

M04.A-F.3.1.1	Add two fractions with respective denominators 10 and 100.																			
M04.A-F.2.1.5	Multiply a whole number by a unit fraction (denominators limited to 2, 3, 4, 5, 6, 8, 10, 12, and 100 and final answers do not need to be simplified or written as a mixed number).																			
M04.A-F.2.1.6	Multiply a whole number by a non-unit fraction (denominators limited to 2, 3, 4, 5, 6, 8, 10, 12, and 100 and final answers do not need to be simplified or written as a mixed number).																			
M04.A-F.2.1.7	Solve word problems involving multiplication of a whole number by a fraction (denominators limited to 2, 3, 4, 5, 6, 8, 10, 12, and 100).																			
M05.A-T.2.1.1	Multiply multi-digit whole numbers (not to exceed three-digit by three-digit).																			
M05.A-T.2.1.2	Find whole-number quotients of whole numbers with up to four-digit dividends and two-digit divisors.																			
M05.A-F.1.1.1	Add and subtract fractions (including mixed numbers) with unlike denominators. (May include multiple methods and representations.)																			
M05.A-T.2.1.3	Add, subtract, multiply, and divide decimals to hundredths (no divisors with decimals).																			
M05.A-F.2.1.1	Solve word problems involving division of whole numbers leading to answers in the form of fractions (including mixed numbers).																			
M05.A-F.2.1.2	Multiply a fraction (including mixed numbers) by a fraction.																			
M05.A-F.2.1.3	Demonstrate an understanding of multiplication as scaling (resizing).																			
M05.A-F.2.1.4	Divide unit fractions by whole numbers and whole numbers by unit fractions.																			
M06.A-N.1.1.1	Interpret and compute quotients of fractions (including mixed numbers), and solve word problems involving division of fractions by fractions.																			
M06.A-N.2.1.1	Solve problems involving operations (+, -, ×, and ÷) with whole numbers, decimals (through thousandths), straight computation, or word problems.																			
M06.A-N.2.2.2	Apply the distributive property to express a sum of two whole numbers, 1 through 100, with a common factor as a multiple of a sum of two whole numbers with no common factor.																			
M07.A-N.1.1.1	Apply properties of operations to add and subtract rational numbers, including real-world contexts.																			
M07.A-N.1.1.3	Apply properties of operations to multiply and divide rational numbers, including real-world contexts; demonstrate that the decimal form of a rational number terminates or eventually repeats.																			
M06.A-R.1.1.2	Find the unit rate a/b associated with a ratio $a:b$ (with $b \neq 0$) and use rate language in the context of a ratio relationship.																			
M06.A-R.1.1.4	Solve unit rate problems including those involving unit pricing and constant speed.																			
M06.A-R.1.1.5	Find a percent of a quantity as a rate per 100 (e.g., 30% of a quantity means $30/100$ times the quantity); solve problems involving finding the whole, given a part and the percentage.																			
M07.A-R.1.1.1	Compute unit rates associated with ratios of fractions, including ratios of lengths, areas, and other quantities measured in like or different units.																			
M07.A-R.1.1.6	Use proportional relationships to solve multi-step ratio and percent problems.																			
A1.1.1.1.2	Simplify square roots (e.g., $\sqrt{24} = 2\sqrt{6}$).																			
A2.1.1.1.1	Simplify/write square roots in terms of i (e.g., $\sqrt{-24} = 2i\sqrt{6}$).																			
A2.1.1.1.2	Simplify/evaluate expressions involving powers of i (e.g., $i^6 + i^8 = -1 - i$).																			



When students are expected to demonstrate the knowledge, skills, and abilities described by an eligible content or standard—**No VMC is currently available.**



When students are expected to demonstrate the knowledge, skills, and abilities described by an eligible content or standard—**VMC is currently available.**



When grade appropriate instruction pertaining to an eligible content or standard should begin.

Content Code	Eligible Content	Grades								Algebra I		Algebra II		Geometry		
		K	1	2	3	4	5	6	7	8	Module 1 Operations and Linear Functions & Inequalities	Module 2 Linear Functions and Data Organizations	Module 1 Numbers Systems and Data Analysis	Module 2 Non-Linear Expressions and Equations	Module 1 Geometric Properties and Relations	Module 2 Geometrical Reasoning
Measurement, Data, and Probability: Units and Tools of Measurement																
CC.2.4.K.A.1	Describe and compare attributes of length, area, weight, and capacity of everyday objects.	●														
CC.2.4.1.A.1	Order lengths and measure them both indirectly and by repeating length units.		●													
CC.2.4.1.A.2	Tell and write time to the nearest half hour using both analog and digital clocks.															
CC.2.4.2.A.1	Measure and estimate lengths in standard units using appropriate tools.			●												
CC.2.4.2.A.2	Tell and write time to the nearest five minutes using both analog and digital clocks.															
M03-D-M.1.1.1	Tell, show, and/or write time (analog) to the nearest minute.					●										
M03-D-M.1.1.2	Calculate elapsed time to the minute in a given situation (total elapsed time limited to 60 minutes or less).					●										
M03-D-M.1.2.1	Measure and estimate liquid volumes and masses of objects using standard units (cups [c], pints [pt], quarts [qt], gallons [gal], ounces [oz.], and pounds [lb]) and metric units (liters [l], grams [g], and kilograms [kg]).															
M03-D-M.1.2.3	Use a ruler to measure lengths to the nearest quarter inch or centimeter.					●										
M03-D-M.1.3.1	Compare total values of combinations of coins (penny, nickel, dime, and quarter) and/or dollar bills less than \$5.00.															
M03-D-M.1.3.3	Round amounts of money to the nearest dollar.															
M04-D-M.1.1.1	Know relative sizes of measurement units within one system of units including standard units (in., ft, yd, mi; oz., lb; and c, pt, qt, gal), metric units (cm, m, km; g, kg; and mL, L), and time (sec, min, hr, day, wk, mo, and yr). Within a single system of measurement, express measurements in a larger unit in terms of a smaller unit. A table of equivalencies will be provided.							●								
M04-D-M.1.1.4	Identify time (analog or digital) as the amount of minutes before or after the hour.															
M04-D-M.3.1.1	Measure angles in whole-number degrees using a protractor. With the aid of a protractor, sketch angles of a specified measure.															
M05-D-M.1.1.1	Convert between different-sized measurement units within a given measurement system. A table of equivalencies will be provided.								●							
Measurement, Data, and Probability: Measurement Applications																
CC.2.4.2.A.3	Solve problems and make change using coins and paper currency with appropriate symbols.															
CC.2.4.2.A.6	Extend the concepts of addition and subtraction to problems involving length.					●										
M03-D-M.1.2.2	Add, subtract, multiply, and divide to solve one-step word problems involving masses or liquid volumes that are given in the same units.															
M03-D-M.1.3.2	Make change for an amount up to \$5.00 with no more than \$2.00 change given (penny, nickel, dime, quarter, and dollar).															
M03-D-M.3.1.1	Measure areas by counting unit squares (square cm, square m, square in., square ft, and non-standard square units).					●										
M03-D-M.3.1.2	Multiply side lengths to find areas of rectangles with whole-number side lengths in the context of solving real-world and mathematical problems, and represent whole-number products as rectangular areas in mathematical reasoning.							●								
M03-D-M.4.1.1	Solve real-world and mathematical problems involving perimeters of polygons, including finding the perimeter given the side lengths, finding an unknown side length, exhibiting rectangles with the same perimeter and different areas, and exhibiting rectangles with the same area and different perimeters. Use the same units throughout the problem.							●								
M04-D-M.3.1.2	Solve addition and subtraction problems to find unknown angles on a diagram in real-world and mathematical problems. (Angles must be adjacent and non-overlapping.)															
M04-D-M.1.1.2	Use the four operations to solve word problems involving distances, intervals of time (such as elapsed time), liquid volumes, masses of objects; money, including problems involving simple fractions or decimals; and problems that require expressing measurements given in a larger unit in terms of a smaller unit.								●							
M04-D-M.1.1.3	Apply the area and perimeter formulas for rectangles in real-world and mathematical problems (may include finding a missing side length). Whole numbers only. The formulas will be provided.								●							
M05-D-M.3.1.1	Apply the formulas $V = l \times w \times h$ and $V = B \times h$ for rectangular prisms to find volumes of right rectangular prisms with whole-number edge lengths in the context of solving real-world and mathematical problems. Formulas will be provided.														●	
M05-D-M.3.1.2	Find volumes of solid figures composed of two non-overlapping right rectangular prisms.															●
Measurement, Data, and Probability: Data Displays																

