Zeta

Objectives List

Math-U-See

The checkboxes on the right side below may be used to help you record student progress. For example, you can record quarterly grades, or you can indicate level of skill development (not yet begun, beginning, developing, mastered).

Lesson	Number	Objective	✔	✔	✔	✔
1	*ZE.1.a*	Model exponents with the same base raised to a power of 2 using manipulative blocks				
1	*ZE.1.b*	Evaluate exponents with the same base using blocks				
1	*ZE.1.c*	Name numbers in exponential form in at least 3 different ways				
1	*ZE.1.d*	Apply appropriate strategies to solve word problems				
2	*ZE.2.a*	Model place value in expanded notation using manipulative blocks				
2	*ZE.2.b*	Write numbers in expanded notation				
2	*ZE.2.c*	Express numbers in exponential notation				
2	*ZE.2.d*	Evaluate exponents with a base of 10				
3	*ZE.3.a*	Write decimals in expanded notation				
3	*ZE.3.b*	Rewrite decimal numbers in decimal notation				
3	*ZE.3.c*	Determine whether to multiply or divide by 10 when moving a decimal point to increase or decrease its value				
3, 5	*ZE.3.d*	Explain why money is a practical application for the use of decimal values				
3, 5	*ZE.4.a*	Model decimal values using manipulative blocks				
4, 5	*ZE.4.b*	Use models to subtract decimal values				
5	*ZE.5.a*	Apply regrouping principles to compute decimal subtraction problems accurately				
5	*ZE.5.b*	Apply knowledge of subtracting decimals to solve problems				
6	*ZE.6.a*	Name metric prefixes that describe large quantities				
6	*ZE.6.b*	Identify corresponding values for metric prefixes				

Lesson	Number	Objective	✔	✔	✔	✔
6	*ZE.6.c*	Express metric measurement relationships for large quantities as ratios				
6	*ZE.6.d*	Determine the best metric measure for a given object or situation				
6, 7	*ZE.6.e*	Convert given values between metric units that describe large quantities				
7	*ZE.7.a*	Name metric prefixes that describe small quantities				
7	*ZE.7.b*	Identify corresponding values for metric prefixes				
7	*ZE.7.c*	Express metric measurement relationships for small quantities as ratios				
7	*ZE.7.d*	Determine the best metric measure for a given object or situation				
7	*ZE.7.e*	Estimate using metric units of measure				
7	*ZE.7.f*	Solve multi-step word problems using metric measurement				
8	*ZE.8.a*	Convert large metric units to smaller metric units				
8	*ZE.8.b*	Convert large metric units to smaller metric units using the "short cut" (adding zeros)				
8	*ZE.8.c*	Determine which metric unit corresponds most closely with U.S. customary units				
8	*ZE.8.d*	Apply knowledge of the metric system to solve multi-step problems				
9	*ZE.9.a*	Model multiplication of decimals by 1/10 and 0.1 using blocks				
9	*ZE.9.b*	Multiply decimals using place-value notation				
9	*ZE.9.c*	Multiply decimal numbers to the tenths place				
9	*ZE.9.d*	Apply knowledge of multiplying decimals to the tenths place in order to solve word problems				
10	*ZE.10.a*	Multiply decimals to the hundredths place using decimal notation				
10	*ZE.10.b*	Multiply decimals to the hundredths place				
10	*ZE.10.c*	Apply knowledge of multiplying decimals to the hundredths place to solve word problems				
11	*ZE.11.a*	Model the relationship between fractions, decimals, and percentages using fraction overlays				
11	*ZE.11.b*	Explain that percent means out of 100				
11	*ZE.11.c*	Write a percentage as a decimal				

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11	*ZE.11.d*	Write a percentage as a fraction				
11, 23	*ZE.11.e*	Identify common decimals and fractions as percentages (example: 1/4 = 0.25 = 25%)				
11	*ZE.11.f*	Calculate the percent of a number by changing the percent to a decimal				
11	*ZE.11.g*	Calculate the percent of a number by converting a percent to a fraction				
11	*ZE.11.h*	Use knowledge of percent to solve problems for tip, tax, or percent off an item (discount)				
12	*ZE.12.a*	Change a whole number to a percent				
12	*ZE.12.b*	Change a fraction to a percent				
12	*ZE.12.c*	Convert mixed numbers to percentages				
12, 23	*ZE.12.d*	Convert a decimal to a percent				
12	*ZE.12.e*	Solve problems by converting between fractions, decimals, and percentages				
13	*ZE.13.a*	Explain that a pie graph represents a visual presentation of the whole and its parts				
13	*ZE.13.b*	Interpret data on a pie graph				
13	*ZE.13.c*	Find the percent of number given data on a pie graph				
13	*ZE.13.d*	Apply knowledge of percent to display data on a pie graph				
14	*ZE.14.a*	Estimate factors to verify the reasonableness of an answer				
14	*ZE.14.b*	Multiply decimal values using decimal notation				
14	*ZE.14.c*	Calculate the placement of a decimal point in a decimal multiplication problem by counting the spaces to the right of the decimal point				
14	*ZE.14.d*	Solve problems that involve multiplication of decimal values				
15	*ZE.15.a*	Convert small metric units to larger metric units by using ratios				
15	*ZE.15.b*	Use the short cut method of "moving" one decimal place for each step when converting metric units				
16	*ZE.16.a*	Substitute the approximation of π (3.14) into formulas to calculate values for a circle				
16	*ZE.16.b*	Apply the formulas πd and $2\pi r$ to calculate the circumference of a circle				
16	*ZE.16.c*	Compute the area of a circle using the formula πr^2				

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17	*ZE.17.a*	Divide a decimal by a whole number				
17	*ZE.17.b*	Identify where to place the decimal point in the quotient				
17	*ZE.17.c*	Explain the procedure for dividing a decimal by a whole number				
17, 19, 20	*ZE.17.d*	Use multiplication to check the accuracy of the answer to a division problem				
18	*ZE.18.a*	Divide whole numbers by a decimal value				
18, 20	*ZE.18.b*	Adjust decimal points by multiplying the divisor and dividend by the same power of 10				
18, 20	*ZE.18.c*	Use estimation to determine the reasonableness of a quotient				
18, 20	*ZE.18.d*	Apply knowledge of dividing decimal numbers to solve problems				
19	*ZE.19.a*	Divide to solve equations with decimal values				
19	*ZE.19.b*	Use equations with decimal values to solve word problems				
20	*ZE.20*	Divide a decimal by a decimal value				
21	*ZE.21.a*	Divide a decimal by a whole number by adding zeros to yield a quotient without a remainder				
21	*ZE.21.b*	Express a quotient by rounding to a given place value when numbers do not divide evenly				
21	*ZE.21.c*	Write a remainder as a decimal				
21	*ZE.21.d*	Divide until a pattern is determined and write the answer with a vinculum over the repeating digits				
21	*ZE.21.e*	Express a remainder as a fraction				
22	*ZE.22.a*	Solve for an unknown in an equation				
22	*ZE.22.b*	Substitute the solution for the variable in the original equation to verify the answer				
23	*ZE.23.a*	Convert fractions to decimals				
23	*ZE.23.b*	Convert fractions to decimals and percentages to solve problems				
24	*ZE.24.a*	Write a terminating decimal as a fraction in simplest form				
24	*ZE.24.b*	Use knowledge of decimals and fractions to solve problems				
25	*ZE.25.a*	Calculate the mean for a set of data				
25	*ZE.25.b*	Find the median for a set of data				

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25	*ZE.25.c*	Determine the mode for a set of data				
25	*ZE.25.d*	Analyze a given set of data using mean, median, and mode				
26	*ZE.26.a*	Determine the probability of how likely something is to happen or to be true in a given scenario				
26	*ZE.26.b*	Record the probability in ratio form in lowest terms for a given scenario				
27	*ZE.27.a*	Define the geometric terms point, line, ray, and line segment				
27	*ZE.27.b*	Draw representations for the geometric terms point, line, ray and line segment				
27	*ZE.27.c*	Represent a point, line, ray, and line segment using geometric symbols				
27	*ZE.27.d*	Identify the symbol for infinity				
27	*ZE.27.e*	Define infinity				
27	*ZE.27.f*	Explain the relationship of infinity to a point, line, ray, and line segment				
28	*ZE.28.a*	Define 0, 1, 2, and 3-dimensional geometric shapes				
28	*ZE.28.b*	Identify 0, 1, 2, and 3 dimensional geometric shapes				
28	*ZE.28.c*	Define infinity, similar, equal, and congruent				
28	*ZE.28.d*	Identify the symbols for infinity, similar, equal, and congruent				
29	*ZE.29.a*	Name the parts of an angle				
29	*ZE.29.b*	Define acute, obtuse, and right angles				
29	*ZE.29.c*	Identify acute, obtuse, and right angles				
29	*ZE.29.d*	Use letters and symbols to name angles				
29	*ZE.29.e*	Explain that angles are measured in degrees				
29	*ZE.29.f*	Identify the symbol that represents 90-degree angle				
29	*ZE.29.g*	State that a circle contains 360 degrees				
30	*ZE.30.a*	Define straight angles				
30	*ZE.30.b*	Classify an angle as acute, obtuse, or straight				
30	*ZE.30.c*	Determine if an angle is acute, obtuse, right, or straight, given a degree measurement				