DesCartes: A Continuum of Learning ${ }^{\circledR}$

| Skills and Concepts to Enhance (73\% Probability*) 171-180 | Skills and Concepts to Develop (50\% Probability*) 181-190 | Skills and Concepts to Introduce (27\% Probability*) 191-200 |
| :---: | :---: | :---: |
| Reason with Shapes, Attributes, \& Coordinate Plane | Reason with Shapes, Attributes, \& Coordinate Plane | Reason with Shapes, Attributes, \& Coordinate Plane |
| - Identifies and names a triangle <br> - Identifies and names a square <br> - Identifies and names a cube <br> - Recognizes geometric shapes in real-world objects | - Classifies polygons by sides and vertices <br> - Identifies and names a cube <br> - Identifies and names a sphere <br> - Identifies plane figures with line symmetry <br> - Identifies equal parts by using models | - Determines and names locations in the first quadrant on a labeled grid or coordinate system (e.g., map or graph) <br> - Identifies lines <br> - Identifies parallel lines <br> - Uses models to compare angles relative to right angles <br> - Identifies right angles <br> - Identifies corners (vertices) of cubes <br> - Identifies the number of faces on rectangular prisms <br> - Identifies and names a cylinder <br> - Identifies and names a sphere <br> - Sorts 2-D shapes and objects according to their attributes <br> - Creates a new shape by combining different shapes, or identifies the different shapes that were used to make the original shape <br> - Identifies plane figures with line symmetry <br> - Identifies the number of lines of symmetry in plane figures |
| New Vocabulary: None | New Vocabulary: fourths, symmetry | New Vocabulary: face, grid, intersect, large, parallel, vertical line |
| New Signs and Symbols: None | New Signs and Symbols: None | New Signs and Symbols: ( ) ordered pair, • point |

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[^0]:    Explanatory Notes
     appropriate RIT ranges. Blank cells indicate data are limited or unavailable for this range or document version.

