

Skills and Concepts to Enhance (73% Probability*) 191 - 200	Skills and Concepts to Develop (50% Probability*) 201 - 210	Skills and Concepts to Introduce (27% Probability*) 211 - 220
Reason with Shapes, Attributes, & Coordinate Plane	Reason with Shapes, Attributes, & Coordinate Plane	Reason with Shapes, Attributes, & Coordinate Plane
<ul style="list-style-type: none"> • Determines and names locations in the first quadrant on a labeled grid or coordinate system (e.g., map or graph) • Identifies lines • Identifies parallel lines • Uses models to compare angles relative to right angles • Identifies right angles • Identifies corners (vertices) of cubes • Identifies the number of faces on rectangular prisms • Identifies and names a cylinder • Identifies and names a sphere • Sorts 2-D shapes and objects according to their attributes • Creates a new shape by combining different shapes, or identifies the different shapes that were used to make the original shape • Identifies plane figures with line symmetry • Identifies the number of lines of symmetry in plane figures 	<ul style="list-style-type: none"> • Graphs ordered pairs in the first quadrant • Determines and names locations in the first quadrant on a labeled grid or coordinate system (e.g., map or graph) • Determines the distance between horizontal and vertical lines in the first quadrant of a rectangular coordinate system • Determines the distance between points, following grid lines, in the first quadrant on a coordinate graph (as in city blocks) • Locates the origin on a coordinate grid • Identifies parallel lines • Uses models to compare angles relative to right angles • Identifies and names a parallelogram • Identifies and names a trapezoid • Identifies and names a hexagon • Classifies polygons by number of sides • Classifies polygons by sides and angles • Identifies corners (vertices) of cubes • Classifies cubes by their properties (e.g., edges with equal lengths, faces with equal areas and congruent shapes, right angle corners) • Identifies and names a cylinder • Classifies plane figures by the number of lines of symmetry 	<ul style="list-style-type: none"> • Determines the distance between horizontal and vertical lines in the first quadrant of a rectangular coordinate system • Locates the origin on a coordinate grid • Identifies rays • Identifies perpendicular lines • Identifies acute angles • Identifies obtuse angles • Identifies and names a trapezoid • Identifies and names a rhombus • Identifies and names a quadrilateral • Classifies polygons by type of angle • Identifies corners (vertices) of cubes • Identifies the number of edges on rectangular prisms • Predicts and verifies the effects of combining or subdividing basic shapes
<i>New Vocabulary:</i> face, grid, intersect, large, parallel, vertical line	<i>New Vocabulary:</i> coordinate point, edge, origin, parallel line, regular polygon, trapezoid	<i>New Vocabulary:</i> acute angle, congruent angle, obtuse angle, straight angle
<i>New Signs and Symbols:</i> () ordered pair, • point	<i>New Signs and Symbols:</i> ° degrees	<i>New Signs and Symbols:</i> ∠ angle, angle marker (arc)

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.