

Unit 11 Key Assessment Opportunities Chart

Taken from *Math Trailblazers*
digital Teacher Guide

Content

Key Ideas in Unit 11

Unit 11 Expectations

L1	SG Just Passing Time Check-In: Q# 13-15 **
L2	SAB Tangram Sort
L2	TG Find the Area**
L3	TG Shapes with Six Tiles**
L4	TG Investigating Shapes**
L5	SG Sorting Shapes Check-In: Q# 7
L5	SAB Observe Mystery Sort: Quadrilaterals
L6	TG DPP Item V Problem Solving with Time
L6	SAB Observe 3-D Shape Hunt
L6	TG Observe Guess My Shape
L7	TG Observe Making Shapes
L7	SAB Triangular Prism
L8	SAB Analyzing Faces of 3-D Shapes Check-In Q# 3-4**
L8	SAB Observe Mystery Sort: Faces
L9	SAB Observe Mystery Sort: 3-D Shapes
L9	SG Sorting 3-D Shapes Check-In: Q# 2-3**

Geometry 1		Shapes: Identify, describe, classify, and analyze 2- and 3-dimensional shapes based on their properties.																			
E1*	Describe and analyze two-dimensional shapes using their properties (e.g., number of sides, length of sides, vertices, number and size of angles, number of right angles, and relationships between sides). [3.G.1][MP1, 5, 6]		X		X	X	X	X													
E2*	Describe and analyze three-dimensional shapes using their properties (e.g., number and shape of sides, number of edges, and number of corners). [3.G.1][MP1, 5, 6]												X	X		X	X	X	X	X	X
E3*	Identify and construct two- and three-dimensional shapes using their properties. [3.G.1][MP1, 5, 6]							X							X		X				
E4*	Classify 2- and 3-dimensional shapes using their properties. [3.G.1][MP1, 3, 5, 6]							X	X								X	X	X		
Geometry 3		Motion: Apply transformations (slides, flips, and turns) and use symmetry to analyze mathematical situations.																			
E5	Identify congruent shapes. [3.G.1; 8.G.4][MP1, 5]					X									X	X					
E6	Identify lines of symmetry. [MP1, 5, 6]					X															
Geometry 4		Geometric Reasoning: Use visualization, spatial reasoning, and geometric modeling to solve problems.																			
E7	Justify conclusions using geometric properties. [3.G.1] [MP1, 3]						X									X	X	X	X		
Measurement 1		Measurement Concepts: Understand measurable attributes of objects or situations (length, area, mass, volume, size, time) and the units, systems, and processes of measurement.																			
E8	Recognize that shapes can have the same area but different perimeters. [3.MD.5-6; 3.MD.8][MP1, 2, 4, 5, 6]				X																
E9	Solve elapsed-time problems involving time measurements to the nearest minute. [3.MD.1][MP1, 2, 4, 5, 6]	X								X											
Measurement 2		Measurement Skills: Use measurement tools, appropriate techniques, and formulas to determine measurements.																			
E10	Measure the area and perimeter of two-dimensional shapes. [3.MD.6-7; 3.MD.8; 3.G.2][MP1, 5, 6, 7]			X	X																

* Denotes Benchmark Expectation

Math Facts

		L1 TG DPP Item A Triangle Flash Cards: 9s	L8 TG DPP Item CC Multiplication Quiz: 9s	L9 TG DPP Item GG Fact Family Quiz: 9s
Number 3	Computation and Estimation: Use efficient and flexible procedures to compute accurately and make reasonable estimates.			
E11*	Demonstrate fluency with the multiplication facts for the nines. [3.OA.3, 3.OA.7]	X	X	
E12*	Determine the unknown number in a multiplication or division sentence relating three whole numbers for the nines. [Algebra 3] [3.OA.5, 3.OA.7]			X

Math Practices

		L1 SG Just Passing Time Check-In: Q# 13-15**	L2 TG Find the Area**	L8 SAB Analyzing Faces of 3-D Shapes Check-In Q# 3-4**	L9 SG Sorting 3-D Shapes Check-In Q# 2-3**
MPE1	Know the problem. I read the problem carefully. I know the questions to answer and what information is important. [MP1, 6]				X
MPE2	Find a strategy. I choose good tools and an efficient strategy for solving the problem. [MP4, 5]	X	X		
MPE3	Check for reasonableness. I look back at my solution to see if my answer makes sense. If it does not, I try again. [MP2, 6]				X
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]	X	X	X	X
MPE6	Use labels. I use labels to show what numbers mean. [MP6]	X	X		

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** Includes Feedback Box