

Skills and Concepts to Enhance (73% Probability*) 161 - 170	Skills and Concepts to Develop (50% Probability*) 171 - 180	Skills and Concepts to Introduce (27% Probability*) 181 - 190
Reason with Shapes, Attributes, & Coordinate Plane	Reason with Shapes, Attributes, & Coordinate Plane	Reason with Shapes, Attributes, & Coordinate Plane
<ul style="list-style-type: none"> Identifies and names a triangle Identifies and names a square Identifies and names a rectangle Identifies sides and vertices of polygons Identifies and names a cone Compares open and closed figures Sorts solid figures and objects according to attributes Identifies position of shapes (e.g., inside, outside, between) 	<ul style="list-style-type: none"> Identifies and names a triangle Identifies and names a square Identifies and names a cube Recognizes geometric shapes in real-world objects 	<ul style="list-style-type: none"> Classifies polygons by sides and vertices Identifies and names a cube Identifies and names a sphere Identifies plane figures with line symmetry Identifies equal parts by using models
<i>New Vocabulary:</i> corner, flat	<i>New Vocabulary:</i> None	<i>New Vocabulary:</i> fourths, symmetry
<i>New Signs and Symbols:</i> None	<i>New Signs and Symbols:</i> None	<i>New Signs and Symbols:</i> None

Explanatory Notes

* At the range mid-point, this is the probability students would correctly answer items measuring these concepts and skills. Both data from test items and review by NWEA curriculum specialists are used to place Learning Continuum statements into appropriate RIT ranges. Blank cells indicate data are limited or unavailable for this range or document version.