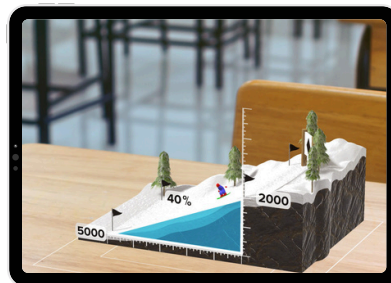


MCGRAW HILL AR ALIGNMENT TO CALIFORNIA COMMON CORE STATE STANDARDS FOR MATHEMATICS (CA CCSSM)



ACTIVITY	CA CCSSM
Division with Remainders	<p>3.OA.2 Interpret whole-number quotients of whole numbers, e.g., interpret $56 \div 8$ as the number of objects in each share when 56 objects are partitioned equally into 8 shares, or as a number of shares when 56 objects are partitioned into equal shares of 8 objects each. For example, describe a context in which a number of shares or a number of groups can be expressed as $56 \div 8$.</p> <p>3.OA.3 Use multiplication and division within 100 to solve word problems in situations involving equal groups, arrays, and measurement quantities, e.g., by using drawings and equations with a symbol for the unknown number to represent the problem</p> <p>4.OA.3 Solve multistep word problems posed with whole numbers and having whole-number answers using the four operations, including problems in which remainders must be interpreted. "</p>
Equivalent Fractions	<p>4.F.A.1 Explain why a fraction a/b is equivalent to a fraction $(n \times a)/(n \times b)$ by using visual fraction models, with attention to how the number and size of the parts differ even though the two fractions themselves are the same size. Use this principle to recognize and generate equivalent fractions.</p>
Add & Subtract Fractions	<p>5.NF.1 Add and subtract fractions with unlike denominators (including mixed numbers) by replacing given fractions with equivalent fractions in such a way as to produce an equivalent sum or difference of fractions with like denominators. For example, $2/3 + 5/4 = 8/12 + 15/12 = 23/12$. (In general, $a/b + c/d = (ad + bc)/bd$.)</p>
Coordinate Plane	<p>5.G.1 Use a pair of perpendicular number lines, called axes, to define a coordinate system, with the intersection of the lines (the origin) arranged to coincide with the 0 on each line and a given point in the plane located by using an ordered pair of numbers, called its coordinates. Understand that the first number indicates how far to travel from the origin in the direction of one axis, and the second number indicates how far to travel in the direction of the second axis, with the convention that the names of the two axes and the coordinates correspond (e.g., x-axis and x-coordinate, y-axis and y-coordinate).</p>
Ratios	<p>6.RP.1 Understand the concept of a ratio and use ratio language to describe a ratio relationship between two quantities. 6.RP.2 Understand the concept of a unit rate a/b associated with a ratio $a:b$ with $b \neq 0$, and use rate language in the context of a ratio relationship.</p>
LCM	<p>6.NS.4 Find the least common multiple of two whole numbers less than or equal to 12.</p>
One-Step Equations	<p>6.EE.7 Solve real-world mathematical problems by writing and solving equations of the form $x + p = q$ and $px = q$ for cases in which p, q and x are all nonnegative rational numbers.</p>
Two-Step Equations	<p>7.EE.B.4 Use variables to represent quantities in a real-world or mathematical problem, and construct simple equations and inequalities to solve problems by reasoning about the quantities.</p>
Nets	<p>6.G.4 Represent three-dimensional figures using nets made up of rectangles and triangles.</p>
Slope	<p>8.F.4 Construct a function to model a linear relationship between two quantities. Determine the rate of change and initial value of the function from a description of a relationship or from two (x, y) values, including reading these from a table or from a graph.</p>

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Growth Functions	F.LE.3 Observe using graphs and tables that a quantity increasing exponentially eventually exceeds a quantity increasing linearly, quadratically, or (more generally) as a polynomial function.
Reflections	MA.8.GR.2.3 Describe and apply the effect of a single transformation on two-dimensional figures using coordinates and the coordinate plane.
Pythagorean Theory in 3D	8.G.7 Apply the Pythagorean Theorem to determine unknown side lengths in right triangles in real-world and mathematical problems in two and three dimensions.
Parallel & Skew Lines	G.CO.1 Know precise definitions of angle, circle, perpendicular line, parallel line, and line segment, based on the undefined notions of point, line, distance along a line, and distance around a circular arc.
Cross Sections	G.GMD.4 Identify the shapes of two-dimensional cross-sections of three-dimensional objects.
Rotations	G.GMD.4 Identify three-dimensional objects generated by rotations of two-dimensional objects.
Quadratic Functions	IF.7.A Graph linear and quadratic functions and show intercepts, maxima, and minima.
Graph Theory	MP.1 Make sense of problems and persevere in solving them. MP.4 Look for and make use of structure. MP.7 Model with mathematics.
Game Theory	S.MD.6 Use probabilities to make fair decisions (e.g., drawing by lots, using a random number generator). S.MD.7 Analyze decisions and strategies using probability concepts (e.g., product testing, medical testing, pulling a hockey goalie at the end of a game). S.IC.6 Evaluate reports based on data.

