Math Triumphs, Grade K Correlated to My Math, Grade K

Math Triumphs, Grade K provides the prerequisite concepts and skills necessary for success with *My Math*, Grade K and the Common Core State Standards.

Math Triumphs,	Grade K	Targeted Skills and Concepts	Preparation for <i>My Math,</i> Grade K and Common Core State Standards
	Chapter 1 Represent Whole Numbers	Count, read, and write numbers 0 to 5.	Chapter 1 Numbers 0 to 5 K.CC.3, K.CC.4, K.CC.4a, K.CC.4b, K.CC.5
		Count, read, and write numbers 6 to 10.	Chapter 2 Numbers to 10 K.CC.3, K.CC.4, K.CC.4a, K.CC.4b, K.CC.5
		Count, read, and write numbers beyond 10.	Chapter 3 Numbers Beyond 10 K.CC.3, K.CC.4, K.CC.4a, K.CC.4b, K.CC.5
		Decompose numbers less than or equal to 10 by using objects or drawings to represent the problem.	Chapter 4 Compose and Decompose Numbers to 10 K.OA.3
		Compose and decompose numbers from 11 to 19 into ten ones and some further ones using drawings, and record each composition or decomposition by a drawing or equation.	Chapter 7 Compose and Decompose Numbers 11 to 19 K.NBT.1
Math Triumphs Section 1	Chapter 2 Compare and Order Whole Numbers	Count forward to recognize that each successive number refers to a quantity that is one larger.	Chapter 1 Numbers 0 to 5 K.CC.4c
Costion 1			Chapter 2 Numbers to 10 K.CC.4c
			Chapter 3 Numbers Beyond 10 K.CC.4c
		Identify whether the objects in a group are greater than, less than, or equal to the number of objects in another group.	Chapter 1 Numbers 0 to 5 K.CC.6, K.CC.7
	Chapter 3 Introduction to Addition	Understand addition as joining groups to find the total up to 10.	Chapter 5 Addition K.OA.1
		Solve addition word problems by using objects or drawings.	Chapter 5 Addition K.OA.2
	Chapter 4 Introduction to Subtraction	Understand subtraction as separating groups to find the difference up to nine.	Chapter 6 Subtraction K.OA.1
		Solve subtraction word problems by using objects or drawings.	Chapter 6 Subtraction K.OA.2
	Chapter 5 Two-Dimensional Figures	Recognize and name two-dimensional shapes, such as circle, square, triangle, and rectangle.	Chapter 11 Two-Dimensional Shapes K.G.2, K.G.3
		Compare two-dimensional shapes, in different sizes and orientation, to describe their parts (sides and vertices/corners) and attributes.	Chapter 11 Two-Dimensional Shapes K.G.4
		Model shapes in the world by building shapes	Chapter 11

Math Triumphs Section 2		from components and drawing shapes.	Two-Dimensional Shapes K.G.5
		Compose simple shapes to form larger shapes.	Chapter 11 Two-Dimensional Shapes K.G.6
	Chapter 6 Three-Dimensional Figures	Recognize and name three-dimensional shapes, such as sphere, cylinder, rectangular prism, and cube.	Chapter 12 Three-Dimensional Shapes K.G.2, K.G.3
		Compare three-dimensional shapes, in different sizes and orientation, to describe their parts (sides and vertices/corners) and attributes.	Chapter 12 Three-Dimensional Shapes K.G.4
	Chapter 7 Space and Position	Recognize and identify a shape in various orientations.	Chapter 10 Position K.G.1, K.G.2
		Describe the relative position of objects using appropriate vocabulary terms.	Chapter 10 Position K.G.1, K.G.2
	Chapter 8 Sort Objects by Attributes	Describe the attributes of objects (length, height, and weight) in order to identify similarities and differences when comparing objects.	Chapter 8 Measurement K.MD.1, K.MD.2
Math Triumphs Section 3		Sort and classify objects into given categories. Count the number of objects in each category.	Chapter 9 Classify Objects K.MD.3
	Chapter 10 Patterns	Identify, duplicate, and extend a simple pattern.	Chapter 11 Two-Dimensional Shapes K.G.4

Math Triumphs, Grade 1 Correlated to My Math, Grade 1

Math Triumphs, Grade 1 provides the prerequisite concepts and skills necessary for success with *My Math*, Grade 1 and the Common Core State Standards.

Math Triump	hs, Grade 1	Targeted Skills and Concepts	Preparation for <i>My Math</i> , Grade 1 and Common Core State Standards
	Chapter 1 Addition Strategies and Facts	Find sums by adding zero.	Chapter 1 Addition Concepts 1.OA.3
		Count on using a number line to help find the sum.	Chapter 3 Addition Strategies to 20 1.OA.5, 1.OA.6
		Join and create sets with sums up to 20.	Chapter 3 Addition Strategies to 20 1.OA.1, 1.OA.3
		Use the doubles and groups of 10 to make sums greater than 10.	Chapter 3 Addition Strategies to 20 1.OA.6
		Use addition within 20 to solve word problems.	Chapter 1 Addition Concepts 1.OA.1
			Chapter 3 Addition Strategies to 20 1.OA.1
	Chapter 2 Subtraction Strategies and Facts	Use counters to count back to subtract.	Chapter 4 Subtraction Strategies to 20 1.OA.5, 1.OA.6
Math Triumphs Section 1		Count back using a number line.	Chapter 4 Subtraction Strategies to 20 1.OA.5, 1.OA.6
		Use fact families to relate addition and subtraction.	Chapter 4 Subtraction Strategies to 20 1.OA.6
		Use subtraction within 20 to solve word problems.	Chapter 2 Subtraction Concepts 1.OA.1
			Chapter 4 Subtraction Strategies to 20 1.OA.1
	Chapter 3 Addition and Subtraction Using Place Value	Develop an understanding of place value by adding groups of ten and ones.	Chapter 5 Place Value 1.NBT.2a, 1.NBT.2b
			Chapter 6 Two-Digit Addition and Subtraction 1.NBT.4, 1.NBT.6
	Chapter 4 Understand Whole Numbers	Recognize and use number patterns to count by fives.	Chapter 5 Place Value 1.NBT.1
Math Triumphs Section 2		Use number patterns to count by fives to prepare for counting tally marks and creating tally charts.	Chapter 7 Organize and Use Graphs 1.MD.4

	Chapter 5 Place Value	Make groups of tens and ones to determine the place value.	Chapter 5 Place Value 1.NBT.2a, 1.NBT.2b, 1.NBT.2c
			Chapter 6 Two-Digit Addition and Subtraction 1.NBT.4, 1.NBT.6
		Identify pennies and dimes. Count and solve problems using pennies and dimes.	Chapter 3 Addition Strategies to 20 1.OA.5, 1.OA.6
			Chapter 5 Place Value 1.NBT.1
	Chapter 6 Compare and Order Whole Numbers	Order whole numbers to 100.	Chapter 5 Place Value 1.NBT.2a, 1.NBT.2c
			Chapter 8 Measurement and Time 1.MD.3
		Compare whole numbers to 100.	Chapter 5 Place Value 1.NBT.3
	Chapter 7 Two-Dimensional Figures	Identify and compare the attributes of different two-dimensional figures and objects.	Chapter 9 Two-Dimensional Shapes and Equal Shares 1.G.1
		Compare two halves of a figure or real-world object to determine if an object exemplifies equal parts.	Chapter 9 Two-Dimensional Shapes and Equal Shares 1.G.3
Math Triumphs	Chapter 8 Three-Dimensional Figures	Identify and compare the attributes of different three-dimensional figures and objects.	Chapter 10 Three-Dimensional Shapes 1.G.1
Section 3	Chapter 9 Patterns	Compose new figures using two- and three-dimensional figures.	Chapter 9 Two-Dimensional Shapes and Equal Shares 1.G.2
			Chapter 10 Three-Dimensional Shapes 1.G.2
		Identify, duplicate, and extend simple patterns.	Chapter 10 Three-Dimensional Shapes 1.G.1

Math Triumphs, Grade 2 Correlated to My Math, Grade 2

Math Triumphs, Grade 2 provides the prerequisite concepts and skills necessary for success with *My Math*, Grade 2 and the Common Core State Standards.

Math Triumphs,	Grade 2	Targeted Skills and Concepts	Preparation for <i>My Math,</i> Grade 2 and Common Core State Standards
	Chapter 1 Whole Numbers	Skip Count by 2s, 5s, and 10s.	Chapter 2 Number Patterns 2.OA.1, 2.OA.2, 2.NBT.2
		Skip count by 5s to prepare for counting tally marks and telling time.	Chapter 9 Data Analysis 2.MD.10
			Chapter 10 Time 2.MD.7
		Use patterns to skip count on a hundred chart.	Chapter 2 Number Patterns 2.OA.2, 2.NBT.2
		Skip count and use patterns to prepare for counting coins.	Chapter 8 Money 2.MD.8
		Identify, describe, and apply number patterns to addition when adding by 10s and 100s.	Chapter 8 Money 2.MD.8
		Compare and order whole numbers to 1,000.	Chapter 9 Data Analysis 2.MD.10
Math Triumphs		Order whole numbers to 1,000.	Chapter 10 Time 2.MD.7
Book 1	Chapter 2 Place Value	Read, write, and model numbers to 999.	Chapter 5 Place Value to 1,000 2.NBT.1, 2.NBT.1a, 2.NBT.1b, 2.NBT.3
		Identify place value by using words, models, and expanded form to represent numbers to 999.	Chapter 5 Place Value to 1,000 2.NBT.1, 2.NBT.1a, 2.NBT.1b, 2.NBT.3
		Identify, describe, and apply number patterns to addition when adding by 10s and 100s.	Chapter 6 Add Three-Digit Numbers 2.NBT.7
		Subtract numbers in the hundreds.	Chapter 7 Subtract Three-Digit Numbers 2.NBT.7
		Use place value and base-ten blocks to add two-digit numbers.	Chapter 3 Add Two-Digit Numbers 2.NBT.5, 2.NBT.9
	Chapter 3 Compare and Order Whole Numbers	Compare whole numbers to 1,000.	Chapter 5 Place Value to 1,000 2.NBT.4
		Compare and order whole numbers to 1,000.	Chapter 9 Data Analysis 2.MD.10
		Order whole numbers to 1,000.	Chapter 10 Time 2.MD.7

	Chapter 4 Addition and Subtraction	Use a number line to count on when adding to find a sum less than 10.	Chapter 1 Apply Addition and Subtraction Concepts 2.OA.1, 2.OA.2
		Use doubles to find sums.	Chapter 1 Apply Addition and Subtraction Concepts 2.OA.1, 2.OA.2
		Use a number line to count back when subtracting to find a difference less than 10.	Chapter 1 Apply Addition and Subtraction Concepts 2.OA.1, 2.OA.2
		Use related facts to write fact families to understand addition and strategies for basic addition and subtraction facts.	Chapter 1 Apply Addition and Subtraction Concepts 2.OA.1, 2.OA.2, 2.NBT.9
	Chapter 5 Addition Concepts	Identify, describe, and apply number patterns to addition when adding by 10s and 100s.	Chapter 5 Place Value to 1,000 2.NBT.2, 2.NBT.8
		Identify, describe, and apply number patterns to addition when adding by 10s and 100s.	Chapter 6 Add Three-Digit Numbers 2.NBT.7
Math Triumphs Book 2		Identify, describe, and apply number patterns to addition when adding by 10s and 100s.	Chapter 8 Money 2.MD.8
		Use place value and base-ten blocks to add two-digit numbers.	Chapter 3 Add Two-Digit Numbers 2.NBT.5, 2.NBT.9
		Use repeated addition to add equal groups.	Chapter 2 Number Patterns 2.OA.4, 2.NBT.2
		Add three one-digit numbers using addition facts.	Chapter 1 Apply Addition and Subtraction Concepts 2.OA.2, 2.NBT.9
	Chapter 6 Subtraction Concepts	Count back to find the difference by using a number line.	Chapter 1 Apply Addition and Subtraction Concepts 2.OA.1, 2.OA.2
		Subtract one-digit numbers from two-digit numbers without regrouping.	Chapter 4 Subtract Two-Digit Numbers 2.OA.1, 2.NBT.5, 2.NBT.9
		Subtract numbers in the hundreds.	Chapter 7 Subtract Three-Digit Numbers 2.NBT.7
Math Triumphs Book 3	Chapter 7 Introduction to Measurement	Understand measurement and data analysis.	Chapter 11 Customary and Metric Lengths 2.MD.4
	Chapter 8 Linear Measurement	Use an inch ruler to estimate and measure objects.	Chapter 11 Customary and Metric Lengths 2.MD.1, 2.MD.3, 2.MD.5
		Use a centimeter ruler to estimate and measure objects.	Chapter 11 Customary and Metric Lengths 2.MD.1, 2.MD.3, 2.MD.5

		Use a standard unit of inches or centimeters to measure how much longer one object is than another.	Chapter 11 Customary and Metric Lengths 2.MD.4
		Compare metric length with inches and centimeters.	Chapter 11 Customary and Metric Lengths 2.MD.1, 2.MD.2
	Chapter 9 Measurement and Figures	Identify and describe the specific attributes of two-dimensional geometric shapes, such as triangle, parallelogram/quadrilateral, pentagon, and hexagon.	Chapter 12 Geometric Shapes and Equal Shares 2.G.1
		Compare two-dimensional shapes and sizes of figures.	Chapter 12 Geometric Shapes and Equal Shares 2.G.1

Math Triumphs, Grade 3 Correlated to My Math, Grade 3

Math Triumphs, Grade 3 provides the prerequisite concepts and skills necessary for success with *My Math*, Grade 3 and the Common Core State Standards.

Math Triumphs,	Grade 3	Targeted Skills and Concepts	Preparation for <i>My Math</i> , Grade 3 and Common Core State Standards
	Chapter 1 Addition and Subtraction	Understand addition and subtraction and strategies for basic addition and subtraction facts.	Chapter 2 Addition 3.NBT.2
Math Triumphs Book 1			Chapter 3 Subtraction 3.NBT.2
		Understand basic addition and subtraction to prepare for telling time to the nearest minute.	Chapter 11 Measurement 3.MD.1
	Chapter 2 Introduction to Multiplication	Represent the concept of multiplication with repeated addition.	Chapter 4 Understand Multiplication 3.OA.1, 3.OA.3, 3.OA.8
		Use equal group models, arrays, patterns, tables, and sequences to show multiplication.	Chapter 4 Understand Multiplication 3.OA.1, 3.OA.3, 3.OA.8
		Understand basic multiplication and multiplication facts for 2 and 5.	Chapter 6 Multiplication and Division Patterns 3.OA.1, 3.OA.3, 3.OA.4, 3.OA.5, 3.OA.9
			Chapter 11 Measurement 3.OA.3
		Understand basic multiplication and multiplication facts for 0 and 1.	Chapter 7 Multiplication and Division 3.OA.1, 3.OA.3, 3.OA.4, 3.OA.5, 3.OA.9
		Understand basic multiplication to prepare for multiplying facts 6, 7, 8, and 9.	Chapter 8 Apply Multiplication and Division 3.OA.1, 3.OA.3, 3.OA.4, 3.OA.5, 3.OA.9
		Use basic multiplication to prepare for applying the properties of operations.	Chapter 9 Properties and Equations 3.OA.5
	Chapter 3 Introduction to Division	Relate division and multiplication.	Chapter 5 Understand Division 3.OA.4, 3.OA.6, 3.OA.7
			Chapter 11 Measurement 3.OA.3
		Use models and arrays to relate division and subtraction.	Chapter 5 Understand Division 3.OA.2, 3.OA.4, 3.OA.7
		Understand basic division and division facts for 2 and 5.	Chapter 6 Multiplication and Division Patterns 3.OA.2, 3.OA.3, 3.OA.4, 3.OA.7
		Understand basic division and division facts for 0 and 1.	Chapter 7 Multiplication and Division 3.OA.2, 3.OA.3, 3.OA.4, 3.OA.5, 3.OA.7
		Understand basic division to prepare for	Chapter 8

		division facts 6, 7, 8, and 9.	Apply Multiplication and Division 3.OA.2, 3.OA.3, 3.OA.4, 3.OA.5, 3.OA.7
		Use basic division to prepare for applying the properties of operations.	Chapter 9 Properties and Equations 3.OA.5
	Chapter 4 Place Value	Read, write, and identify place value of whole numbers through thousands.	Chapter 1 Place Value Prep for 3.NBT.1, Prep for 3.NBT.2
		Round whole numbers to the nearest ten.	Chapter 1 Place Value 3.NBT.1
	Chapter 5 Fractions	Model and develop an understanding of fractions.	Chapter 10 Fractions 3.NF.1
		Understand equal part of a whole and equal part of a set.	Chapter 10 Fractions 3.NF.1, 3.G.2
			Chapter 14 Geometry 3.G.2
Math Triumphs Book 2		Represent fractions on a number line.	Chapter 10 Fractions 3.NF.1, 3.NF.2, 3.NF.2a, 3.NF.2b
		Measure lengths to the nearest half inch.	Chapter 12 Represent and Interpret Data 3.MD.4
	Chapter 6 Fraction Equivalence	Model and develop an understanding of fractions by locating the numerator and denominator.	Chapter 10 Fractions 3.NF.1
		Understand equivalent fractions.	Chapter 10 Fractions 3.NF.1, 3.NF.3, 3.NF.3a, 3.NF.3b
		Express whole numbers as fractions and recognize fractions equivalent to whole numbers.	Chapter 10 Fractions 3.NF.1, 3.NF.3, 3.NF.3a, 3.NF.3c
		Use models to compare two fractions.	Chapter 10 Fractions 3.NF.1, 3.NF.3, 3.NF.3d
	Chapter 7 Geometry	Develop an understanding of sides and angles/vertices on a two-dimensional shape.	Chapter 14 Geometry 3.G.1
	Chapter 8 Measurement and Geometry	Compare shapes and sizes of two- dimensional figures to prepare for finding the perimeter of rectangles.	Chapter 14 Geometry 3.G.1
Math Triumphs Book 3			Chapter 13 Perimeter and Area 3.MD.8
	Chapter 9 Data Analysis	Construct and analyze tables, bar graphs, picture graphs, and line plots.	Chapter 12 Represent and Interpret Data 3.MD.3
		Construct and analyze tables and line plots	Chapter 12 Represent and Interpret Data 3.MD.4

Math Triumphs, Grade 4 Correlated to My Math, Grade 4

Math Triumphs, Grade 4 provides the prerequisite concepts and skills necessary for success with My Math, Grade 4 and the Common Core State Standards.

Math Triumphs,	Grade 4	Targeted Skills and Concepts	Preparation for My Math, Grade 4 and Common Core State Standards
	Chapter 1 Place Value and Patterns	Identify the place value of digits in multi-digit numbers to 100,000.	Chapter 1 Place Value 4.NBT.1
Math Triumphs Book 1		Read and write multi-digit numbers.	Chapter 1 Place Value 4.NBT.2
		Compare and order numbers using a number line and place-value chart.	Chapter 1 Place Value 4.NBT.2
		Identify and use basic growing and repeating patterns and sequences.	Chapter 7 Patterns and Sequences 4.OA.5
	Chapter 2 Multiplication	Use the Zero Property of Multiplication and Identity Property of Multiplication to multiply by zero and one.	Chapter 3 Understand Multiplication and Division 4.NBT.5
		Use related multiplication facts (Commutative Property of Multiplication) to find the product.	Chapter 3 Understand Multiplication and Division 4.NBT.5
		Multiply multiples of 10 using basic facts and patterns.	Chapter 4 Multiply by One-Digit Numbers 4.NBT.1, 4.NBT.5, 4.OA.4
		Draw arrays to model multiplication facts.	Chapter 4 Multiply by One-Digit Numbers 4.NBT.5
		Use mental math to add and prepare for multiplication.	Chapter 2 Add and Subtract Whole Numbers 4.NBT.4
			Chapter 5 Multiply by Two-Digit Numbers 4.NBT.4
	Chapter 3 More Multiplication	Draw arrays to model multiplication facts.	Chapter 4 Multiply by One-Digit Numbers 4.NBT.5
			Chapter 5 Multiply by Two-Digit Numbers 4.NBT.5
	Chapter 4 Introduction to Division	Understand how multiplication and division are related with the use of inverse operations.	Chapter 3 Understand Multiplication and Division 4.NBT.5, 4.NBT.6
		Use repeated subtraction to divide.	Chapter 3 Understand Multiplication and Division 4.NBT.6
		Use basic facts and patterns to divide mentally by 10.	Chapter 6 Divide by a One-Digit Number

			4.NBT.1, 4.NBT.6, 4.OA.4
		Divide with remainders and check using multiplication and division.	Chapter 6 Divide by a One-Digit Number 4.NBT.6
		Solve multi-step word problems using more than one operation.	Chapter 6 Divide by a One-Digit Number 4.OA.3
	Chapter 5 Fractions	Find equivalent fractions. Use multiplication to determine if fractions are equivalent.	Chapter 8 Fractions 4.NF.1, 4.NF.5
		Compare and order fractions.	Chapter 8 Fractions 4.NF.2
		Understand least common denominator to be prepared to add and subtract like fractions.	Chapter 9 Operations and Fractions 4.NF.3a
	Chapter 6 Decimals	Model and describe whole number place value through tenths and hundredths.	Chapter 10 Fractions and Decimals 4.NF.6
Math Triumphs		Use money to solve problems with decimals.	Chapter 10 Fractions and Decimals 4.NF.6
Book 2		Compare and order decimals to hundredths by reasoning about their size.	Chapter 10 Fractions and Decimals 4.NF.6, 4.NF.7
	Chapter 7 Fractions and Decimals	Identify, read, and write tenths and hundredths as decimals and as fractions.	Chapter 10 Fractions and Decimals 4.NF.5, 4.NF.6
		Create mixed numbers with whole numbers and fractions.	Chapter 8 Fractions 4.NF.3, 4.NF.3b
		Compare and order decimals to hundredths by reasoning about their size.	Chapter 10 Fractions and Decimals 4.NF.6, 4.NF.7
	Chapter 8 Geometry and Measurement	Estimate and measure length using customary units.	Chapter 11 Customary Measurement 4.MD.1, 4.MD.2
		Estimate and measure length within the metric system.	Chapter 12 Metric Measurement 4.MD.1
		Find the perimeter of a figure.	Chapter 13 Perimeter and Area 4.MD.3
		Draw points, lines, line segments, and rays. Identify these in two-dimensional figures.	Chapter 14 Geometry 4.G.1
Math Triumphs Book 3		Draw parallel and intersecting lines.	Chapter 14 Geometry 4.G.1
		Use concepts of angle measurement to classify angles.	Chapter 14 Geometry 4.G.1, 4.MD.5, 4.MD.5a, 4.MD.5b
	Chapter 9 Area	Explore the area of a figure.	Chapter 13 Perimeter and Area 4.MD.3
		Find the area of rectangles and squares.	Chapter 13 Perimeter and Area 4.MD.3
	Chapter 10	Identify figures with a line of symmetry and	Chapter 14

Spa	atial Reasoning	draw lines of symmetry.	Geometry
			4.G.3

Math Triumphs, Grade 5 Correlated to My Math, Grade 5

Math Triumphs, Grade 5 provides the prerequisite concepts and skills necessary for success with *My Math*, Grade 5 and the Common Core State Standards.

Math Triumphs, Grade 5		Targeted Skills and Concepts	Preparation for <i>My Math,</i> Grade 5 and Common Core State Standards
	Chapter 1 Place Value and Number Relationships	Read and write whole numbers through the millions.	Chapter 1 Place Value 5.NBT.1
		Understand a number pattern that follows a specific rule.	Chapter 7 Expressions and Patterns 5.OA.3
	Chapter 2 Multiplication	Multiply by one-digit and two-digit numbers to prepare for multiplication of fractions.	Chapter 2 Multiply Whole Numbers 5.NBT.5
			Chapter 10 5.NBT.4
Math Triumphs Book 1		Explore multiplication by using an array or area model and the Distributive Property.	Chapter 2 Multiply Whole Numbers 5.NBT.5
		Use fact families to understand how division and multiplication are related.	Chapter 3 Divide by a One-Digit Divisor 5.NBT.6
	Chapter 3 Division	Use models to explore division.	Chapter 3 Divide by a One-Digit Divisor 5.NBT.6
			Chapter 10 Multiply and Divide Fractions 5.NBT.7
		Carry out division with and without remainders.	Chapter 3 Divide by a One-Digit Divisor 5.NBT.6
			Chapter 4 Divide by a Two-Digit Divisor 5.NBT.6
	Chapter 4 Properties of Operations	Use the Commutative Property of Addition to add whole numbers mentally.	Chapter 5 Add and Subtract Decimals 5.NBT.7
		Use the Commutative Property of Multiplication to multiply whole numbers mentally.	Chapter 6 Multiply and Divide Decimals 5.NBT.5, 5.NBT.7
		Use the Associative Property of Addition to add whole numbers mentally.	Chapter 5 Add and Subtract Decimals 5.NBT.7
		Use the Associative Property of Multiplication to multiply whole numbers mentally.	Chapter 6 Multiply and Divide Decimals 5.NBT.5, 5.NBT.7
		Use the Distributive Property of Multiplication to fluently multiply multi-digit numbers.	Chapter 2 Multiply Whole Numbers 5.NBT.5
		Follow the order of operations to evaluate mathematical expressions.	Chapter 7 Expressions and Patterns 5.OA.1

Math Triumphs Book 2	Chapter 5 Fractions	Understand parts of a whole and parts of a set in order to interpret a fraction as division of the numerator by the denominator.	Chapter 8 Fractions and Decimals 5.NF.3
		Understand parts of a whole and parts of a set in order to explore how to find part of a number through multiplication.	Chapter 10 Multiply and Divide Fractions 5.NF.4, 5.NF.4a
		Determine the common factors and the greatest common factor (GCF) of a set of numbers.	Chapter 8 Fractions and Decimals 5.NF.2
		Understand the concept of least common denominator (LCD). Compare fractions by finding equivalent fractions.	Chapter 8 Fractions and Decimals 5.NF.5, 5.NF.5b
		Understand the concept of least common multiple (LCM).	Chapter 8 Fractions and Decimals Prep for 5.NF.2
		Generate equivalent fractions by writing a fraction in simplest form.	Chapter 8 Fractions and Decimals 5.NF.5, 5.NF.5b
	Chapter 6 Add and Subtract Fractions	Add fractions with like denominators and solve word problems involving the addition of like fractions.	Chapter 9 Add and Subtract Fractions 5.NF.2
		Subtract fractions with like denominators and solve word problems involving the subtraction of like fractions.	Chapter 9 Add and Subtract Fractions 5.NF.2
		Add unlike fractions and solve word problems involving the addition of unlike fractions.	Chapter 9 Add and Subtract Fractions 5.NF.1, 5.NF.2
		Subtract unlike fractions and solve word problems involving the subtraction of unlike fractions.	Chapter 9 Add and Subtract Fractions 5.NF.1, 5.NF.2
	Chapter 7 Decimals	Use models to relate decimals to fractions.	Chapter 1 Place Value 5.NBT.3
		Represent fractions that name tenths, hundredths, and thousandths as decimals.	Chapter 1 Place Value 5.NBT.3, 5.NBT3a
		Compare decimals with the use of a number line, decimal model, or place value.	Chapter 1 Place Value 5.NBT.3, 5.NBT3a
		Order whole numbers and decimals.	Chapter 1 Place Value 5.NBT.3, 5.NBT.3a, 5.NBT.3b
		Estimate sums and differences of decimals by rounding.	Chapter 5 Add and Subtract Decimals 5.NBT.4, 5.NBT.7
		Add and subtract decimals	Chapter 5 Add and Subtract Decimals 5.NBT.7
		Understand decimals and model decimals.	Chapter 6 Multiply and Divide Decimals 5.NBT.4
Math Triumphs Book 3	Chapter 8 Geometry	Classify quadrilaterals based on attributes (congruent sides, parallel sides, and right angles).	Chapter 12 Geometry 5.G.3, 5.G.4
		Classify triangles based on attributes (side and angle measures).	Chapter 12 Geometry 5.G.3, 5.G.4
		Describe properties of three-dimensional figures.	Chapter 12 Geometry Prep for 5.MD.3

	Chapter 10 Surface Area, Volume, and Measurement	Convert measurements of mass (milligram, gram, and kilogram) within the metric system.	Chapter 11 Measurement 5.MD.1
		Convert measurements of capacity (liter, milliliter, and kilogram) within the metric system.	Chapter 11 Measurement 5.MD.1
		Convert measurements of capacity (fluid ounce, cup, pint, quart, and gallon) within the customary system.	Chapter 11 Measurement 5.MD.1
		Convert measurements of weight (ounce, pound, and ton) within the customary system.	Chapter 11 Measurement 5.MD.1
		Use models to find the volume of rectangular prisms.	Chapter 12 Geometry 5.MD.3, 5.MD.3a, 5.MD.3b, 5.MD.4
		Use volume formulas to find the volume of rectangular prisms.	Chapter 12 Geometry 5.MD.5, 5.MD.5a, 5.MD.5b