

## Number, Number Sense and Operations Standard

Grades K-2

| Ohio Benchmarks<br>Grades K-2  | Grade-Level Indicators<br>Kindergarten                                       | Grade-Level Indicators<br>Grade 1  | Grade-Level Indicators<br>Grade 2   |
|--|--|--|---|
| <p>A. Use place value concepts to represent whole numbers using numerals, words and physical models.</p> | <p>5. Relate, read and write numerals for single-digit numbers (0 to 9).</p> | <p>5. Use place value concepts to represent whole numbers using numerals, words, expanded notation and physical models with ones and tens. For example:</p> <ul style="list-style-type: none"> <li>a. Develop a system to group and count by twos, fives and tens.</li> <li>b. Identify patterns and groupings in a 100's chart and relate to place value concepts.</li> <li>c. Recognize the first digit of a two-digit number as the most important to indicate size of a number and the nearness to 10 or 100.</li> </ul> <p>3. Read and write the numerals for numbers to 100.</p> | <p>1. Use place value concepts to represent, compare and order whole numbers using physical models, numerals and words, with ones, tens and hundreds. For example:</p> <ul style="list-style-type: none"> <li>a. Recognize 10 can mean "10 ones" or a single entity (1 ten) through physical models and trading games.</li> <li>b. Read and write 3-digit numerals (e.g., 243 as two hundred forty three, 24 tens and 3 ones, or 2 hundreds and 43 ones, etc.) and construct models to represent each.</li> </ul> |

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| <p>B. Recognize, classify, compare and order whole numbers.</p> | <ol style="list-style-type: none"> <li>1. Compare and order whole numbers up to 10.</li> <li>7. Compare the number of objects in two or more sets when one set has one or two more, or one or two fewer objects.</li> <li>13. Recognize the number or quantity of sets up to 5 without counting; e.g., recognize without counting the dot arrangement on a domino as 5.</li> </ol> | <ol style="list-style-type: none"> <li>1. Use ordinal numbers to order objects; e.g., first, second, third.</li> <li>2. Recognize and generate equivalent forms for the same number using physical models, words and number expressions; e.g., concept of ten is described by "10 blocks", full tens frame, numeral 10, <math>5 + 5</math>, <math>15 - 5</math>, one less than 11, my brother's age.</li> <li>4. Count forward to 100, count backwards from 100, and count forward or backward starting at any number between 1 and 100.</li> <li>15. Demonstrate that equal means "the same as" using visual representations.</li> </ol> | <ol style="list-style-type: none"> <li>1. Use place value concepts to represent, compare and order whole numbers using physical models, numerals and words, with ones, tens and hundreds. For example:               <ol style="list-style-type: none"> <li>a. Recognize 10 can mean "10 ones" or a single entity (1 ten) through physical models and trading games.</li> <li>b. Read and write 3-digit numerals (e.g., 243 as two hundred forty three, 24 tens and 3 ones, or 2 hundreds and 43 ones, etc.) and construct models to represent each.</li> </ol> </li> <li>2. Recognize and classify numbers as even or odd.</li> </ol> |

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| <p>C. Represent commonly used fractions using words and physical models.</p> |  | <p>9. Represent commonly used fractions using words and physical models for halves, thirds and fourths, recognizing fractions are represented by equal size parts of a whole and of a set of objects.</p> | <p>5. Represent fractions (halves, thirds, fourths, sixths and eighths), using words, numerals and physical models. For example:</p> <ul style="list-style-type: none"> <li>a. Recognize that a fractional part can mean different amounts depending on the original quantity.</li> <li>b. Recognize that a fractional part of a rectangle does not have to be shaded with contiguous parts.</li> <li>c. Identify and illustrate parts of a whole and parts of sets of objects.</li> <li>d. Compare and order physical models of halves, thirds and fourths in relations to 0 and 1.</li> </ul> |

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| D. Determine the value of a collection of coins and dollar bills. | 9. Identify and state the value of a penny, nickel and dime. | 6. Identify and state the value of a penny, nickel, dime, quarter and dollar.<br><br>7. Determine the value of a small collection of coins (with a total value up to one dollar) using 1 or 2 different type coins, including pennies, nickels, dimes and quarters. | 4. Represent and write the value of money using the ¢ sign and in decimal form when using the \$ sign. |
| E. Make change using coins for values up to one dollar.           |  | 8. Show different combinations of coins that have the same value.   | 3. Count money and make change using coins and a dollar bill.  |

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| <p>F. Count, using numerals and ordinal numbers.</p> | <ol style="list-style-type: none"> <li>2. Explain rules of counting, such as each object should be counted once and that order does not change the number.</li> <li>3. Count to twenty; e.g., in play situations or while reading number books.</li> <li>4. Determine "how many" in sets (groups) of 10 or fewer objects.</li> </ol> | <ol style="list-style-type: none"> <li>4. Count forward to 100, count backwards from 100, and count forward or backward starting at any number between 1 and 100.</li> </ol> |                                   |

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| <p>G. Model, represent and explain addition as combining sets and counting on.</p> | <p>8. Represent and use whole numbers in flexible ways, including relating, composing and decomposing numbers; e.g., 5 marbles can be 2 red and 3 green or 1 red and 4 green.</p> <p>10. Model and represent addition as combining sets and counting on, and subtraction as take-away and comparison. For example:</p> <ul style="list-style-type: none"> <li>a. Combine and separate small sets of objects in contextual situations; e.g., add or subtract one, two, or another small amount.</li> <li>b. Count on (forward) and count back (backward) on a number line between 0 and 10.</li> </ul> | <p>10. Model, represent and explain addition as combining sets (part + part = whole) and counting on. For example:</p> <ul style="list-style-type: none"> <li>a. Model and explain addition using physical materials in contextual situations.</li> <li>b. Draw pictures to model addition.</li> <li>c. Write number sentences to represent addition.</li> <li>d. Explain that adding two whole numbers yields a larger whole number.</li> </ul> <p>12. Use conventional symbols to represent the operations of addition and subtraction.</p> |                                   |

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| <p>H. Model, represent and explain subtraction as comparison, take-away and part-to-whole.</p> | <p>8. Represent and use whole numbers in flexible ways, including relating, composing and decomposing numbers; e.g., 5 marbles can be 2 red and 3 green or 1 red and 4 green.</p> <p>10. Model and represent addition as combining sets and counting on, and subtraction as take-away and comparison. For example:</p> <ul style="list-style-type: none"> <li>a. Combine and separate small sets of objects in contextual situations; e.g., add or subtract one, two, or another small amount.</li> <li>b. Count on (forward) and count back (backward) on a number line between 0 and 10.</li> </ul> | <p>11. Model, represent and explain subtraction as take-away and comparison. For example:</p> <ul style="list-style-type: none"> <li>a. Model and explain subtraction using physical materials in contextual situations.</li> <li>b. Draw pictures to model subtraction.</li> <li>c. Write number sentences to represent subtraction.</li> <li>d. Explain that subtraction of whole numbers yields an answer smaller than the original number.</li> </ul> <p>12. Use conventional symbols to represent the operations of addition and subtraction.</p> | <p>6. Model, represent and explain subtraction as comparison, take-away and part-to-whole; e.g., solve missing addend problems by counting up or subtracting, such as "I had six baseball cards, my sister gave me more, and I now have ten. How many did she give me?" can be represented as <math>6 + ? = 10</math> or <math>10 - 6 = ?</math>.</p> |

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| <p>I. Model, represent and explain multiplication as repeated addition, rectangular arrays and skip counting.</p> | <p>6. Construct multiple sets of objects each containing the same number of objects.</p> <p>11. Demonstrate joining multiple groups of objects, each containing the same number of objects; e.g., combining 3 bags of candy, each containing 2 pieces.</p> | <p>13. Model and represent multiplication as repeated addition and rectangular arrays in contextual situations; e.g., four people will be at my party and if I want to give 3 balloons to each person, how many balloons will I need to buy?</p> | <p>7. Model, represent and explain multiplication as repeated addition, rectangular arrays and skip counting.</p> |
| <p>J. Model, represent and explain division as sharing equally, repeated subtraction and rectangular arrays.</p>  | <p>12. Partition or share a small set of objects into groups of equal size; e.g., sharing 6 stickers equally among 3 children.</p>   | <p>14. Model and represent division as sharing equally in contextual situations; e.g., sharing cookies.</p>  | <p>8. Model, represent and explain division as sharing equally and repeated subtraction.</p>                      |

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|--|---|--|---|
| <p>K. Demonstrate fluency in addition facts with addends through 9 and corresponding subtractions.</p> | <p>8. Represent and use whole numbers in flexible ways, including relating, composing and decomposing numbers; e.g., 5 marbles can be 2 red and 3 green or 1 red and 4 green.</p> | <p>16. Develop strategies for basic addition facts, such as:</p> <ul style="list-style-type: none"> <li>a. counting all;</li> <li>b. counting on;</li> <li>c. one more, two more;</li> <li>d. doubles;</li> <li>e. doubles plus or minus one;</li> <li>f. make ten;</li> <li>g. using tens frames;</li> <li>h. identity property (adding zero).</li> </ul> <p>17. Develop strategies for basic subtraction facts, such as:</p> <ul style="list-style-type: none"> <li>a. relating to addition (for example, think of <math>7 - 3 = ?</math> as "3 plus ? equals 7");</li> <li>b. one less, two less;</li> <li>c. all but one (for example, <math>8 - 7</math>, <math>5 - 4</math>);</li> <li>d. using tens frames;</li> <li>e. missing addends.</li> </ul> | <p>10. Demonstrate fluency in addition facts with addends through 9 and corresponding subtractions; e.g., <math>9 + 9 = 18</math>, <math>18 - 9 = 9</math>.</p> |

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| <p>L. Demonstrate fluency in adding and subtracting multiples of 10, and recognize combinations that make 10.</p> |  | <p>16. Develop strategies for basic addition facts, such as:</p> <ul style="list-style-type: none"> <li>a. counting all;</li> <li>b. counting on;</li> <li>c. one more, two more;</li> <li>d. doubles;</li> <li>e. doubles plus or minus one;</li> <li>f. make ten;</li> <li>g. using tens frames;</li> <li>h. identity property (adding zero).</li> </ul> <p>17. Develop strategies for basic subtraction facts, such as:</p> <ul style="list-style-type: none"> <li>a. relating to addition (for example, think of <math>7 - 3 = ?</math> as "3 plus ? equals 7");</li> <li>b. one less, two less;</li> <li>c. all but one (for example, <math>8 - 7</math>, <math>5 - 4</math>);</li> <li>d. using tens frames;</li> <li>e. missing addends.</li> </ul> | <p>11. Add and subtract multiples of 10.</p> |

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|---|--|-----------------------------------|---|------------------------------|-----------------------------|
| <p>M. Add and subtract two-digit numbers with and without regrouping.</p> |  |                                   | <p>9. Model and use the commutative property for addition.</p> <p>12. Demonstrate multiple strategies for adding and subtracting 2- or 3-digit whole numbers, such as:</p> <ul style="list-style-type: none"> <li>a. compatible numbers;</li> <li>b. compensatory numbers;</li> <li>c. informal use of commutative and associative properties of addition.</li> </ul> |                              |                             |
|   |  |                                   | <p><i>Note: There are instances where a grade-level indicator is linked to a benchmark for a grade band that does not include the grade level of the indicator. See Grade 3 (page 16) for indicator 13.</i></p>   |                              |                             |
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|---|--|--|
| <p>A. Use place value structure of the base-ten number system to read, write, represent and compare whole numbers and decimals.</p> | <p>2. Use place value concepts to represent whole numbers and decimals using numerals, words, expanded notation and physical models. For example:</p> <ul style="list-style-type: none"> <li>a. Recognize 100 means “10 tens” as well as a single entity (1 hundred) through physical models and trading games</li> <li>b. Describe the multiplicative nature of the number system; e.g., the structure of 3205 as <math>3 \times 1000</math> plus <math>2 \times 100</math> plus <math>5 \times 1</math>.</li> <li>c. Model the size of 1000 in multiple ways; e.g., packaging 1000 objects into 10 boxes of 100, modeling a meter with centimeter and decimeter strips, or gathering 1000 pop-can tabs.</li> <li>d. Explain the concept of tenths and hundredths using physical such models, as metric pieces, base ten blocks, decimal squares or money.</li> </ul> <p>3. Use mathematical language and symbols to compare and order; e.g., less than, greater than, at most, at least, <math>&lt;</math>, <math>&gt;</math>, <math>=</math>, <math>\leq</math>, <math>\geq</math>.</p> | <p>2. Use place value structure of the base-ten number system to read, write, represent and compare whole numbers through millions and decimals through thousandths.</p> <p>3. Round whole numbers to a given place value.</p> |

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|--|--|--|
| <p>B. Recognize and generate equivalent representations for whole numbers, fractions and decimals.</p> | <p>1. Identify and generate equivalent forms of whole numbers; e.g., 36, 30+6, 9 x 4, 46-10, number of inches in a yard.</p> <p>7. Recognize and use decimal and fraction concepts and notations as related ways of representing parts of a whole or a set; e.g., 3 of 10 marbles are red can also be described as <math>\frac{3}{10}</math> and 3 tenths are red.</p> | <p>1. Identify and generate equivalent forms of fractions and decimals. For example:</p> <p>a. Connect physical, verbal and symbolic representations of fractions, decimals and whole numbers; e.g., <math>\frac{1}{2}</math>, <math>\frac{5}{10}</math>, "five tenths," 0.5, shaded rectangles with half, and five tenths.</p> <p>b. Understand and explain that ten tenths is the same as one whole in both fraction and decimal form.</p> |
| <p>C. Represent commonly used fractions and mixed numbers using words and physical models.</p>         | <p>5. Represent fractions and mixed numbers using words, numerals and physical models.</p>   |  |

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|---|--|--|
| <p>D. Use models, points of reference and equivalent forms of commonly used fractions to judge the size of fractions and to compare, describe and order them.</p> | <p>3. Use mathematical language and symbols to compare and order; e.g., less than, greater than, at most, at least, <math>&lt;</math>, <math>&gt;</math>, <math>=</math>, <math>\leq</math>, <math>\geq</math>.</p> <p>6. Compare and order commonly used fractions and mixed numbers using number lines, models (such as fraction circles or bars), points of reference (such as more or less than <math>\frac{1}{2}</math>), and equivalent forms found using physical or visual models.</p> | <p>5. Use models and points of reference to compare commonly used fractions.</p>   |
| <p>E. Recognize and classify numbers as prime or composite and list factors.</p>  |  | <p>4. Identify and represent factors and multiples of whole numbers through 100, and classify numbers as prime or composite.</p> |
| <p>F. Count money and make change using both coins and paper bills.</p>   | <p>4. Count money and make change using coins and paper bills to ten dollars.</p>  | <p>8. Solve problems involving counting money and making change, using both coins and paper bills.</p>                           |

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|--|---|---|
| G. Model and use commutative and associative properties for addition and multiplication.   | 11. Model and use the commutative and associative properties for addition and multiplication.   |   |
| H. Use relationships between operations, such as subtraction as the inverse of addition and division as the inverse of multiplication. | 10. Explain and use relationships between operations, such as:<br>a. relate addition and subtraction as inverse operations;<br>b. relate multiplication and division as inverse operations;<br>c. relate addition to multiplication (repeated addition);<br>d. relate subtraction to division (repeated subtraction). |   |
| I. Demonstrate fluency in multiplication facts with factors through 10 and corresponding divisions.                                    | 13. Demonstrate fluency in multiplication facts through 10 and corresponding division facts.  | 14. Demonstrate fluency in adding and subtracting whole numbers and in multiplying and dividing whole numbers by 1- and 2-digit numbers and multiples of ten. |

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|--|--|--|
| <p>J. Estimate the results of whole number computations using a variety of strategies, and judge the reasonableness.</p> | <p>13. <i>Estimate the results of whole number addition and subtraction problems using front-end estimation, and judge the reasonableness of the answers. (Grade 2)</i></p> <p>15. Evaluate the reasonableness of computations based upon operations and the numbers involved; e.g., considering relative size, place value and estimates.</p> | <p>9. Estimate the results of computations involving whole numbers, fractions and decimals, using a variety of strategies.</p> |

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|---|---|---|
| <p>K. Analyze and solve multi-step problems involving addition, subtraction, multiplication and division using whole numbers.</p> | <p>12. Add and subtract whole numbers with and without regrouping.</p> <p>14. Multiply and divide 2- and 3-digit numbers by a single-digit number, without remainders for division.</p> | <p>8. <i>Use geometric models to solve problems in other areas of mathematics, such as number (multiplication/division) and measurement (area, perimeter, border).</i><br/><b>Geometry and Spatial Sense</b></p> <p>6. Use associative and distributive properties to simplify and perform computations; e.g., use left to right multiplication and the distributive property to find an exact answer without paper and pencil, such as: <math>5 \times 47 = 5 \times 40 + 5 \times 7 = 200 + 35 = 235</math>.</p> <p>7. Recognize that division may be used to solve different types of problem situations and interpret the meaning of remainders; e.g., situations involving measurement, money.</p> <p>12. Analyze and solve multi-step problems involving addition, subtraction, multiplication and division using an organized approach, and verify and interpret results with respect to the original problem.</p> |

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| <p>L. Use a variety of methods and appropriate tools (mental math, paper and pencil, calculators) for computing with whole numbers.</p> | <p>8. Model, represent and explain multiplication; e.g., repeated addition, skip counting, rectangular arrays and area model. For example:</p> <ul style="list-style-type: none"> <li>a. Use conventional mathematical symbols to write equations for word problems involving multiplication.</li> <li>b. Understand that, unlike addition and subtraction, the factors in multiplication and division may have different units; e.g., 3 boxes of 5 cookies each.</li> </ul> <p>9. Model, represent and explain division; e.g., sharing equally, repeated subtraction, rectangular arrays and area model. For example:</p> <ul style="list-style-type: none"> <li>a. Translate contextual situations involving division into conventional mathematical symbols.</li> <li>b. Explain how a remainder may impact an answer in a real-world situation; e.g., 14 cookies being shared by 4 children.</li> </ul> | <p>11. Develop and explain strategies for performing computations mentally.</p> <p>13. Use a variety of methods and appropriate tools for computing with whole numbers; e.g., mental math, paper and pencil, and calculator.</p> <p>14. Demonstrate fluency in adding and subtracting whole numbers and in multiplying and dividing whole numbers by 1- and 2-digit numbers and multiples of ten.</p> |

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| <p>M. Add and subtract commonly used fractions with like denominators and decimals, using models and paper and pencil.</p> |                                   | <p>9. Estimate the results of computations involving whole numbers, fractions and decimals, using a variety of strategies.</p> <p>10. Use physical models, visual representations, and paper and pencil to add and subtract decimals and commonly used fractions with like denominators.</p> |                             |                              |                             |
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|--|---|-----------------------------------|-----------------------------------|
| <p>A. Represent and compare numbers less than 0 through familiar applications and extending the number line.</p> | <p>6. Represent and compare numbers less than 0 by extending the number line and using familiar applications; e.g., temperature, owing money.</p>   |                                   |                                   |
| <p>B. Compare, order and convert among fractions, decimals and percents.</p>                                     | <p>1. Use models and visual representations to develop the concept of ratio as part-to-part and part-to-whole, and the concept of percent as part-to-whole.</p> <p>2. Use various forms of "one" to demonstrate the equivalence of fractions; e.g., <math>\frac{18}{24} = \frac{9}{12} \times \frac{2}{2} = \frac{3}{4} \times \frac{6}{6}</math></p> <p>3. Identify and generate equivalent forms of fractions, decimals and percents.</p> |                                   |                                   |

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|---|-----------------------------------|--|-----------------------------------|
| <p>C. Develop meaning for percents including percents greater than 100 and less than 1.</p> |                                   | <p>4. Describe what it means to find a specific percent of a number, using real-life examples.</p> <p>5. Use models and pictures to relate concepts of ratio, proportion and percent, including percents less than 1 and greater than 100.</p> |                                   |

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| <p>D. Use models and pictures to relate concepts of ratio, proportion and percent.</p> | <p>1. Use models and visual representations to develop the concept of ratio as part-to-part and part-to-whole, and the concept of percent as part-to-whole.</p> | <p>3. Explain why a number is referred to as being “rational,” and recognize that the expression <math>\frac{a}{b}</math> can mean <math>a</math> parts of size <math>\frac{1}{b}</math> each, <math>a</math> divided by <math>b</math>, or the ratio of <math>a</math> to <math>b</math>.</p> <p>5. Use models and pictures to relate concepts of ratio, proportion and percent, including percents less than 1 and greater than 100.</p> <p>9. Give examples of how ratios are used to represent comparisons; e.g., part-to-part, part-to-whole, whole-to-part.</p> |                                   |

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|---|--|--|--|
| <p>E. Use order of operations, including use of parenthesis and exponents to solve multi-step problems, and verify and interpret the results.</p> | <p>8. Identify and use relationships between operations to solve problems.</p> <p>9. Use order of operations, including use of parentheses, to simplify numerical expressions.</p> <p><i>Note: There are instances when a grade-level indicator for one standard is linked to a benchmark for a different standard. See also correlation for <b>Patterns, Functions and Algebra</b> (page 11) for indicator 8.</i></p> | <p>6. Use the order of operations, including the use of exponents, decimals and rational numbers, to simplify numerical expressions.</p> | <p>4. Use order of operations and properties to simplify numerical expressions involving integers, fractions and decimals.</p> |
| <p>F. Apply number system properties when performing computations.</p>  | <p>7. Use commutative, associative, distributive, identity and inverse properties to simplify and perform computations.</p>  |  |  |

## Number, Number Sense and Operations Standard

Grades 5-7

| Ohio Benchmarks<br>Grades 5-7  | Grade-Level Indicators<br>Grade 5                                 | Grade-Level Indicators<br>Grade 6  | Grade-Level Indicators<br>Grade 7  |
|--|---|--|--|
| <p>G. Apply and explain the use of prime factorizations, common factors, and common multiples in problem situations.</p> | <p>5. Recognize and identify perfect squares and their roots.</p> | <p>1. Decompose and recompose whole numbers using factors and exponents (e.g., <math>32 = 2 \times 2 \times 2 \times 2 \times 2 = 2^5</math>), and explain why “squared” means “second power” and “cubed” means “third power.”</p> <p>2. Find and use the prime factorization of composite numbers. For example:</p> <ol style="list-style-type: none"> <li>Use the prime factorization to recognize the greatest common factor (GCF).</li> <li>Use the prime factorization to recognize the least common multiple (LCM).</li> <li>Apply the prime factorization to solve problems and explain solutions.</li> </ol> | <p>9. Represent and solve problem situations that can be modeled by and solved using concepts of absolute value, exponents and square roots (for perfect squares).</p> |

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|--|---|---|--|
| <p>H. Use and analyze the steps in standard and non-standard algorithms for computing with fractions, decimals and integers.</p> | <p>10. Justify why fractions need common denominators to be added or subtracted.</p> <p>11. Explain how place value is related to addition and subtraction of decimals; e.g., <math>0.2 + 0.14</math>; the two tenths is added to the one tenth because they are both tenths.</p> | <p>8. Represent multiplication and division situations involving fractions and decimals with models and visual representations; e.g., show with pattern blocks what it means to take <math>2\frac{2}{3} \div \frac{1}{6}</math>.</p> <p>12. Develop and analyze algorithms for computing with fractions and decimals, and demonstrate fluency in their use.</p> | <p>5. Explain the meaning and effect of adding, subtracting, multiplying and dividing integers; e.g., how adding two integers can result in a lesser value.</p> <p>8. Develop and analyze algorithms for computing with percents and integers, and demonstrate fluency in their use.</p> |

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|--|--|--|---|
| <p>I. Use a variety of strategies, including proportional reasoning, to estimate, compute, solve and explain solutions to problems involving integers, fractions, decimals and percents.</p> <p>Continued on page 27</p> | <p>4. Round decimals to a given place value and round fractions (including mixed numbers) to the nearest half.</p> <p>12. Use physical models, points of reference, and equivalent forms to add and subtract commonly used fractions with like and unlike denominators and decimals.</p> <p>13. Estimate the results of computations involving whole numbers, fractions and decimals, using a variety of strategies.</p> | <p>7. Use simple expressions involving integers to represent and solve problems; e.g., if a running back loses 15 yards on the first carry but gains 8 yards on the second carry, what is the net gain/loss?</p> <p>11. Perform fraction and decimal computations and justify their solutions; e.g., using manipulatives, diagrams, mathematical reasoning.</p> <p>13. Estimate reasonable solutions to problem situations involving fractions and decimals; e.g., <math>\frac{7}{8} + \frac{12}{13} \approx 2</math> and <math>4.23 \times 5.8 \approx 25</math>.</p> | <p>6. Simplify numerical expressions involving integers and use integers to solve real-life problems.</p> <p>7. Solve problems using the appropriate form of a rational number (fraction, decimal or percent).</p> <p>9. Represent and solve problem situations that can be modeled by and solved using concepts of absolute value, exponents and square roots (for perfect squares).</p> |

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|--|--|--|---|------------------------------|-----------------------------|
| <p>I. Use a variety of strategies, including proportional reasoning, to estimate, compute, solve and explain solutions to problems involving integers, fractions, decimals and percents.</p> |  | <p>14. Use proportional reasoning, ratios and percents to represent problem situations and determine the reasonableness of solutions.</p> <p>15. Determine the percent of a number and solve related problems; e.g., find the percent markdown if the original price was \$140, and the sale price is \$100.</p> |   |                              |                             |
|  | <p><i>Note: There are instances where a grade-level indicator is linked to a benchmark for a grade band that does not include the grade level of the indicator. See Grade 8 (page 33) for indicator 5.</i></p> | <p><i>Note: There are instances where a grade-level indicator is linked to a benchmark for a grade band that does not include the grade level of the indicator. See Grade 8 (page 31) for indicator 10.</i></p>  | <p><i>Note: There are instances where a grade-level indicator is linked to a benchmark for a grade band that does not include the grade level of the indicator. See Grade 8 (page 28) for indicator 1; Grade 8 (page 34) for indicator 2; Grade 8 (page 29) for indicator 3; Grade 8 (page 31) for indicator 5.</i></p> |                              |                             |
| <a href="#"><u>K-2</u></a>   | <a href="#"><u>3-4</u></a>   | <a href="#"><u>5-7</u></a>   | <a href="#"><u>8-10</u></a>   | <a href="#"><u>11-12</u></a> | <a href="#"><u>Back</u></a> |

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Grades 8-10

| Ohio Benchmarks<br>Grades 8-10  | Grade-Level Indicators<br>Grade 8  | Grade-Level Indicators<br>Grade 9 | Grade-Level Indicators<br>Grade 10 |
|---|--|-----------------------------------|------------------------------------|
| <p>A. Use scientific notation to express large numbers and numbers less than one.</p> | <ol style="list-style-type: none"> <li>1. <i>Demonstrate an understanding of place value using powers of 10 and write large numbers in scientific notation. (Grade 7)</i></li> <li>1. Use scientific notation to express large numbers and small numbers between 0 and 1.</li> </ol> |                                   |                                    |

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|--|---|--|------------------------------------|
| <p>B. Identify subsets of the real number system.</p>  | <p>3. Describe differences between rational and irrational numbers; e.g., use technology to show that some numbers (rational) can be expressed as terminating or repeating decimals and others (irrational) as non-terminating and non-repeating decimals. <b>(Grade 7)</b></p> <p>2. Recognize that natural numbers, whole numbers, integers, rational numbers and irrational numbers are subsets of the real number system.</p> |  |                                    |
| <p>C. Apply properties of operations and the real number system and justify when they hold for a set of numbers.</p> | <p>4. Explain and use the inverse and identity properties and use inverse relationships (addition/subtraction, multiplication/division, squaring/square roots) in problem solving situations.</p>   | <p>1. Identify and justify whether properties (closure, identity, inverse, commutative and associative) hold for a given set and operations; e.g., even integers and multiplication.</p> |                                    |

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|--|-----------------------------------|---|--|
| D. Connect physical, verbal and symbolic representations of integers, rational numbers and irrational numbers. |                                   |   | 1. Connect physical, verbal and symbolic representations of irrational numbers; e.g., construct $\sqrt{2}$ as a hypotenuse or on a number line.<br><br>2. Explain the meaning of the nth root. |
| E. Compare, order and determine equivalent forms of real numbers.  |                                   | 2. Compare, order and determine equivalent forms for rational and irrational numbers. |  |

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|---|--|---|------------------------------------|
| <p>F. Explain the effects of operations on the magnitude of quantities.</p> | <p>10. <i>Recognize that a quotient may be larger than the dividend when the divisor is a fraction; e.g., <math>6 \div \frac{1}{2} = 12</math>. (Grade 6)</i></p> <p>5. <i>Explain the meaning and effect of adding, subtracting, multiplying and dividing integers; e.g., how adding two integers can result in a lesser value. (Grade 7)</i></p> | <p>3. Explain the effects of operations such as multiplication or division, and of computing powers and roots on the magnitude of quantities.</p> |                                    |

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| Ohio Benchmarks<br>Grades 8-10   | Grade-Level Indicators<br>Grade 8  | Grade-Level Indicators<br>Grade 9                                 | Grade-Level Indicators<br>Grade 10 |
|--|--|---|------------------------------------|
| <p>G. Estimate, compute and solve problems involving real numbers, including ratio, proportion and percent, and explain solutions.</p> | <p>5. Determine when an estimate is sufficient and when an exact answer is needed in problem situations, and evaluate estimates in relation to actual answers; e.g., very close, less than, greater than.</p> <p>6. Estimate, compute and solve problems involving rational numbers, including ratio, proportion and percent, and judge the reasonableness of solutions.</p> | <p>4. Demonstrate fluency in computations using real numbers.</p> |                                    |

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| Ohio Benchmarks<br>Grades 8-10   | Grade-Level Indicators<br>Grade 8  | Grade-Level Indicators<br>Grade 9 | Grade-Level Indicators<br>Grade 10 |
|--|--|-----------------------------------|------------------------------------|
| <p>H. Find the square root of perfect squares, and approximate the square root of non-perfect squares.</p> | <p>5. <i>Recognize and identify perfect squares and their roots.</i><br/><b>(Grade 5)</b></p> <p>7. Find the square root of perfect squares, and approximate the square root of non-perfect squares as consecutive integers between which the root lies; e.g., <math>\sqrt{130}</math> is between 11 and 12.</p> |                                   |                                    |

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| Ohio Benchmarks<br>Grades 8-10   | Grade-Level Indicators<br>Grade 8  | Grade-Level Indicators<br>Grade 9  | Grade-Level Indicators<br>Grade 10  |                              |                             |
|--|--|--|---|------------------------------|-----------------------------|
| <p>I. Estimate, compute and solve problems involving scientific notation, square roots and numbers with integer exponents.</p> | <p>2. <i>Explain the meaning of exponents that are negative or 0. (Grade 7)</i></p> <p>3. Apply order of operations to simplify expressions and perform computations involving integer exponents and radicals.</p> <p>8. Add, subtract, multiply, divide and compare numbers written in scientific notation.</p> | <p>5. Estimate the solutions for problem situations involving square and cube roots.</p> | <p>4. Approximate the <math>n</math>th root of a given number greater than zero between consecutive integers when <math>n</math> is an integer; e.g., the 4th root of 50 is between 2 and 3.</p>                |                              |                             |
|  |  |  | <p><i>Note: There are instances where a grade-level indicator is linked to a benchmark for a grade band that does not include the grade level of the indicator. See Grade 11 (page 36) for indicator 3.</i></p> |                              |                             |
| <a href="#"><u>K-2</u></a>   | <a href="#"><u>3-4</u></a>   | <a href="#"><u>5-7</u></a>   | <a href="#"><u>8-10</u></a>   | <a href="#"><u>11-12</u></a> | <a href="#"><u>Back</u></a> |

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Grades 11-12

| Ohio Benchmarks<br>Grades 11-12  | Grade-Level Indicators<br>Grade 11   | Grade-Level Indicators<br>Grade 12 |
|--|--|------------------------------------|
| <p>A. Demonstrate that vectors and matrices are systems having some of the same properties of the real number system.</p>        | <ol style="list-style-type: none"> <li>1. Determine what properties hold for matrix addition and matrix multiplication; e.g., use examples to show addition is commutative and when multiplication is not commutative.</li> <li>2. Determine what properties hold for vector addition and multiplication, and for scalar multiplication.</li> </ol>  |                                    |
| <p>B. Develop an understanding of properties of and representations for addition and multiplication of vectors and matrices.</p> | <ol style="list-style-type: none"> <li>1. Determine what properties hold for matrix addition and matrix multiplication; e.g., use examples to show addition is commutative and when multiplication is not commutative.</li> <li>2. Determine what properties hold for vector addition and multiplication, and for scalar multiplication.</li> <li>5. Model using the coordinate plane, vector addition and scalar multiplication.</li> </ol> |                                    |

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| Ohio Benchmarks<br>Grades 11-12   | Grade-Level Indicators<br>Grade 11  | Grade-Level Indicators<br>Grade 12   |
|---|---|--|
| <p>C. Apply factorials and exponents, including fractional exponents, to solve practical problems.</p>  | <p>3. Use factorial notation and computations to represent and solve problem situations involving arrangements. <b>(Grade 10)</b></p> <p>8. Use fractional and negative exponents as optional ways of representing and finding solutions for problem situations; e.g.,<br/> <math>27^{2/3} = (27^{1/3})^2 = 9</math>.</p> | <p>2. Apply combinations as a method to create coefficients for the Binomial Theorem, and make connections to everyday and workplace problem situations.</p> |
| <p>D. Demonstrate fluency in operations with real numbers, vectors and matrices, using mental computation or paper and pencil calculations for simple cases, and technology for more complicated cases.</p> | <p>4. Use matrices to represent given information in a problem situation.</p> <p>6. Compute sums, differences and products of matrices using paper and pencil calculations for simple cases, and technology for more complicated cases.</p> <p>9. Use vector addition and scalar multiplication to solve problems.</p>    |  |

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|---|----------------------------|--|-----------------------------|--|-----------------------------|--|
| <b>Grades 11-12</b>                                 |                            |  |                             |  |                             |  |
| <b>Ohio Benchmarks<br/>Grades 11-12</b>             |                            | <b>Grade-Level Indicators<br/>Grade 11</b>   |                             | <b>Grade-Level Indicators<br/>Grade 12</b>   |                             |  |
| E. Represent and compute with complex numbers.      |                            | 3. Represent complex numbers on the complex plane.<br><br>7. Compute sums, differences, products and quotients of complex numbers. |                             | 1. Determine what properties (closure, identity, inverse, commutative and associative) hold for operations with complex numbers. |                             |  |
| <u><a href="#">K-2</a></u>                          | <u><a href="#">3-4</a></u> | <u><a href="#">5-7</a></u>   | <u><a href="#">8-10</a></u> | <u><a href="#">11-12</a></u>   | <u><a href="#">Back</a></u> |  |