Fifth Grade Math Checklist

Name_____ **Teacher**_____

For each student, indicate his or her level of achievement quarterly using the key below. Leave blank if not taught during the specific quarter.

A (Advanced) indicates mastery; the student will need virtually no review of the skill or concept.
P (Proficient) indicates that the student will need minimal review of the skill or concept.
B (Basic) indicates that the student will need substantial review of the skill or concept.
BB (Below Basic) indicates that the student will need to be re-taught the skill or concept.

Anchors/ Indicators	1st quarter	2nd quarter	3rd quarter	4th quarter
M5.A.2. 1. Solve problems involving decimals, fractions and/or whole numbers (straight computation or word problems). (Reference: 2.2.5.A, 2.2.5.B, 2.2.5.C, 2.2.5.I)				
1. Solve problems involving addition, subtraction, multiplication and division of whole numbers (multipliers up to 2 digits – divisors one digit) and decimals including money (answer through hundredths – no division with decimals).				
2. Solve problems involving addition and subtraction of fractions (through 16ths – like and unlike denominators – for unlike denominators, the LCD must be one of the given denominators).				
3. Choose the correct operation(s) to solve a problem (no more than 2 operations).				
M5.A.3. 1. Apply estimation strategies to a variety of problems. (Reference: 2.2.5.D, 2.2.5.E, 2.2.5.G				
1. Round whole numbers through millions and decimals through hundredths.				
2. Use estimation to solve problems involving whole numbers and/or decimals (up to 2-digit multipliers; single-digit divisors or multiples of 10; whole numbers through thousands and decimals through hundredths).				
M5.A.3. 2. Compute accurately without the use of a calculator (straight computation or 1 operation word problems). (Reference: 2.2.5.A)				
1. Use addition, subtraction, multiplication and division to compute accurately without a calculator (multipliers up to 2 digits, single-digit divisors or multiples of 10 – whole numbers through thousands and decimals through hundredths- no division with decimals).				

M5.B.1. 1. Select appropriate units (customary or metric) to measure specific attributes of objects. (Reference: 2.3.5.A)				
1. Select the appropriate unit for measuring weight (mass), capacity, length, perimeter and area.				
M5.B.1. 2. Solve problems using simple conversions and/or add and subtract measurements. (Reference: 2.3.5.D, 2.3.5.E)				
1. M5.B.1.2.1 Convert using linear measurements, capacity, and weight (mass) within the same system to the unit immediately above or below the given unit (using only the units below – use a conversion chart or a "hint" with problems e.g., hint: 16oz = 1lb). Metric using mm, cm, m and km; mL and L; g and kg; Customary using cup, pint, quart, gallon; in, ft, yd; oz, lb				
2. Add or subtract linear measurements, (inches or feet) or units of time (hours and minutes), without having to regroup with subtraction (answer should be in simplest form).				
M5.B.1. 3. Estimate and/or compare the perimeters or areas of 2 figures without computation. (Reference: 2.11.5.E, 2.3.5.C).				
1. Estimate which polygon (shown on a grid) has a greater perimeter or area (compare either area to area or perimeter to perimeter).				
2. Estimate the area of an irregular figure shown on a grid.				
M5.B.2. 1. Use appropriate tools to determine measurements. (Reference: 2.3.5.B)				
1. Use a ruler to measure to the nearest 1/8 inch or centimeter.				
M5.B.2. 2. Solve problems involving length, time, weight, mass, capacity, temperature, perimeter, area and/or money. (Reference: 2.3.5.A, 2.3.5.B)				
1. Find the perimeter of a figure drawn and labeled (with the same units throughout).				
2. Find the area of a square or rectangle – (with the same units throughout - whole numbers only).				
3. Solve problems involving weight, time, temperature, length and capacity (limited to 3 digits, With the same units throughout).				
M5.C.1. 1. Define and/or use basic properties of quadrilaterals (parallelograms, squares, rectangles, trapezoids, rhombi), triangles, circles, pyramids, cubes, and/or prisms. (Reference: 2.9.5.B, 2.9.5.C, 2.9.5.F, 2.10.5.A)				
1. Identify, and/or classify cubes, rectangular prisms or pyramids using faces, vertices and edges.				
2. Identify and/or describe properties of all types of quadrilaterals (parallelogram, rectangle, rhombus, square, and trapezoid).				

M5.C.1. 2. Represent and/or use properties of lines, line segments, rays, points and planes. (Reference 2.9.5.I)				
1. Identify, draw and/or label points, lines, line segments, and rays.				
M5.C.2. 1. Analyze transformations and/or use symmetry to analyze mathematical situations. (Reference: 2.9.5.K, 2.9.5.L)				
1. Draw or identify a translation (slide), reflection (flip) or rotation (turn) of a 2-dimensional shape.				
2. Identify the number of lines of symmetry and/or draw all lines of symmetry in a two-dimensional polygon.				
M5.D.1. 1. Create or extend patterns. (Reference: 2.8.5.A)				
1. Extend or find a missing element in a numerical or simple geometric pattern (+, -, x or / of whole numbers). Pattern must show 3 repetitions.				
2. Create or replicate a numerical or geometric pattern showing 3 repetitions of that pattern (+, -, x or / of whole numbers may be used).				
M5.D.1. 2. Analyze patterns. (Reference: 2.8.5.C)				
1. Form a rule based on a given pattern, or illustrate a pattern based on a given rule (+, -, x or / of whole numbers may be used). Patterns must show 3 repetitions.				
M5.D.2. 1. Select and/or use appropriate strategies, including concrete materials, to solve or represent expressions or number sentences. (Reference: 2.8.5.F, 2.8.5.G)				
1. Solve for a missing number (blank, question mark, variable) in an equation involving a single operation whole numbers only.				
2. Match a realistic situation to an equation, expression, inequality (<, >, =), table or graph (variable must be isolated, e.g., 17 + 39 = n).				
M5.E.1. 1. Organize, display and/or interpret data using pictographs, tallies, tables, charts, line, bar graphs. (Reference: 2.6.5.A, 2.6.5.C)				
1. Display and/or interpret data shown in tallies, tables, charts, pictographs, bar graphs, and line graphs using a title, appropriate scale, and labels. A grid will be provided to display data on bar graphs or line graphs.				
M5.E.2. 1. Describe data sets using mean, median, mode and/or range. (Reference: 2.6.5.B)				
1. Determine the mean/average (answer is a whole number), median (answer is a whole number or average of 2 numbers) and range of data (up to 10 numbers).				
2. Identify the mode in a set of data (up to 10 numbers).				

M5.E.3. 1. Predict or determine all possible combinations, outcomes and/or calculate the probability of a simple event. (Reference: 2.7.5.E, 2.7.5.H, 2.7.5.J)				
1. Predict or determine whether some outcomes are certain, more likely, less likely, equally likely, or impossible (information could be represented by pictographs, bar graphs, charts, tables and/or spinners).				
2. Determine the probability of an outcome (e.g., a coin toss, a roll of a number cube) and express as a fraction without reduction.				