

**Numeric Literacy  
Level 1**

<b>State Performance Standards</b>	<b>GLE</b>	<b>Content:</b>	<b>Math I</b>	<b>Skills</b>	<b>Analytical</b>	<b>Contextual</b>
		<b>Numeration</b>				
A.2.1	[5] N-1	NL.NM.01.01	Model, order, read, and write positive and negative whole numbers to 1,000,000.			
A.2.2	[7] N-2	NL.NM.01.02	Use, model, and identify place value positions from 0.001 to 100,000.			
A.2.4	[8] N-4	NL.NM.01.03	Convert between simple fractions, decimals, and percents.			
A.2.5	[4] N-9	NL.NM.01.04	Find sums and differences of simple fractions and decimals.			
A.2.6	[5] N-10	NL.NM.01.05	Identify and describe factors and multiples			
		<b>Measurement</b>				
B.2.1	[4] MEA-5	NL.MS.01.01	Measure line segments to the nearest 1/8-inch and millimeter.			
B.2.2	[6] MEA-5	NL.MS.01.02	Identify and use equivalent measurements of time.			
B.2.4	[6] MEA-3, [7] MEA-4	NL.MS.01.03	Measure the dimensions of a geometric figure.			
B.2.5	[5] MEA-5	NL.MS.01.04	Tell time to the minute using an analog clock			
B.2.5	[6] MEA-4	NL.MS.01.05	Find elapsed time to the half-hour.			
B.2.6	[5] MEA-7	NL.MS.01.06	Calculate change by counting up from the amount of purchase to \$100.			
		<b>Estimation and Computation</b>				
C.2.2	[5] E&C - 2	NL.EC.01.01	Memorize basic multiplication and division facts to 144.			
C.2.4	[5] E&C - 4	NL.EC.01.02	Calculate the product of numbers with two digit multipliers.			
C.2.4	[6] E&C - 4	NL.EC.01.03	Multiply decimals that represent money by whole numbers.			
	[5] E&C - 4	NL.EC.01.04	Use a long-division method to find the quotient of multi-digit dividend and a one-digit divisor.			
C.2.4	[6] N-5	NL.EC.01.05	Calculate equivalent fractions.			
		<b>Functions and Relationships</b>				
	[4] F&R-1 [5] F&R-1	NL.FR.01.01	Identify and extend an arithmetic/geometric pattern and explain its rule.			

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D.2.4	[5] F&R-1, [7] F&R-2	NL.FR.01.02	Analyze patterns using lists and tables.			
D.2.5	[6] F&R-5	NL.FR.01.03	Evaluate formula by substituting values for variables.			
		<b>Geometry</b>				
E.2.1	[7] MEA-5, [7] G-9	NL.GO.01.01	Draw and measure angles using a protractor.			
E.2.4	[6] G-7	NL.GO.01.02	Determine the perimeter of regular and irregular polygons.			
E.2.4	[6] G-7	NL.GO.01.03	Determine the area and perimeter of polygons (i.e. triangle, rhombus, trapezoid, parallelogram).			
E.2.6	[5] G-8	NL.GO.01.04	Plot ordered pairs on a rectangular coordinate grid, identify the quadrants, and connect the points.			
E.2.7	[5] G-9	NL.GO.01.05	Draw and name midpoints, intersections, parallel, perpendicular lines, ray, and segment.			
	[6] G-4	NL.GO.01.06	Draw 3-D models of a 2-D view from multiple viewpoints.			
		<b>Statistics and Probability</b>				
F.2.1	[5] S&P-1 [6] S&P-1	NL.SP.01.01	Collect and organize data; use it to construct a chart, table, or graph.			
F.2.3	[6] S&P-3, [7] S&P-3	NL.SP.01.02	Determine the mean, mode, median, and range of a set of data.			
F.2.6	[4] S&P-4	NL.SP.01.03	In an experiment using given criteria, make predictions, perform experiment, record results, and compare predicted outcome with actual results.			
		<b>Problem Solving</b>				
G.2.1	[5] PS-3	NL.PS.01.01	Read and summarize problems using mathematical terms and symbols.			
	[5] PS-1	NL.PS.01.02	Identify and explain different problem solving strategies and when it is best to use them (guess and check, work backwards, draw a picture, etc.)			
H.2.1	[5] PS-3	NL.PS.01.03	Write and verbalize essential parts of a problem using appropriate mathematical vocabulary.			
C1.2.3, D1.2.3	[5] PS-3	NL.PS.01.04	Write and verbalize explanations of strategies used to solve problems.			
D1.3.3	[5] PS-3	NL.PS.01.05	Maintain a math journal that expresses goals, successes, and areas for improvement and explains mathematical ideas, solutions, and methods.			
E1.2.1	[6] PS-5	NL.PS.01.06	Apply math skills and processes to a personal interest (i.e. music, architecture, sports)			