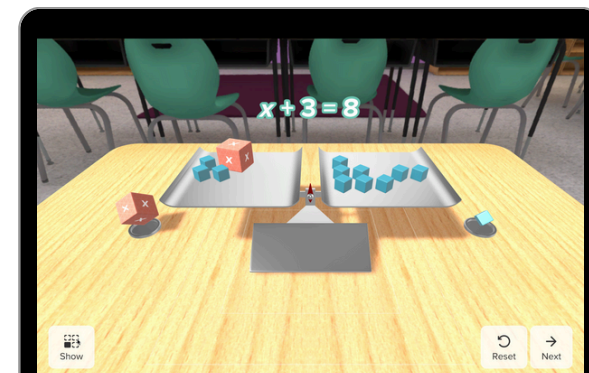
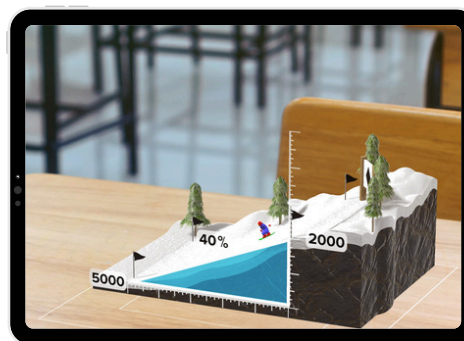


MCGRAW HILL AR ALIGNMENT TO FLORIDA B.E.S.T. STANDARDS FOR MATHEMATICS



ACTIVITY	FLORIDA B.E.S.T. MATH
Division with Remainders	MA.4.AR.1 Solve real-world problems involving multiplication and division of whole numbers including problems in which remainders must be interpreted within the context.
Equivalent Fractions	MA.4.FR.1.3 Identify and generate equivalent fractions, including fractions greater than one. Describe how the numerator and denominator are affected when the equivalent fraction is created.
Add/Subtract Fractions	MA.5.FR.2.1 Add and subtract fractions with unlike denominators, including mixed numbers and fractions greater than 1, with procedural reliability.
Coordinate Plane	MA.6.GR.1.2 Find distances between ordered pairs, limited to the same x-coordinate or the same y-coordinate, represented on the coordinate plane.
Ratios	MA.6.AR.3.1 Given a real-world context, write and interpret ratios to show the relative sizes of two quantities using appropriate notation: a/b , a to b , or $a:b$ where $b \neq 0$.
LCM	MA.6.NSO.3.1 Given a mathematical or real-world context, find the greatest common factor and least common multiple of two whole numbers.
Solve Equations	MA.6.AR.2.2 Write and solve one-step equations in one variable within a mathematical or real-world context using addition and subtraction, where all terms and solutions are integers. MA.6.AR.2.3 Write and solve one-step equations in one variable within a mathematical or real-world context using multiplication and division, where all terms and solutions are integers.
Nets	MA.5.GR.1.2 Identify and classify three-dimensional figures into categories based on their defining attributes. Figures are limited to right pyramids, right prisms, right circular cylinders, right circular cones and spheres.
Slope	MA.8.AR.3.2 Given a table, graph or written description of a linear relationship, determine the slope.

ACTIVITY	FLORIDA B.E.S.T. MATH
Growth Functions	MA.912.F.1.8 Determine whether a linear, quadratic or exponential function best models a given real-world situation.
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	MA.8.GR.1.1 Apply the Pythagorean Theorem to solve mathematical and real-world problems involving unknown side lengths in right triangles.
Parallel & Skew Lines	MA.K12.MTR.1.1 Actively participate in effortful learning both individually and collectively. MA.K12.MTR.2.1 Demonstrate understanding by representing problems in multiple ways. MA.K12.MTR.3.1 Complete tasks with mathematical fluency.
Cross Sections	MA.912.GR.4.1 Identify the shapes of two-dimensional cross-sections of three-dimensional figures
Rotations	MA.912.GR.4.2 Identify three-dimensional objects generated by rotations of two-dimensional figures.
Quadratic Functions	MA.912.AR.3.7 Given a table, equation or written description of a quadratic function, graph that function, and determine and interpret its key features.
Graph Theory	MA.912.LT.2.2 Solve problems involving paths in graphs
Game Theory	MA.912.LT.2.7 Solve problems involving optimal strategies in Game Theory. MA.912.DP.5.11 Evaluate reports based on data from diverse media, print and digital resources by interpreting graphs and tables; evaluating data-based arguments; determining whether a valid sampling method was used; or interpreting provided statistics.

