Unit 9 Key Assessment Opportunities Chart Taken from Math Trailblazers

Taken from Math Trailblazers digital Teacher Guide Content Key Ideas in Unit 9 Unit 9 Expectations	1 SG Investigating Angles Check-In: Q# 6	12 SAB Lines and Intersections	L3 SG Turning Through Angles Check-In: Q# 5	SAB Draw and Solve Problems with Angles CheckIn: Q# 8–16	15 TG Lines, Angles, and Polygons Quiz**	L6 SAB Practice with Angles and Lines Self-Check: Q# 1–2, 9, and 18–21	I SAB Finding Symmetry Q# 1	I TG DPP Item T Angles	18 SG Slides, Flips, and Turns Homework Section	L9 SAB Properties of Shapes Check-In: Q# 5	L10 TG DPP Item BB Angle Measures	LI0 TG Shapes Quiz**	III SG Workshop: Shapes and Properties Self-Check: Q# 1–3	LII SAB Classifying Shapes Self-Check with menu	III SAB Practice with Shapes and Properties Self-Check: Q# 1−3	III SAB Classifying Shapes Check-In: Q# 4–5**
Number Operations: Understand the meaning of numerical of and their application for solving problems.	opera	ations	5													
E1* Use addition and subtraction to find unknown angles. (Algebra 3, 4) [4.MD.7] [MP1, 2, 3, 5]					×	×					×					
Geometry Shapes: Identify, describe, classify, and analyze 2- and 3-dimensional shapes based on their properties.	đ															
E2* Classify acute, obtuse, and right angles. [4.MD.7] [MP1, 2, 3, 5]	×		×		×	×		×								
E3 Identify points, rays, lines, and line segments. [4.G.2] [MP3, 4,6]		×			×	×										
Pax and identify intersecting, perpendicular, and parallel lines. [4.6.1] [MP1, 6]		×			×	×						×				
Describe and analyze 2-dimensional shapes based on their E5* properties (e.g., number and length of sides, number and size of angles, relationships between sides). [4.G.2; 5.G.3, 4] [MP1, 3, 6]										×		×	×			×
E6* Classify 2-dimensional shapes using their properties. [4.G.2; 5.G. 4] [MP1, 2, 3, 5]												×		×		×
Geometry Motion: Apply transformations (slides, flips, and turns use symmetry to analyze mathematical situations.	anc	1														
E7* Identify line (reflective) symmetry. [4.G.3] [MP1]							×					×			×	
E8* Identify congruent shapes. [4.G.2; 8.G.4] [MP1]												×			×	
E9* Identify slides, flips, and turns of shapes. [4.G.3; 8.G.4] [MP1] [Geometry 2]									×			×			×	
Geometry Geometric Reasoning: Use visualization, spatial reasoning: Use visualization visualizat	sonin	g,														
E10* Justify conclusions using geometric properties.										×		×		×		×
Measurement Concepts: Understand measureable area, mass, volume, size, time) and the units, system.				,		,	ngth	,								
E11* Estimate the size of an angle using 90°, 180°, and 360° as benchmarks. [4.MD.5] [MP2, 5, 6]				×	×	×		×								
Measurement Skills: Use measurement tools, approdetermine measurements.	priate	e tecl	nniqu	es, and	form	ulas to										
Use a protractor to measure and draw angles to the nearest																

^{*} Denotes Benchmark Expectation

^{* *} Includes a Feedback Box

Math Facts Number Computation and Estimation: Use efficient and procedures to compute accurately and make reaso estimates.	nable	TG DPP Item A L1 Triangle Flash Cards: Square Numbers	TG DPP Item Y L9 Fact Families Quiz: Square Numbers	TG DPP Item CC L10 Division Facts Quiz: Square Numbers
E13* Demonstrate fluency with the division facts for the square [3.0A.7]	numbers.	×		×
E14* Determine the unknown number in a multiplication or divis sentence relating three whole numbers for the square nu [3.0A.4]	ion nber facts.		×	
Math Practices	SAB Draw and Solve L4 Problems with Angles	Check-In Q# 8–16	and Polygons Quiz	SAB [1] Classifying Shapes Check-In: Q# 4–5*
MPE1 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. [MP6]	×		×	
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, 4, 6]				×
MPE6 Use labels. I use labels to show what numbers mean. [MP1, 3, 6]	×		×	

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