KINDERGARTEN – 8TH GRADE

Mathematics Standards
Common Core Standards

Sumdog Scheme of Learning Kindergarten – Grade 8

Use our handy scheme of learning to help with your planning, tracking and monitoring

How to use the Sumdog Scheme of Learning

When students first login to Sumdog, they will complete a diagnostic test, this will place them at the correct starting point in our scheme of learning.

Want to re-set the starting point or choose your own? No problem.

Our advanced learning engine will adapt the questions students receive.

Differentiation is taken care of (in a subtle way).

Questions cover reviews of past content and new, progressive learning following our scheme.

Children love our games.

They are rewarded with coins for their house, pet and garden.

Teacher Tools

Want to focus learning?

You can easily select the appropriate standard for a challenge for your class.

Data and reporting available making **tracking student progress** and assessment **moderation** a breeze!

Choose and set topics for homework, easily.

The best bit is we do the marking!

Keep your class motivated by creating competitions or why not enter a **regional or national contest** and see if you can win our trophy!

Our ready-made assessment library for Grades K-8 has an assessment for each mathematics domain, completely mapped to the Common Core State Standards.

Or easily make your own!

Growth Mindset

With common misconceptions identified, use our questions as a teaching point, learning from mistakes!

Kindergarten

Count by Tens **K.CC.A.1**	Tens and Ones **K.CC.B.5**	Time **K.MD.A.2**	Subtract from 6, 7, or 8 **K.OA.A.2**
Count by Ones **K.CC.A.2**	Compare and Order Sets **K.CC.C.6**	Tens and Ones **K.NBT.A.1**	Add and Subtract Within 20 **K.OA.A.5**
Count Up or Down **K.CC.A.2**	Compare and Order Numbers **K.CC.C.7**	Add to 1 **K.OA.A.2**	Add and Subtract Within 5 **K.OA.A.5**
One More/One Less **K.CC.A.2**	2-D Shapes **K.G.A.1**	Subtract from 9 or 10 **K.OA.A.2**	Add Within 10 **K.OA.A.5**
Tens and Ones **K.CC.B.4.b**	2-D Shapes **K.G.A.2**	Add to 2 **K.OA.A.2**	Finding Unknowns Within 10 **K.OA.A.5**
Count by Ones **K.CC.B.4.c**	3-D Shapes **K.G.A.2**	Add to 3 **K.OA.A.2**	Finding Unknowns Within 5 **K.OA.A.5**
Count Up or Down **K.CC.B.4.c**	Attributes of 2-D Shapes **K.G.A.2**	Add to 4 **K.OA.A.2**	Subtract from 11 or 12 **K.OA.A.5**
One More/One Less **K.CC.B.4.c**	2-D Shapes **K.G.B.4**	Add to 5 or 6 **K.OA.A.2**	Subtract from 2, 3, 4, or 5 **K.OA.A.5**
Count Objects Within 10 **K.CC.B.5**	Attributes of 2-D Shapes **K.G.B.4**	Add to 7, 8, or 9 **K.OA.A.2**	Subtract from 6, 7, or 8 **K.OA.A.5**
Count Objects Within 25 **K.CC.B.5**	Attributes of 3-D Shapes **K.G.B.4**	Subtract from 11 or 12 **K.OA.A.2**	Subtract Within 10 **K.OA.A.5**
Count Objects Within 5 **K.CC.B.5**	Compare Measures **K.MD.A.2**	Subtract from 2, 3, 4, or 5 **K.OA.A.2**	

Strands:

- Counting & Cardinality (CC)
- Operations & Algebraic Thinking (OA)
- Equations & Equations (EE)
- Functions (F)
- Geometry (G)
- Number & Operations – Fractions (NF)
- Ratios & Proportional Relationships (RP)
- The Number System (NS)
- Measurement & Data (MD)
- Number & Operations in Base Ten (NBT)
- Statistics & Probability (SP)

Highlight and annotate me

HINT: You can focus learners easily on any skill to match your classroom lesson

Grade 1

Fractions **1.G.A.3**	Add Four Numbers **1.NBT.C.4**	Add Within 20 **1.OA.A.1**	Add Three Numbers **1.OA.C.6**
Compare Measures **1.MD.A.2**	Add with Multiples of 10 **1.NBT.C.4**	Addition to 100 with Unknowns **1.OA.A.1**	Add Within 20 **1.OA.C.6**
Time to the Half and Quarter Hour **1.MD.B.3**	Add Within 100 **1.NBT.C.4**	Subtract 10 **1.OA.A.1**	Money **1.OA.C.6**
Time to the Hour **1.MD.B.3**	Addition to 100 with Unknowns **1.NBT.C.4**	Subtract from 13, 14, and 15 **1.OA.A.1**	Subtract 10 **1.OA.C.6**
Line Plots and Picture Graphs **1.MD.C.4**	Ten More or Less to 100 **1.NBT.C.5**	Subtract from 16, 17, and 18 **1.OA.A.1**	Subtract Within 20 **1.OA.C.6**
Tables **1.MD.C.4**	Ten More or Less to 50 **1.NBT.C.5**	Subtract Within 100 **1.OA.A.1**	Addition to 100 with Unknowns **1.OA.D.7**
Compare and Order Numbers **1.NBT.A.1**	Ten More to 100 **1.NBT.C.5**	Add Four 1-Digit Numbers **1.OA.B.3**	Addition to 100 with Unknowns **1.OA.D.8**
Compare and Order Numbers **1.NBT.B.2.b**	Subtract 10 **1.NBT.C.6**	Add Four Numbers **1.OA.B.3**	Subtract Within 100 **1.OA.D.8**
Compare and Order Numbers **1.NBT.B.3**	Subtract Multiples of 10 **1.NBT.C.6**	Add Three Numbers **1.OA.B.3**	
2-Column Addition **1.NBT.C.4**	Add Three Numbers **1.OA.A.1**	Subtract Within 100 **1.OA.B.4**	

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Grade 2

Polygons
2.G.A.1

Equal Parts
2.G.A.3

Metric and Customary Length
2.MD.A.3

Metric and Customary Length
2.MD.B.5

Time to 5-minutes and 1-minute
2.MD.C.7

Money
2.MD.C.8

Bar Graphs and Dual Bar Graphs
2.MD.D.10

Scaled Graphs
2.MD.D.10

Tables, Dot Plots, and Pictographs
2.MD.D.10

Skip Count
2.NBT.A.2

Convert Up to 3-Digit Numbers
2.NBT.A.3

Convert Up to 4-Digit Numbers
2.NBT.A.3

Read and Write Numbers
2.NBT.A.3

Compare and Order Numbers
2.NBT.A.4

2-Digit Column Subtraction
2.NBT.B.5

Subtract 2-Digit Numbers
2.NBT.B.5

Subtract a 1-Digit Number from a Two-Digit Number
2.NBT.B.5

Add with 2-Digit and 3-Digit Numbers
2.NBT.B.6

2-Digit Column Subtraction
2.NBT.B.7

3-Digit Column Subtraction
2.NBT.B.7

Subtract Multiples of 10 Within 1,000
2.NBT.B.7

Subtract Multiples of 100 Within 1,000
2.NBT.B.7

Subtract With 3-Digit Numbers
2.NBT.B.7

Add 1 Within 1,000
2.NBT.B.7

Add Multiples of 10 Within 1,000
2.NBT.B.7

Add Multiples of 100 Within 1,000
2.NBT.B.7

Add with 2-Digit and 3-Digit Numbers
2.NBT.B.7

Column Addition
2.NBT.B.7

Convert Up to 3-Digit Numbers
2.NBT.B.7

Relate Addition and Subtraction
2.NBT.B.7

Subtract 1 Within 1,000
2.NBT.B.7

Addition and Subtraction
2.OA.A.1

Equal Groups
2.OA.C.3

Equal Groups
2.OA.C.4

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Grade 3

Quadrilaterals **3.G.A.1**	Estimate Measures **3.MD.A.2**	Rounding **3.NBT.A.1**	Unit Fractions **3.NF.A.2.a**
Turns **3.G.A.2**	Area **3.MD.C.5.a**	Multi-Step Addition and Subtraction Problems **3.NBT.A.2**	Fractions on a Number Line **3.NF.A.2.b**
Unit Fractions **3.G.A.2**	Area **3.MD.C.7.a**	Multiplication Facts – 10s Part 1 **3.NBT.A.3**	Equivalent Fractions **3.NF.A.3.a**
Add and Subtract Durations **3.MD.A.1**	Area **3.MD.C.7.b**	Multiplication Facts – 10s Part 2 **3.NBT.A.3**	Equivalent Fractions **3.NF.A.3.b**
Future Times, Past Times, and Elapsed Time **3.MD.A.1**	Area **3.MD.C.7.d**	Multiplication Facts – 2s Part 2 **3.NBT.A.3**	Compare and Order Fractions **3.NF.A.3.d**
Reading Times **3.MD.A.1**	Perimeter of Composite Shapes **3.MD.D.8**	Multiply and Divide by Multiples of 10 **3.NBT.A.3**	Arrays **3.OA.A.1**
Time Sequences **3.MD.A.1**	Perimeter of Polygons **3.MD.D.8**	Fractions on a Number Line **3.NF.A.1**	Arrays **3.OA.A.3**
Add and Subtract Customary Measures **3.MD.A.2**	Perimeter of Rectangles **3.MD.D.8**	Unit Fractions **3.NF.A.1**	Product and Quotient Word Problems **3.OA.A.3**
Add and Subtract Metric Measures **3.MD.A.2**	Divide 2- or 3-Digit Numbers Without a Remainder **3.NBT.A.1**	Fractions on a Number Line **3.NF.A.2.a**	Divide 2- or 3-Digit Numbers with a Remainder **3.OA.A.4**
	Estimate Measures **3.NBT.A.1**		

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Divide 2- or 3-Digit Numbers Without a Remainder
3.OA.A.4

Related Multiplication and Division Questions and Unknowns: 3s, 4s, 8s,
3.OA.A.4

Related Multiplication Facts and Unknowns: 6s, 9s, 7s
3.OA.A.4

Related Multiplication Questions and unknowns: 2s, 5s, 10s
3.OA.A.4

Multi-Digit Multiplication
3.OA.B.5

Multi-Step Multiplication and Division Problems
3.OA.B.5

Multiplication Facts – 3s Part 1
3.OA.B.5

Multiply and Divide by Multiples of 10
3.OA.B.5

Number Properties and Patterns
3.OA.B.5

Related Multiplication Facts and Unknowns: 6s, 9s, 7s
3.OA.B.5

Related Division Questions and Unknowns: 2s, 5s, 10s
3.OA.B.6

Related Multiplication and Division Questions and Unknowns: 3s, 4s, 8s,
3.OA.B.6

Divide 2- or 3-Digit Numbers with a Remainder
3.OA.C.7

Division Facts: 2s, 5s, 10s
3.OA.C.7

Division Facts: 9s, 7s
3.OA.C.7

Inverse Relationships: Multiplication and Division
3.OA.C.7

Multi-Digit Multiplication
3.OA.C.7

Multi-Step Multiplication and Division Problems
3.OA.C.7

Multiplication Facts – 10s Part 1
3.OA.C.7

Multiplication Facts – 10s Part 2
3.OA.C.7

Multiplication Facts – 2s Part 1
3.OA.C.7

Multiplication Facts – 2s Part 2
3.OA.C.7

Divide 2- or 3-Digit Numbers Without a Remainder
3.OA.C.7

Multiplication Facts – 3s Part 1
3.OA.C.7

Multiplication Facts – 3s Part 2
3.OA.C.7

Multiplication Facts – 4s Part 1
3.OA.C.7

Multiplication Facts – 4s Part 2
3.OA.C.7

Multiplication Facts – 5s Part 1
3.OA.C.7

Multiplication Facts – 5s Part 2
3.OA.C.7

Multiplication Facts – 6s
3.OA.C.7

Multiplication Facts – 8s
3.OA.C.7

Multiplication Facts – 9s and 7s
3.OA.C.7

Number Properties and Patterns
3.OA.C.7

Division Facts Part 1
3.OA.C.7

Product and Quotient Word Problems
3.OA.C.7

Strands:

- Counting & Cardinality (CC)
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- Functions (F)
- Geometry (G)
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Related Division Questions and Unknowns: 2s, 5s, 10s
3.OA.C.7

Related Multiplication and Division Questions and Unknowns: 3s, 4s, 8s,
3.OA.C.7

Related Multiplication Questions & Unknowns: 2s, 5s, 10s
3.OA.C.7

Division Facts Part 2
3.OA.C.7

Division Facts Part 3
3.OA.C.7

Division Facts Part 4
3.OA.C.7

Division Facts Part 5
3.OA.C.7

Division Facts Part 6
3.OA.C.7

Division Facts Part 7
3.OA.C.7

Estimate Sums and Differences
3.OA.D.8

Count in 1,000s, 100s, 10s and 1s within 10,000
3.OA.D.9

Number Properties and Patterns
3.OA.D.9

Strands:

- Counting & Cardinality (CC)
- Operations & Algebraic Thinking (OA)
- Equations & Equations (EE)
- Functions (F)
- Geometry (G)
- Number & Operations – Fractions (NF)
- Ratios & Proportional Relationships (RP)
- The Number System (NS)
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Grade 4

Angles **4.G.A.1**	Elapsed Time **4.MD.A.2**	Add and Subtract Up to 6 Digits **4.NBT.B.4**	Divide Multi-Digit Numbers **4.NBT.B.6**
Lines **4.G.A.1**	Area **4.MD.A.3**	Add Within 10,000 **4.NBT.B.4**	Divide with a Power of 10 **4.NBT.B.6**
Triangles **4.G.A.2**	Perimeter **4.MD.A.3**	Multi-Step Word Problems **4.NBT.B.4**	Multiply a 3-Digit or 4-Digit Number by a 1-Digit Number **4.NBT.B.6**
One Line of Symmetry **4.G.A.3**	Angles **4.MD.C.7**	Subtract 10s, 100s and 1,000s **4.NBT.B.4**	Equivalent Fractions **4.NF.A.1**
One or More Lines of Symmetry **4.G.A.3**	Forms of Numbers **4.NBT.A.1**	Subtract Within 10,000 **4.NBT.B.4**	Compare and Order Fractions **4.NF.A.2**
Compare and Estimate Measures **4.MD.A.1**	Compare and Order Numbers **4.NBT.A.2**	Multiply a 2-Digit Number by1-Digit Numbers **4.NBT.B.5**	Add and Subtract Fractions Within 1 **4.NF.B.3.a**
Convert Customary Units **4.MD.A.1**	Forms of Numbers **4.NBT.A.2**	Multiply a 3-Digit or 4-Digit Number by a 1-Digit Number **4.NBT.B.5**	Add and Subtract Proper Fractions **4.NF.B.3.a**
Convert Metric Units **4.MD.A.1**	Estimate Products **4.NBT.A.3**	Multiply by a Power of 10 **4.NBT.B.5**	Add and Subtract with Fractions Greater Than 1 **4.NF.B.3.c**
Convert Time **4.MD.A.1**	Rounding Numbers **4.NBT.A.3**	Divide a 4-Digit Number by a 1-Digit Number **4.NBT.B.6**	
Measurement Tables **4.MD.A.1**	3 Times table (fluent)		
2 Times table (fluent)	Add 10s, 100s and 1,000s **4.NBT.B.4**		

Strands:

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Grade 4

Add and Subtract Fractions Within 1
4.NF.B.3.d

4 Times table (fluent)

Add and Subtract with Fractions Greater Than 1
4.NF.B.3.d

Multiplication with a Unit Fraction
4.NF.B.4.a

Multiplication with a Unit Fraction
4.NF.B.4.b

Multiplication with Fractions
4.NF.B.4.b

Multiplication with a Unit Fraction
4.NF.B.4.c

Multiplication with Fractions
4.NF.B.4.c

Convert Between Tenths, Hundredths, and Thousandths
4.NF.C.5

Equivalent Fractions
4.NF.C.5

Compare and Order Fractions
4.NF.C.6

Convert Between Tenths, Hundredths, and Thousandths
4.NF.C.5

5 Times table (fluent)

Equivalent Fractions
4.NF.C.5

Compare and Order Fractions
4.NF.C.6

Convert Between Tenths, Hundredths, and Thousandths
4.NF.C.6

Compare Decimals
4.NF.C.7

Read Decimals
4.NF.C.7

Use Dot Plots to Solve Problems
4.OA.A.1

Use Dot Plots to Solve Problems
4.OA.A.2

Multi-Step Word Problems
4.OA.A.3

Factors and Multiples
4.OA.B.4

Multiply 3 Numbers
4.OA.B.4

Number Sequences
4.OA.C.5

10 Times table (fluent)

Strands:

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- Functions (F)
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Grade 5

The Coordinate Plane
5.G.A.1

The Coordinate Plane
5.G.A.2

2-Dimensional Shapes
5.G.B.4

Compare Measurements
5.MD.A.1

Measurements
5.MD.A.1

Volume with Cubes
5.MD.C.3.a

Volume with Cubes
5.MD.C.3.b

Volume with Cubes
5.MD.C.5.a

Compare Volume
5.MD.C.5.b

Solve Volume Problems
5.MD.C.5.b

Use a Formula to Find Volume
5.MD.C.5.b

6 Times table (fluent)

7 Times table (fluent)

Add Measures
5.MD.C.5.c

Place Value
5.NBT.A.1

Multiply and Divide by a Power of 10
5.NBT.A.2

Reading Decimals
5.NBT.A.3.a

Rounding
5.NBT.A.4

Multiply Whole Numbers
5.NBT.B.5

Number Patterns
5.NBT.B.5

Divide Whole Numbers
5.NBT.B.6

Add and Subtract Tenths
5.NBT.B.7

Add and Subtract to 2 or 3 Decimal Places
5.NBT.B.7

8 Times table (fluent)

9 Times table (fluent)

Multiplying Decimal Numbers
5.NBT.B.7

Add and Subtract Fractions
5.NF.A.1

Add and Subtract Fractions with Related Denominators
5.NF.A.1

Add and Subtract Fractions
5.NF.A.2

Multiply with Fractions
5.NF.B.5.a

Multiply with Fractions
5.NF.B.6

Division with Unit Fractions
5.NF.B.7.a

Division with Unit Fractions
5.NF.B.7.b

Division with Unit Fractions
5.NF.B.7.c

Expressions
5.OA.A.1

Expressions
5.OA.A.2

11 Times table (fluent)

12 Times table (fluent)

Strands:

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Grade 6

Numerical expressions involving whole-numbers
6.EE.A.1

Identify parts of an expression
6.EE.A.2.b

Write, read, and evaluate expressions
6.EE.A.2.c

Apply the properties of operations
6.EE.A.3

Identify when two expressions are equivalent
6.EE.A.4

Understand solving an equation or inequality
6.EE.B.5

Use variables to represent numbers
6.EE.B.6

Solve problems by writing equations
6.EE.B.7

Write an inequality of the form to represent a constraint or condition
6.EE.B.8

Use variables to represent two quantities in a real-world problem
6.EE.C.9

Find the area of right triangles, other triangles
6.G.A.1

Find the volume of a right rectangular prism with fractional edge lengths
6.G.A.2

Draw polygons in the coordinate plane given coordinates for the vertices
6.G.A.3

Part 1 – Represent three-dimensional figures using nets made up of rectangles and triangles
6.G.A.4

Part 2 – Represent three-dimensional figures using nets made up of rectangles and triangles
6.G.A.4

Interpret and compute quotients of fractions
6.NS.A.1

Fluently divide multi-digit numbers using the standard algorithm.
6.NS.B.2

Fluently add, subtract, multiply, and divide multi-digit decimals
6.NS.B.3

Find the greatest common factor of two whole numbers less than or equal to 100
6.NS.B.4

Understand that positive and negative number are used together to describe quantities
6.NS.C.5

Recognize opposite signs of numbers as indicating locations on the number line
6.NS.C.6.a

Understand signs of numbers in quadrants of the coordinate plane
6.NS.C.6.b

Understand a rational number as a point on the number line.
6.NS.C.6.c

Interpret statements of inequality about the relative position of two numbers on
6.NS.C.7.a

Understand ordering and absolute value of rational numbers.
6.NS.C.7.c

Understand the concept of a ratio
6.RP.A.1

Strands:

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- Operations & Algebraic Thinking (OA)
- Equations & Equations (EE)
- Functions (F)
- Geometry (G)
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- The Number System (NS)
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Understand the concept of a unit rate
6.RP.A.2

Make tables of equivalent ratios
6.RP.A.3.a

Solve unit rate problems including those involving unit pricing and constant speed.
6.RP.A.3.b

Part 2 – Use ratio and rate reasoning to solve real-world and mathematical problems
6.RP.A.3.c

Part 2 – Use ratio and rate reasoning to solve real-world and mathematical problems
6.RP.A.3.c

Use ratio and rate reasoning to solve real-world and mathematical problems
6.RP.A.3.d

Recognize a statistical question
6.SP.A.1

Recognize that a measure of centre for a numerical data set
6.SP.A.3

Display numerical data in plots on a number line
6.SP.B.4

Part 1 – Reporting the number of observations.
6.SP.B.5.A

Part 2 – Reporting the number of observations.
6.SP.B.5.A

Describing the nature of the attribute under investigation
6.SP.B.5.B

Part 1 – Summarize numerical data sets in relation to their context
6.SP.B.5.c

Part 2 – Summarize numerical data sets in relation to their context
6.SP.B.5.c

Part 3 – Summarize numerical data sets in relation to their context
6.SP.B.5.c

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- Equations & Equations (EE)
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Apply properties of operations
7.EE.A.1

Solve mathematical problems posed with positive and negative rational numbers
7.EE.B.3

Solve word problems leading to equations of the form px + q = r and p(x + q) = r
7.EE.B.4.a

Solve word problems leading to inequalities of the form px + q > r or px + q < r
7.EE.B.4.b

Describe the two-dimensional figures that result from slicing three-dimensional figures
7.G.A.3

Know the formulas for the area and circumference of a circle
7.G.B.4

Use facts about supplementary, complementary, vertical, and adjacent angles in a multi-step
7.G.B.5

Part 1 – Solve real-world and mathematical problems of two- and three-dimensional objects
7.G.B.6

Part 2 – Solve real-world and mathematical problems of two- and three-dimensional objects
7.G.B.6

Part 3 – Solve real-world and mathematical problems of two- and three-dimensional objects
7.G.B.6

Part 4 – Solve real-world and mathematical problems of two- and three-dimensional objects
7.G.B.6

Apply and extend previous understandings of addition and subtraction to add and subtract rational numbers
7.NS.A.1

Understand p + q as the number located a distance |q| from p, in the positive or negative direction depending on whether q is positive or negative.
7.NS.A.1.b

Understand subtraction of rational numbers as adding the additive inverse, p – q = p + (-q).
7.NS.A.1.c

Apply and extend previous understandings of addition and subtraction to add and subtract rational numbers
7.NS.A.1.d

Apply and extend previous understandings of multiplication and division and of fractions to multiply and divide rational numbers.
7.NS.A.2.c

Apply and extend previous understandings of multiplication and division and of fractions to multiply and divide rational numbers.
7.NS.A.2.d

Part 1 – Solve real-world and mathematical problems involving the four operations with rational numbers.
7.NS.A.3

Part 2 – Solve real-world and mathematical problems involving the four operations with rational numbers.
7.NS.A.3

Strands:

- Counting & Cardinality (CC)
- Operations & Algebraic Thinking (OA)
- Equations & Equations (EE)
- Functions (F)
- Geometry (G)
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- Ratios & Proportional Relationships (RP)
- The Number System (NS)
- Measurement & Data (MD)
- Number & Operations in Base Ten (NBT)
- Statistics & Probability (SP)

Highlight and annotate me

HINT: You can focus learners easily on any skill to match your classroom lesson

Part 3 – Solve real-world and mathematical problems involving the four operations with rational numbers.
7.NS.A.3 ■

Part 4 – Solve real-world and mathematical problems involving the four operations with rational numbers.
7.NS.A.3 ■

Recognize and represent proportional relationships between quantities.
7.RP.A.2.a ■

Recognize and represent proportional relationships between quantities.
7.RP.A.2.b ■

Recognize and represent proportional relationships between quantities.
7.RP.A.2.c ■

Part 1 – Use proportional relationships to solve multistep ratio and percent problems.
7.RP.A.3 ■

Part 2 – Use proportional relationships to solve multistep ratio and percent problems.
7.RP.A.3 ■

Understand that statistics can be used to gain information about a population by examining a sample of the population
7.SP.A.1 ■

Use data from a random sample to draw inferences about a population with an unknown characteristic of interest.
7.SP.A.2 ■

Understand that the probability of a chance event is a number between 0 and 1 that expresses the likelihood of the event occurring.
7.SP.C.5 ■

Develop a probability model and use it to find probabilities of events.
7.SP.C.7.a ■

Understand that the probability of a compound event is the fraction of outcomes in the sample space for which the compound event occurs.
7.SP.C.8.A ■

Find probabilities of compound events using lists, tables, tree diagrams, and simulation.
7.SP.C.8 ■

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Part 1 – Know and apply the properties of integer exponents to generate equivalent numerical expressions.
8.EE.A.1

Part 2 – Know and apply the properties of integer exponents to generate equivalent numerical expressions.
8.EE.A.1

Use square root & cube root symbols to represent solutions to equations of the form x2 = p & x3 = p, where p is a positive rational number.
8.EE.A.2

Use numbers expressed in the form of a single digit times an integer power of 10 to estimate very large or very small quantities
8.EE.A.3

Part 1 – Perform operations with numbers expressed in scientific notation
8.EE.A.4.1

Part 2 – Perform operations with numbers expressed in scientific notation
8.EE.A.4.1

Graph proportional relationships, interpreting the unit rate as the slope of the graph.
8.EE.B.5

Use similar triangles to explain why the slope M is the same between any two distinct points on a non-vertical line in the coordinate plane
8.EE.B.6

Analyze and solve pairs of simultaneous linear equations.
8.EE.C.8.b

Understand that a function is a rule that assigns to each input exactly one output.
8.F.A.1

Compare properties of two functions each represented in a different way
8.F.A.2

Interpret the equation y = mx + b as defining a linear function
8.F.A.3

Construct a function to model a linear relationship between two quantities.
8.F.B.4

Describe qualitatively the functional relationship between two quantities by analyzing a graph
8.F.B.5

Verify experimentally the properties of rotations, reflections, and translations
8.G.A.1

Verify experimentally the properties of rotations, reflections, and translations
8.G.A.1.a

Verify experimentally the properties of rotations, reflections, and translations
8.G.A.1.b

Understand that a two-dimensional figure is congruent to another if the second can be obtained from the first by a sequence of rotations, reflections, and translations
8.G.A.2

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Describe the effect of dilations, translations, rotations, and reflections on two-dimensional figures using coordinates.
8.G.A.3

Use informal arguments to establish facts about the angle sum and exterior angle of triangles
8.G.A.5

Apply the Pythagorean Theorem to Determine unknown side lengths in right triangles in two and three dimensions.
8.G.B.7

Apply the Pythagorean Theorem to find the distance between two points in a coordinate system.
8.G.B.8

Know the formulas for the volumes of cones, cylinders, and spheres
8.G.C.9

Know that numbers that are not rational are called irrational.
8.NS.A.1

Use rational approximations of irrational Numbers to compare the size of irrational numbers
8.NS.A.2

Construct and interpret scatter plots for bivariate measurement data to investigate patterns of association between two quantities.
8.SP.A.1

Know that straight lines are widely used to model relationships between two quantitative variables.
8.SP.A.2

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Sumdog Assessment Library

Using our assessment library, you can select a pre-made assessment that is matched to the Mathematics Standards from the Common Core State Standards.

We have an assessment for each unit and have mapped them to our progression framework. Our detailed report can easily be exported and printed to save for your tracking and monitoring evidence.

Grades K–5	Kindergarten	5 Assessments
	Grade 1	4 Assessments
	Grade 2	4 Assessments
	Grade 3	5 Assessments
	Grade 4	6 Assessments
	Grade 5	6 Assessments
Grades 6–8	Grade 6	8 Assessments
	Grade 7	6 Assessments
	Grade 8	7 Assessments

REMEMBER:
You can also create your own custom assessments on Sumdog. Selecting the standards you want to assess.

Teacher Planning Template

Class/Student Name: | **Grade:**

	SEMESTER 1	SEMESTER 2	SEMESTER 3	SEMESTER 4
Challenges				
Focus Skills				
Sumdog Tests				
Teacher Notes				
Sumdog Homework				

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