10** - Recognize equivalent sets of coins and bills.
- **FC.M.PS.05.EG11** - Tell the amount of money in dollars and cents up to and including \$100. Use the symbols \$ and the 'cent symbol'.
- **FC.M.PS.05.EG12** - Add and subtract money in dollars and cents, and combinations of dollars and cents, up to and including \$100.
- **FC.G.GS.05.EG01** - Identify, describe, and compare familiar two-dimensional shapes, including semi-circles.
- **FC.G.LO.05.EG02** - Describe and use relative position of objects on a plane and in space using words such as above, below, over, under, behind, in front of, right, left.
- **FC.D.RE.05.EG01** - Read data from charts, tables, bar graphs, circle graphs, tallies, and pictographs with a scale up to two.
- **FC.D.RE.05.EG02** - Draw, explain and justify predictions and conclusions from data presented in tables, graphs and charts.
- **FC.D.RE.05.EG03** - Describe the shape of data using informal language (e.g. increasing, decreasing).
- **FC.N.ME.06.EG01** - Read, write and count using whole numbers to 10,000 in numerals and words, and relate them to the quantities they represent.
- **FC.N.ME.06.EG02** - Explore and recognize equivalent representations for whole numbers to 10,000.
- **FC.N.ME.06.EG03** - Express numbers to 10,000 using place value.
- **FC.N.ME.06.EG04** - Order numbers to 10,000; compare whole numbers using phrases such as same as, more than, greater than, fewer than and use = symbol.
- **FC.N.MR.06.EG05** - Create, describe, and extend simple number patterns, including patterns that involve data.
- **FC.N.MR.06.EG06** - Explain how to find the next number in a simple repeating pattern.
- **FC.N.FL.06.EG07** - Add and subtract one- and two-digit numbers, written in words or numerals, with regrouping.
- **FC.N.MR.06.EG08** - Solve simple number sentences for addition and subtraction.
- **FC.N.MR.06.EG09** - Understand multiplication as the result of counting the total number of objects in a set of equal groups, e.g., 3×5 gives the number of objects in 3 groups of 5 objects, i.e., $3 \times 5 = 5 + 5 + 5 = 15$.
- **FC.N.FL.06.EG10** - Develop strategies for fluently multiplying numbers up to 5×5 .
- **FC.N.ME.06.EG11** - Understand and use the various meanings and applications of division, e.g. repetitive subtraction.
- **FC.N.MR.06.EG12** - Understand the relationship between multiplication and division, using fact families within the 5×5 multiplication table; division 'undoes' multiplication, e.g., $2 \times 3 = 6$ can be rewritten as $6 / 2 = 3$ or $6 / 3 = 2$.
- **FC.N.MR.06.EG13** - Given a simple situation involving groups of equal size or of sharing equally, represent with objects, words, and symbols and solve.

- **FC.N.FL.06.EG14** - Apply estimation in solving problems involving addition and subtraction.
- **FC.N.MR.06.EG15** - Select appropriate numbers in order to solve problems, write number sentences and solve.
- **FC.N.MR.06.EG16** - Solve applied problems using the four basic arithmetic operations for whole numbers (limited multiplication and division).
- **FC.M.UN.06.EG01** - Select and use standard tools for measurement of length, time, weight, volume and temperature.
- **FC.M.UN.06.EG02** - Select appropriate units of measure for length, time, weight, area, volume and temperature (degrees Fahrenheit, F, only) for a given context.
- **FC.M.UN.06.EG03** - Measure and compare integer temperatures in degrees (degrees Fahrenheit, F, only).
- **FC.M.UN.06.EG04** - Measure lengths to the nearest half-inch using a ruler.
- **FC.M.UN.06.EG05** - Measure area by counting squares on a grid for rectangular shapes.
- **FC.M.UN.06.EG06** - Measure volume by counting blocks that fit into a rectangular prism.
- **FC.M.UN.06.EG07** - Tell time on a twelve-hour radial clock or digital clock to the nearest hour; no A.M. or P.M.
- **FC.M.UN.06.EG08** - Know equivalent calendar units, e.g. 60 seconds in a minute, 60 minutes in an hour, 24 hours in a day, 7 days in a week, 12 months in a year.
- **FC.M.PS.06.EG09** - Solve one-step word problems using addition and subtraction of length, time, weight, area, volume and temperature.
- **FC.M.UN.06.EG10** - Recognize equivalent sets of coins and bills.
- **FC.M.PS.06.EG11** - Tell the amount of money in dollars and cents up to and including \$100. Use the symbols \$ and the 'cent symbol'.
- **FC.M.PS.06.EG12** - Add and subtract money in dollars and cents, and combinations of dollars and cents, up to and including \$100.
- **FC.G.LO.06.EG01** - Describe and use relative position of objects on a plane and in space using words such as above, below, over, under, behind, in front of, right, and left.
- **FC.G.LO.06.EG02** - Find and name locations using simple coordinate systems such as maps and first quadrant grids.
- **FC.G.LO.06.EG03** - Read, interpret and use maps and grids with legends. Understand and use directions such as north, south, east and west and directional turns such as left and right.
- **FC.D.RE.06.EG01** - Read data from charts, tables, bar graphs, circle graphs, tallies and pictographs with a scale up to ten.
- **FC.D.RE.06.EG02** - Draw, explain and justify predictions and conclusions from data presented in tables, graphs and charts.
- **FC.D.RE.06.EG03** - Describe the shape of data using informal language (e.g. increasing, decreasing).
- **FC.D.RE.06.EG04** - Solve problems using data presented in tables, bar graphs, circle graphs, tallies and pictographs.
- **FC.N.ME.07.EG01** - Read, write and count using whole numbers to 100,000 in numerals and words, and relate them to the quantities they represent.

- **FC.N.ME.07.EG02** - Explore and recognize equivalent representations for whole numbers to 100,000.
- **FC.N.ME.07.EG03** - Express numbers to 100,000 using place value.
- **FC.N.ME.07.EG04** - Order numbers to 100,000; compare whole numbers using phrases such as same as, more than, greater than, fewer than, and use = symbol.
- **FC.N.ME.07.EG05** - Round whole numbers to the nearest one, ten, hundred or thousand.
- **FC.N.MR.07.EG06** - Create, describe, and extend simple number patterns, including patterns that involve data.
- **FC.N.MR.07.EG07** - Explain how to find the next number in a simple repeating pattern.
- **FC.N.MR.07.EG08** - Identify the pattern in a multiplicative sequence, e.g. given the sequence 3, 6, 9, ..., the pattern is multiples of 3.
- **FC.N.FL.07.EG09** - Add and subtract one-, two- and three-digit numbers, written in words or numerals, with regrouping.
- **FC.N.MR.07.EG10** - Solve simple open sentences for addition, subtraction, multiplication and division.
- **FC.N.FL.07.EG11** - Find products fluently up to 10×10 ; find related quotients using multiplication and division relationships and fact families.
- **FC.N.MR.07.EG12** - Find solutions to open sentences, such as $7 \times ? = 42$ or $12 / ? = 4$, using the inverse relationship between multiplication and division.
- **FC.N.FL.07.EG13** - Calculate simple products, up to and including 2 two-digit numbers, and simple quotients, up to and including a two-digit number by a one-digit number.
- **FC.N.MR.07.EG14** - Solve simple division problems involving remainders, viewing remainder as the "number left over" (less than the divisor); e.g., 4 children per group; we have 25 children; there are 6 groups with 1 child left over; interpret based on problem context.
- **FC.N.ME.07.EG15** - Recognize, name, represent and write commonly used unit fractions with denominators of 12 or less; model $\frac{1}{2}$, $\frac{1}{4}$, and $\frac{1}{8}$ by folding strips.
- **FC.N.ME.07.EG16** - Place 0 and halves, e.g., $\frac{1}{2}$, on the number line; relate to a ruler.
- **FC.N.MR.07.EG17** - Compare and order unit fractions from $\frac{1}{100}$ to $\frac{1}{2}$.
- **FC.N.MR.07.EG18** - Compare and order fractions within the same fraction family.
- **FC.N.ME.07.EG19** - Recognize that fractions such as $\frac{2}{2}$ are equal to the whole (one).
- **FC.N.ME.07.EG20** - Understand that any fraction can be written as a sum of unit fractions, e.g., $\frac{3}{4} = \frac{1}{4} + \frac{1}{4} + \frac{1}{4}$.
- **FC.N.MR.07.EG21** - Multiply fractions by whole numbers, using repeated addition and area or array models.
- **FC.N.ME.07.EG22** - Understand and use decimal fractions up to 2 decimals.
- **FC.N.FL.07.EG23** - Apply estimation in solving problems involving addition, subtraction, multiplication or division.
- **FC.N.MR.07.EG24** - Select appropriate numbers in order to solve problems, write number sentences and solve.
- **FC.N.MR.07.EG25** - Solve applied problems using the four basic arithmetic operations for whole numbers.
- **FC.A.FO.07.EG01** - Solve applied problems involving rates, including speed, e.g., if a car is going 50 miles per hour, how far will it go in 3 hours.

- **FC.A.FO.07.EG02** - Represent information given in words using algebraic expressions and equations.
- **FC.M.UN.07.EG01** - Select and use standard tools for measurement of length, time, weight, volume and temperature.
- **FC.M.UN.07.EG02** - Select appropriate units of measure for length, time, weight, area, volume and temperature (degrees Fahrenheit, F, only) for a given context.
- **FC.M.UN.07.EG04** - Measure lengths to the nearest quarter-inch using a ruler.
- **FC.M.UN.07.EG05** - Measure area by counting squares on a grid for rectangular shapes.
- **FC.M.UN.07.EG06** - Measure volume by counting blocks that fit into a rectangular prism.
- **FC.M.UN.07.EG07** - Understand and use terms such as circumference and distance around a rectangle.
- **FC.M.UN.07.EG08** - Measure the distance around a rectangle (perimeter).
- **FC.M.UN.07.EG09** - Convert one unit of measure to a larger or smaller unit of measure, given the conversion factor.
- **FC.M.UN.07.EG10** - Tell time on a twelve-hour radial clock or digital clock to the nearest half-hour . Address A.M. and P.M. Add or subtract multiples of 5 minutes.
- **FC.M.UN.07.EG11** - Use equivalent calendar units.
- **FC.M.PS.07.EG12** - Solve one- or two-step word problems using addition and subtraction of length, time, weight, area, volume or temperature.
- **FC.M.UN.07.EG13** - Recognize equivalent sets of coins and bills.
- **FC.M.PS.07.EG14** - Tell the amount of money in dollars and cents up to and including \$100. Use the symbols \$ and the 'cent symbol'.
- **FC.M.PS.07.EG15** - Add and subtract money in dollars and cents, and combinations of dollars and cents (no decimals), up to and including \$100.
- **FC.G.LO.07.EG01** - Describe and use relative position of objects on a plane and in space using words such as above, below, over, under, behind, in front of, right, left.
- **FC.G.LO.07.EG02** - Find and name locations using simple coordinate systems such as maps and first quadrant grids.
- **FC.G.LO.07.EG03** - Read, interpret and use maps and grids with legends. Understand and use directions such as north, south, east and west and directional turns such as left and right.
- **FC.D.RE.07.EG01** - Read data from charts, tables, bar graphs, circle graphs, tallies, and pictographs with a scale up to ten.
- **FC.D.RE.07.EG02** - Draw, explain and justify predictions and conclusions from data presented in tables, graphs and charts.
- **FC.D.RE.07.EG03** - Describe the shape of data using informal language, e.g. increasing, decreasing, stays the same.
- **FC.D.RE.07.EG04** - Solve problems using data presented in tables, bar graphs, circle graphs, tallies and pictographs, including graphs and charts that have more than one set of data.

- **FC.N.ME.08.EG01** - Read, write and count using whole numbers to 100,000 in numerals and words, and relate them to the quantities they represent.
- **FC.N.ME.08.EG02** - Explore and recognize equivalent representations for whole numbers to 100,000.
- **FC.N.ME.08.EG03** - Express numbers to 100,000 using place value.
- **FC.N.ME.08.EG04** - Order numbers to 100,000; compare whole numbers using phrases such as same as, more than, greater than, fewer than, and use = symbol.
- **FC.N.ME.08.EG05** - Round whole number to the nearest one, ten, hundred or thousand.
- **FC.N.MR.08.EG06** - Create, describe, and extend simple number patterns, including patterns that involve data.
- **FC.N.MR.08.EG07** - Explain how to find the next number in a simple repeating pattern.
- **FC.N.FL.08.EG08** - Add and subtract one-, two- and three-digit numbers, written in words or numerals, with regrouping.
- **FC.N.FL.08.EG09** - Multiply and divide simple whole numbers up to and including 3 digits by 2 digits.
- **FC.N.MR.08.EG11** - Solve simple open sentences for addition, subtraction, multiplication and division.
- **FC.N.MR.08.EG12** - Select appropriate numbers in order to solve problems involving addition and subtraction and solve.
- **FC.N.MR.08.EG13** - Understand and apply order of operations for simple expressions containing more than one operation.
- **FC.N.ME.08.EG14** - Recognize, name, represent and write fractions with denominators of 100 or less.
- **FC.N.MR.08.EG15** - Compare and order fractions within fraction families with denominators of 12 or less.
- **FC.N.MR.08.EG16** - Know that fractions of the form $\frac{m}{n}$, where m is greater than n , are greater than 1 and are called improper fractions; locate improper fractions on the number line; express as mixed numbers.
- **FC.N.MR.08.EG17** - Write improper fractions as mixed numbers, and understand that a mixed number represents the number of "wholes" and the part of a whole remaining, e.g., $1\frac{1}{2}$.
- **FC.N.MR.08.EG18** - Add and subtract fractions less than 1 with denominators 12 or less and including 100, in cases where the denominators are equal or when one denominator is a multiple of the other; e.g., $\frac{1}{2} + \frac{1}{4}$.
- **FC.N.FL.08.EG19** - Solve fraction problems involving sums and differences for fractions where one denominator is a multiple of the other (denominators 2 through 12, and 100).
- **FC.N.ME.08.EG20** - Express fraction ratios in several ways, given applied situations, e.g., 3 cups to 5 people, 3 : 5, $\frac{3}{5}$; recognize and find equivalent ratios.
- **FC.N.ME.08.EG21** - Round money to the nearest dollar or ten dollars.
- **FC.N.ME.08.EG22** - Add, subtract, multiply and divide decimal fractions in relation to money in applied situations, up to \$500.
- **FC.N.FL.08.EG23** - Apply estimation in solving problems involving addition, subtraction, multiplication or division.
- **FC.N.MR.08.EG24** - Select appropriate numbers in order to solve problems, write number sentences and solve.
- **FC.N.MR.08.EG25** - Solve applied problems involving the four basic arithmetic operations for whole numbers and fractions.

- **FC.A.FO.08.EG01** - Identify the unknown quantity in an applied problem.
- **FC.A.FO.08.EG02** - Represent information given in words using algebraic expressions and equations.
- **FC.M.UN.08.EG01** - Select and use standard tools for measurement of length, time, weight, volume and temperature.
- **FC.M.UN.08.EG02** - Select appropriate units of measure for length, time, weight, area, volume and temperature (degrees Fahrenheit, F, only) for a given context.
- **FC.M.UN.07.EG03** - Measure and compare integer temperatures in degrees (degrees Fahrenheit, F, only).
- **FC.M.UN.08.EG04** - Measure lengths to the nearest quarter-inch using a ruler.
- **FC.M.UN.08.EG05** - Measure area by counting squares on a grid for rectangular shapes.
- **FC.M.UN.08.EG06** - Measure volume by counting blocks that fit into a rectangular prism.
- **FC.M.UN.08.EG07** - Measure the distance around a rectangle (perimeter).
- **FC.M.UN.08.EG08** - Convert one unit of measure to a larger or smaller unit of measure, given the conversion factor.
- **FC.M.UN.08.EG09** - Tell time on a twelve-hour radial clock or digital clock to the nearest half-hour. Address A.M. and P.M. Add or subtract multiples of 5 minutes.
- **FC.M.UN.08.EG10** - Use a calendar and use equivalent calendar units.
- **FC.M.PS.08.EG11** - Solve one- or two-step word problems using addition and subtraction of length, time, weight, area, volume or temperature.
- **FC.M.UN.08.EG12** - Recognize equivalent sets of coins and bills.
- **FC.M.PS.08.EG13** - Tell the amount of money in dollars and cents up to and including \$100. Use the symbols \$ and the 'cent symbol'.
- **FC.M.PS.08.EG14** - Add and subtract money in dollars and cents, and combinations of dollars and cents, up to and including \$100.
- **FC.G.LO.08.EG01** - Describe and use relative position of objects on a plane and in space using words such as above, below, over, under, behind, in front of, right, left.
- **FC.G.LO.08.EG02** - Find and name locations using simple coordinate systems such as maps and first quadrant grids.
- **FC.G.LO.08.EG03** - Read, interpret and use maps and grids with legends, landmarks and city blocks. Follow and give directions such as north, south, east and west and directional turns such as left and right.
- **FC.D.RE.08.EG01** - Read and interpret data from charts, tables, bar graphs, circle graphs, tallies, pictographs and line graphs.
- **FC.D.RE.08.EG02** - Construct tables, graphs and charts from given data.
- **FC.D.RE.08.EG03** - Draw, explain and justify predictions and conclusions from data presented in tables, graphs and charts.
- **FC.D.RE.08.EG04** - Describe the shape of data using informal language, e.g. increasing, decreasing.
- **FC.D.RE.08.EG05** - Solve problems using data presented in tables, charts, bar graphs, circle graphs, tallies, pictographs, and line graphs, including graphs and charts that have more than one set of data.
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- **FC.F.11.EB01** - Create, describe, and extend simple number patterns.
- **FC.F.11.EB02** - Explain how to find the next number in a simple repeating pattern.
- **FC.F.11.EB03** - Identify, describe and extend patterns found in daily life, such as calendars, schedules, etc.
- **FC.G.11.EB01** - Select and use standard tools for measurement of distance, time, weight, volume and temperature.
- **FC.G.11.EB02** - Select appropriate units of measure for distance, time, weight, area, volume and temperature (degrees Fahrenheit, F, only) for a given context.
- **FC.G.11.EB03** - Measure and compare integer temperatures in degrees (degrees Fahrenheit, F, only).
- **FC.G.11.EB04** - Read gauges and meters, e.g. speedometers.
- **FC.G.11.EB05** - Measure lengths to the nearest eighth-inch using a ruler. Round measures to the nearest quarter-inch.
- **FC.G.11.EB06** - Measure area by counting squares on a grid for rectangular shapes.
- **FC.G.11.EB07** - Measure volume by counting blocks that fit into a rectangular prism.
- **FC.G.11.EB08** - Measure the distance around a rectangle (perimeter).
- **FC.G.11.EB09** - Convert measurements of length within a given system.
- **FC.G.11.EB10** - Tell time to the nearest 5 minutes. Address A.M. and P.M.
- **FC.G.11.EB11** - Know equivalent calendar units.
- **FC.G.11.EB12** - Use a calendar and use equivalent calendar units.
- **FC.G.11.EB13** - Read and interpret schedules.
- **FC.G.11.EB14** - Solve one- and two-step word problems using addition and subtraction of length, time, weight, area, volume or temperature.
- **FC.G.11.EB15** - Recognize equivalent sets of coins and bills.
- **FC.G.11.EB16** - Tell the amount of money in dollars and cents up to and including \$100. Use the symbols \$ and the 'cent symbol' and decimal notation.
- **FC.G.11.EB17** - Add and subtract money in dollars and cents, and combinations of dollars and cents, up to \$1000.
- **FC.G.11.EB18** - Round money to the nearest dollar, ten dollars or hundred dollars.
- **FC.G.11.EB19** - Find and name locations using simple coordinate systems such as maps and first quadrant grids.
- **FC.G.11.EB20** - Read, interpret and use maps and grids with legends, landmarks and city blocks. Follow and give directions such as north, south, east and west and directional turns such as left and right.
- **FC.D.11.EB01** - Read data from charts, tables, bar graphs, circle graphs, tallies, pictographs and line graphs.
- **FC.D.11.EB02** - Construct tables, graphs and charts from given data.
- **FC.D.11.EB03** - Draw, explain and justify predictions and conclusions from data presented in tables, graphs and charts.
- **FC.D.11.EB04** - Describe the shape of data using informal language, e.g. increasing, decreasing.

- **FC.D.11.EB05** - Solve problems using data presented in tables, charts, bar graphs, circle graphs, tallies, pictographs, and line graphs, including graphs and charts with more than one set of data.
- **FC.D.11.EB06** - Collect and explore data to make daily living decisions.
- **FC.D.11.EB07** - Identify what data are needed to answer a question or solve a problem.
- **FC.D.11.EB08** - Critically question the sources, collection techniques and inferences of data presented by others.
- **FC.N.11.EB01** - Read, write and count using whole numbers to 100,000 in numerals and words.
- **FC.N.11.EB02** - Explore and recognize equivalent representations for whole numbers to 100,000.
- **FC.N.11.EB03** - Express numbers to 100,000 using place value.
- **FC.N.11.EB04** - Order numbers to 100,000; compare whole numbers using phrases such as same as, more than, greater than, fewer than, and use = symbol.
- **FC.N.11.EB05** - Round whole numbers to the nearest one, ten, hundred or thousand.
- **FC.N.11.EB06** - Add, subtract, multiply and divide whole numbers fluently.
- **FC.N.11.EB07** - Apply estimation in solving problems.
- **FC.N.11.EB08** - Solve simple open sentences.
- **FC.N.11.EB09** - Select appropriate numbers in order to solve problems.
- **FC.N.11.EB10** - Understand percentages as parts out of 100, use % notation, and express a part of a whole as a percentage.
- **FC.N.11.EB11** - Convert between percentages, decimals and fractions. E.g. $1/2 = 0.5 = 50\%$.
- **FC.N.11.EB12** - Solve word problems involving percentages in such contexts as sales, taxes and tips.
- **FC.N.11.EB13** - Recognize, name, represent and write fractions with denominators of 100 or less.
- **FC.N.11.EB14** - Compare and order fractions, including improper fractions and mixed numbers.
- **FC.N.11.EB15** - Add and subtract two fractions with like denominators.
- **FC.N.11.EB16** - Compare and order decimal fractions in relation to money.
- **FC.N.11.EB17** - Round money to the nearest dollar or ten dollars.
- **FC.N.11.EB18** - Add, subtract, multiply and divide decimal fractions in relation to money in applied situations.
- **FC.N.11.EB19** - Apply estimation in solving problems involving addition, subtraction, multiplication or division.
- **FC.N.11.EB20** - Select appropriate numbers and operations in order to solve problems, write number sentences and solve.
- **FC.N.11.EB21** - Solve applied problems involving the four basic arithmetic operations for whole numbers, fractions and decimals.
- **FC.A.11.EB01** - Solve applied problems involving rates, including speed.
- **FC.A.11.EB02** - Identify the unknown quantity in an applied problem.
- **FC.A.11.EB03** - Represent information given in words using algebraic expressions and equations.

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