

# 5<sup>th</sup> Grade Math

The purpose of this document is to clarify what students should know and be able to do each grading period.

The Competencies listed in the table below are developed from the Texas Essential Knowledge and Skills (TEKS) for that grade level. The chart defines which quarter the Competency is reported (Q1 = Grading Period 1, Q2 = Grading Period 2, etc.)

Teachers will report on the competencies using the Learning Progressions which are comprised of four proficiency levels (developing (DV), progressing (PG), proficient (PG) and advanced (AV)) and defines the knowledge and skills students will master on their pathway to proficiency. The Learning Progressions for each Competency are below the yearlong outline of the Competencies. Following the Learning Progression are the Competency Success Criteria which define what a student knows and is able to do related to that competency at the end of a unit or quarter.

Students who receive a mark of "Proficient" meet the grade level expectation for that Competency.

Competencies	GP1	GP2	GP3	GP4
C1 – Problem Solving The student can identify important information, create a plan, solve and check two-step word	v	V	v	v
problems.	X	*	*	*
C2 – Add and Subtract Whole Number Computation	v			
The student can use strategies and place value to add and subtract whole numbers fluently.	X			
C3 – Multiply and Divide Whole Number Computation				
The student can multiply three digit by two digit whole numbers and can divide four digit by two digit whole numbers using the standard algorithm.	х			
C4 – Decimal Place Value				
The student can use decimal place value to round, compare and order decimals to the thousandths place value.	Х			
C5 – Add and Subtract Decimal Computation				v
The student can add and subtract whole numbers and decimals to the thousandths place fluently.		х		Х
C6 – Multiply and Divide Decimal Computation				
The student can multiply and divide decimals using models, the algorithm and check with estimation.		х		х
C7-Add and Subtract Fraction Computation				
The student can represent and solve problems that include adding and subtracting fractions with unequal		х	х	х
denominators.				
C8 – Multiply and Divide Fractions Computation				
The student represents and solves multiplication of fractions by whole numbers, divides a unit fraction by a whole and			х	х
a whole by a unit fraction.				
C9 – Graphing				
The student solves one- and two-step problems using data from a frequency table, dot plot, bar graph, stem-and-leaf		х		
plot, or scatterplot.				
C10 – Measurement			x	
The student represents and solves for perimeter, area, and volume and converts customary/ metric measurements			~	
when necessary.				



## Learning Progression for Competency 1: Problem Solving

The students identify important information, create a plan, solve and check two-step word problems.

Developing	Progressing	Proficient	Advanced
Represents one-step word	Represents one-step word	Represents two-step word	Represents multi-step word
problems using a strategy	problems using a strategy <b>OR</b>	problems using a strategy AND	problems using strategies and
	model:	model using:	models
Identifies information	<ul> <li>strip diagram</li> </ul>	<ul> <li>strip diagram</li> </ul>	
	<ul> <li>area model</li> </ul>	<ul> <li>area model</li> </ul>	Identifies and applies important
Chooses an operation for one step	<ul> <li>manipulatives</li> </ul>	<ul> <li>manipulatives</li> </ul>	information
word problems		<ul> <li>equations</li> </ul>	
	Identifies important information		Formulates a plan for multi-step
Chooses incorrect operation for		Identifies and applies important	word problems
two step word problems	Formulates a plan for one-step	information	
	word problems		Solves multi-step word problems
		Formulates a plan for two-step	correctly
	Solves one-step word problems	word problems	
	correctly		Checks for reasonableness or
		Solves two-step word problems	estimation
	Sets up two step word problems		
	correctly but answers incorrectly	Checks for reasonableness or	Creates real world problems
		estimation	
		Explains steps using correct	
		mathematical language	



### Success Criteria for Proficient in Problem Solving:

The student can:

- use models to represent problem.
  - o strip diagram
  - $\circ \quad \text{area models} \quad$
  - o manipulatives
  - equations
- apply important information.
- create a plan to solve a problem.
- solve the first step of a two-step word problem correctly.
- solve two step word problems correctly.
- check answers for reasonableness.
- check using inverse operation.
- write answers as a solution statement and compare answers to the question.
- explain steps with reasoning.



### Learning Progression for Competency 2: Add and Subtract Whole Number Computation

The student uses strategies and place value to add and subtract whole numbers fluently.

Developing	Progressing	Proficient	Advanced	
Uses concrete objects and pictorial	Regroups to add whole numbers	Uses regrouping to add whole	Meets all Proficient criteria and	
models to add and subtract	fluently to the millions	numbers		
			Creates problems that apply	
Regroups to add whole numbers	Regroups to subtract whole	Regroups to subtract whole	addition and subtraction to real	
fluently to the hundred thousands	numbers fluently to the hundred	numbers	world situations	
	thousands			
Regroups to subtract whole		Uses tools such as manipulatives		
numbers fluently to the hundred	Estimates using compatible	number lines, pictures,		
thousands	numbers or front end estimation	and models		
		Estimates using compatible		
		numbers or front-end estimation		
		Explains and justifies their steps		
		using mathematical language		
Success Criteria for Proficient in Add and Subtract Whole Number Computation:				
The student can:				
use models to represent problem	ms.			
<ul> <li>manipulatives</li> </ul>				
- manalala				

- o models
- number lines
- $\circ$  pictures
- regroup when adding.
- regroup when subtracting.
- estimate sums and differences.
- check for reasonableness using estimation.
- explain steps with reasoning.



**Learning Progression for Competency 3: Multiply and Divide Whole Number Computation** The student multiplies three digit by two digit whole numbers and divide four digit by two digit whole numbers using the standard algorithm.

Developing	Progressing	Proficient	Advanced
Uses concrete objects and pictorial	Uses concrete objects and pictorial	Uses concrete objects and pictorial	Meets all Proficient criteria and
models to multiply and divide	models to multiply and divide with	models to multiply and divide	
basic math facts	one digit	basic with two digits	Creates problems that apply
<ul> <li>manipulatives</li> </ul>	<ul> <li>manipulatives</li> </ul>	<ul> <li>manipulatives</li> </ul>	multiplication and division to real
<ul> <li>number lines</li> </ul>	<ul> <li>number lines</li> </ul>	number lines	world situations
<ul> <li>pictures</li> </ul>	<ul> <li>pictures</li> </ul>	<ul> <li>pictures</li> </ul>	
Multiplies basic math facts up to	Multiplies three digit by one	Multiplies three digit by two	
two digit by one digit whole	digit whole numbers	digit whole numbers using models	
numbers	using models <b>OR</b> strategies	AND the standard algorithm	
Divides basic math facts up to	Divides four digit by one	Divides four digit by two digit	
two digit by one digit whole	digit whole numbers	whole numbers using models AND	
numbers	using models <b>OP</b> strategies	the standard algorithm	
		Explains and justifies their steps	
		using mathematical language	

Success Criteria for Proficient in Multiply and Divide Whole Number Computation:

#### The student can...

- use models to multiply .
  - o manipulatives
  - $\circ$  number line
  - o pictorial models
- multiply three digit by one digit.
- multiply three digit by two digit.
- regroup when multiplying.
- add a zero in empty place values when multiplying by two-digit numbers.
- use models to divide.
  - o manipulatives
  - o number line
  - o pictorial models



- divide four digits by one digit.
- divide four digits by two digits.
- add a zero to the quotient when necessary.
- use compatible numbers to estimate when solving for the quotient.
- use correct place values when dividing.
- explain steps with reasoning.



#### Learning Progression for Competency 4: Decimal Place Value

The student uses decimal place value to round, compare and order decimals to the thousandths place value.

Developing	Progressing	Proficient	Advanced	
Identifies place value	Represents decimals using	Represents decimals using	Meets all Proficient criteria and	
	standard form, expanded notation	standard form, expanded notation		
Represents a decimal value with	OR models	and models.	Creates problems that apply	
manipulatives and models			comparing and ordering decimals	
	Compares two decimals to the	Compares two decimals to the	to real world situations	
Rounds to the tenths or	thousandths place value using <, >	thousandths place value using <, >		
hundredths place value	or = signs	or = signs		
	OR	AND		
	Orders decimals to the	Orders decimals to the		
	thousandths place value	thousandths place value		
	Rounds to the tenths or	Rounds to the tenths or		
	hundredths place value	hundredths place value.		
Success Criteria for Proficient in Decimal Place Value:				
The student can:				
<ul> <li>identify decimal place value</li> </ul>	es.			
<ul> <li>represent a decimal using r</li> </ul>	nodels.			
<ul> <li>Base 10 blocks</li> </ul>				

- Area model
- represent decimal place values using expanded notation.
- compare decimals using symbols <, > or = signs.
- order decimals based on place value.
- round decimals to the tenths and hundredths place value.