## Unit 2 Key Assessment Opportunities Chart

## Taken from Math Trailblazers digital Teacher Guide

## Content

|  |  | $\begin{aligned} & \stackrel{\circ}{0} \\ & 0 \\ & 0 \\ & \stackrel{0}{2} \\ & \cline { 1 - 1 } \end{aligned}$ |  |  |  | $\begin{gathered} 1 \\ \infty \\ \infty \\ \infty \\ n \\ \hline \end{gathered}$ |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Key Ideas in Unit 2 | $\frac{\infty}{\infty}$ |  |  |  |  |  |
| Unit 2 Expectations | $\square$ |  |  |  |  |  |
| Geometry Shapes: Identify, describe, classify, and analyze 2-and 3-dimensional shapes 1 based on their properties. |  |  |  |  |  |  |
| E1* Identify and name two-dimensional shapes. [1.G.1] | X | X |  | $\times$ | $\times$ |  |
| E2* Describe the properties of two-dimensional shapes (e.g., number of sides, length of sides, number of corners). [1.G.1] |  | X |  |  |  | X |
| E3 Compare and contrast two-dimensional shapes using their properties (e.g., number of sides, length of sides, number of corners). [1.G.1, MP2] |  |  | $\times$ |  |  |  |
| E4 Compose and decompose two-dimensional shapes using pattern blocks. [1.G.2; MP5] |  |  |  | $\times$ | X | $\times$ |
| Geometry <br> Geometric Reasoning: Use visualization, spatial reasoning, and geometric 4 modeling to solve problems. |  |  |  |  |  |  |
| E5 Justify visual and spatial reasoning by identifying the properties of shapes. [1.G.1, 2, MP3, 5] |  |  | $\times$ | X |  | X |

[^0]| Math Practices |  |
| :---: | :---: |
| MPE 1 Know the problem. I read the problem carefully. I know the questions to answer and what information is important. |  |
| MPE2 Find a strategy. I choose good tools and an efficient strategy for solving the problem. |  |
| MPE3 Check for reasonableness. I look back at my solution to see if my answer makes sense. If it does not, I try again. |  |
| MPE4 Check my calculations. If I make mistakes, I correct them. |  |
| MPE5 Show my work. I show or tell how I arrived at my answer so someone else can understand my thinking. [MP3, 6] | $\times$ |
| MPE6 Use labels. I use labels to show what numbers mean. |  |

* Denotes Benchmark Expectation
** Includes Feedback Box
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    ** Includes Feedback Box

