

DesCartes: A Continuum of Learning®

Mathematics

Goal: Geometry

RIT Score Range: < 161
Statements Last Updated: Sep 23, 2013

Skills and Concepts to Develop (50% Probability*) < 161	Skills and Concepts to Introduce (27% Probability*) 161 - 170
Reason with Shapes, Attributes, & Coordinate Plane	Reason with Shapes, Attributes, & Coordinate Plane
<ul style="list-style-type: none"> Identifies and names a circle Identifies spatial sense concepts (e.g., outside, inside, between, over, under, above, below, behind, in front, middle) 	<ul style="list-style-type: none"> Identifies and names a triangle Identifies and names a square Identifies and names a rectangle Identifies sides and vertices of polygons Identifies and names a cone Compares open and closed figures Sorts solid figures and objects according to attributes Identifies position of shapes (e.g., inside, outside, between)
<i>New Vocabulary:</i> None	<i>New Vocabulary:</i> corner, flat
<i>New Signs and Symbols:</i> None	<i>New Signs and Symbols:</i> None

Explanatory Notes

* At the range mid-point, this is the probability students would correctly answer items measuring these concepts and skills. Both data from test items and review by NWEA curriculum specialists are used to place Learning Continuum statements into appropriate RIT ranges. Blank cells indicate data are limited or unavailable for this range or document version.

Skills and Concepts to Enhance (73% Probability*) < 161	Skills and Concepts to Develop (50% Probability*) 161 - 170	Skills and Concepts to Introduce (27% Probability*) 171 - 180
Reason with Shapes, Attributes, & Coordinate Plane	Reason with Shapes, Attributes, & Coordinate Plane	Reason with Shapes, Attributes, & Coordinate Plane
<ul style="list-style-type: none"> Identifies and names a circle Identifies spatial sense concepts (e.g., outside, inside, between, over, under, above, below, behind, in front, middle) 	<ul style="list-style-type: none"> Identifies and names a triangle Identifies and names a square Identifies and names a rectangle Identifies sides and vertices of polygons Identifies and names a cone Compares open and closed figures Sorts solid figures and objects according to attributes Identifies position of shapes (e.g., inside, outside, between) 	<ul style="list-style-type: none"> Identifies and names a triangle Identifies and names a square Identifies and names a cube Recognizes geometric shapes in real-world objects
<i>New Vocabulary:</i> None	<i>New Vocabulary:</i> corner, flat	<i>New Vocabulary:</i> None
<i>New Signs and Symbols:</i> None	<i>New Signs and Symbols:</i> None	<i>New Signs and Symbols:</i> None

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DesCartes: A Continuum of Learning®

Mathematics

Goal: Geometry

RIT Score Range: 171 - 180
Statements Last Updated: Sep 23, 2013

Skills and Concepts to Enhance (73% Probability*) 161 - 170	Skills and Concepts to Develop (50% Probability*) 171 - 180	Skills and Concepts to Introduce (27% Probability*) 181 - 190
Reason with Shapes, Attributes, & Coordinate Plane	Reason with Shapes, Attributes, & Coordinate Plane	Reason with Shapes, Attributes, & Coordinate Plane
<ul style="list-style-type: none"> Identifies and names a triangle Identifies and names a square Identifies and names a rectangle Identifies sides and vertices of polygons Identifies and names a cone Compares open and closed figures Sorts solid figures and objects according to attributes Identifies position of shapes (e.g., inside, outside, between) 	<ul style="list-style-type: none"> Identifies and names a triangle Identifies and names a square Identifies and names a cube Recognizes geometric shapes in real-world objects 	<ul style="list-style-type: none"> Classifies polygons by sides and vertices Identifies and names a cube Identifies and names a sphere Identifies plane figures with line symmetry Identifies equal parts by using models
<i>New Vocabulary:</i> corner, flat	<i>New Vocabulary:</i> None	<i>New Vocabulary:</i> fourths, symmetry
<i>New Signs and Symbols:</i> None	<i>New Signs and Symbols:</i> None	<i>New Signs and Symbols:</i> None

Explanatory Notes

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Skills and Concepts to Enhance (73% Probability*) 171 - 180	Skills and Concepts to Develop (50% Probability*) 181 - 190	Skills and Concepts to Introduce (27% Probability*) 191 - 200
Reason with Shapes, Attributes, & Coordinate Plane <ul style="list-style-type: none"> Identifies and names a triangle Identifies and names a square Identifies and names a cube Recognizes geometric shapes in real-world objects 	Reason with Shapes, Attributes, & Coordinate Plane <ul style="list-style-type: none"> Classifies polygons by sides and vertices Identifies and names a cube Identifies and names a sphere Identifies plane figures with line symmetry Identifies equal parts by using models 	Reason with Shapes, Attributes, & Coordinate Plane <ul style="list-style-type: none"> Determines and names locations in the first quadrant on a labeled grid or coordinate system (e.g., map or graph) Identifies lines Identifies parallel lines Uses models to compare angles relative to right angles Identifies right angles Identifies corners (vertices) of cubes Identifies the number of faces on rectangular prisms Identifies and names a cylinder Identifies and names a sphere Sorts 2-D shapes and objects according to their attributes Creates a new shape by combining different shapes, or identifies the different shapes that were used to make the original shape Identifies plane figures with line symmetry Identifies the number of lines of symmetry in plane figures
<i>New Vocabulary:</i> None	<i>New Vocabulary:</i> fourths, symmetry	<i>New Vocabulary:</i> face, grid, intersect, large, parallel, vertical line
<i>New Signs and Symbols:</i> None	<i>New Signs and Symbols:</i> None	<i>New Signs and Symbols:</i> () ordered pair, • point

Explanatory Notes

* At the range mid-point, this is the probability students would correctly answer items measuring these concepts and skills. Both data from test items and review by NWEA curriculum specialists are used to place Learning Continuum statements into appropriate RIT ranges. Blank cells indicate data are limited or unavailable for this range or document version.

Skills and Concepts to Enhance (73% Probability*) 181 - 190	Skills and Concepts to Develop (50% Probability*) 191 - 200	Skills and Concepts to Introduce (27% Probability*) 201 - 210
Reason with Shapes, Attributes, & Coordinate Plane	Reason with Shapes, Attributes, & Coordinate Plane	Reason with Shapes, Attributes, & Coordinate Plane
<ul style="list-style-type: none"> Classifies polygons by sides and vertices Identifies and names a cube Identifies and names a sphere Identifies plane figures with line symmetry Identifies equal parts by using models 	<ul style="list-style-type: none"> Determines and names locations in the first quadrant on a labeled grid or coordinate system (e.g., map or graph) Identifies lines Identifies parallel lines Uses models to compare angles relative to right angles Identifies right angles Identifies corners (vertices) of cubes Identifies the number of faces on rectangular prisms Identifies and names a cylinder Identifies and names a sphere Sorts 2-D shapes and objects according to their attributes Creates a new shape by combining different shapes, or identifies the different shapes that were used to make the original shape Identifies plane figures with line symmetry Identifies the number of lines of symmetry in plane figures 	<ul style="list-style-type: none"> Graphs ordered pairs in the first quadrant Determines and names locations in the first quadrant on a labeled grid or coordinate system (e.g., map or graph) Determines the distance between horizontal and vertical lines in the first quadrant of a rectangular coordinate system Determines the distance between points, following grid lines, in the first quadrant on a coordinate graph (as in city blocks) Locates the origin on a coordinate grid Identifies parallel lines Uses models to compare angles relative to right angles Identifies and names a parallelogram Identifies and names a trapezoid Identifies and names a hexagon Classifies polygons by number of sides Classifies polygons by sides and angles Identifies corners (vertices) of cubes Classifies cubes by their properties (e.g., edges with equal lengths, faces with equal areas and congruent shapes, right angle corners) Identifies and names a cylinder Classifies plane figures by the number of lines of symmetry
<i>New Vocabulary:</i> fourths, symmetry	<i>New Vocabulary:</i> face, grid, intersect, large, parallel, vertical line	<i>New Vocabulary:</i> coordinate point, edge, origin, parallel line, regular polygon, trapezoid
<i>New Signs and Symbols:</i> None	<i>New Signs and Symbols:</i> () ordered pair, • point	<i>New Signs and Symbols:</i> ° degrees

Explanatory Notes

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Skills and Concepts to Enhance (73% Probability*) 191 - 200	Skills and Concepts to Develop (50% Probability*) 201 - 210	Skills and Concepts to Introduce (27% Probability*) 211 - 220
Reason with Shapes, Attributes, & Coordinate Plane	Reason with Shapes, Attributes, & Coordinate Plane	Reason with Shapes, Attributes, & Coordinate Plane
<ul style="list-style-type: none"> • Determines and names locations in the first quadrant on a labeled grid or coordinate system (e.g., map or graph) • Identifies lines • Identifies parallel lines • Uses models to compare angles relative to right angles • Identifies right angles • Identifies corners (vertices) of cubes • Identifies the number of faces on rectangular prisms • Identifies and names a cylinder • Identifies and names a sphere • Sorts 2-D shapes and objects according to their attributes • Creates a new shape by combining different shapes, or identifies the different shapes that were used to make the original shape • Identifies plane figures with line symmetry • Identifies the number of lines of symmetry in plane figures 	<ul style="list-style-type: none"> • Graphs ordered pairs in the first quadrant • Determines and names locations in the first quadrant on a labeled grid or coordinate system (e.g., map or graph) • Determines the distance between horizontal and vertical lines in the first quadrant of a rectangular coordinate system • Determines the distance between points, following grid lines, in the first quadrant on a coordinate graph (as in city blocks) • Locates the origin on a coordinate grid • Identifies parallel lines • Uses models to compare angles relative to right angles • Identifies and names a parallelogram • Identifies and names a trapezoid • Identifies and names a hexagon • Classifies polygons by number of sides • Classifies polygons by sides and angles • Identifies corners (vertices) of cubes • Classifies cubes by their properties (e.g., edges with equal lengths, faces with equal areas and congruent shapes, right angle corners) • Identifies and names a cylinder • Classifies plane figures by the number of lines of symmetry 	<ul style="list-style-type: none"> • Determines the distance between horizontal and vertical lines in the first quadrant of a rectangular coordinate system • Locates the origin on a coordinate grid • Identifies rays • Identifies perpendicular lines • Identifies acute angles • Identifies obtuse angles • Identifies and names a trapezoid • Identifies and names a rhombus • Identifies and names a quadrilateral • Classifies polygons by type of angle • Identifies corners (vertices) of cubes • Identifies the number of edges on rectangular prisms • Predicts and verifies the effects of combining or subdividing basic shapes
<i>New Vocabulary:</i> face, grid, intersect, large, parallel, vertical line	<i>New Vocabulary:</i> coordinate point, edge, origin, parallel line, regular polygon, trapezoid	<i>New Vocabulary:</i> acute angle, congruent angle, obtuse angle, straight angle
<i>New Signs and Symbols:</i> () ordered pair, • point	<i>New Signs and Symbols:</i> ° degrees	<i>New Signs and Symbols:</i> ∠ angle, angle marker (arc)

Explanatory Notes

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Skills and Concepts to Enhance (73% Probability*) 201 - 210	Skills and Concepts to Develop (50% Probability*) 211 - 220	Skills and Concepts to Introduce (27% Probability*) 221 - 230
Reason with Shapes, Attributes, & Coordinate Plane	Reason with Shapes, Attributes, & Coordinate Plane	Reason with Shapes, Attributes, & Coordinate Plane
<ul style="list-style-type: none"> • Graphs ordered pairs in the first quadrant • Determines and names locations in the first quadrant on a labeled grid or coordinate system (e.g., map or graph) • Determines the distance between horizontal and vertical lines in the first quadrant of a rectangular coordinate system • Determines the distance between points, following grid lines, in the first quadrant on a coordinate graph (as in city blocks) • Locates the origin on a coordinate grid • Identifies parallel lines • Uses models to compare angles relative to right angles • Identifies and names a parallelogram • Identifies and names a trapezoid • Identifies and names a hexagon • Classifies polygons by number of sides • Classifies polygons by sides and angles • Identifies corners (vertices) of cubes • Classifies cubes by their properties (e.g., edges with equal lengths, faces with equal areas and congruent shapes, right angle corners) • Identifies and names a cylinder • Classifies plane figures by the number of lines of symmetry 	<ul style="list-style-type: none"> • Determines the distance between horizontal and vertical lines in the first quadrant of a rectangular coordinate system • Locates the origin on a coordinate grid • Identifies rays • Identifies perpendicular lines • Identifies acute angles • Identifies obtuse angles • Identifies and names a trapezoid • Identifies and names a rhombus • Identifies and names a quadrilateral • Classifies polygons by type of angle • Identifies corners (vertices) of cubes • Identifies the number of edges on rectangular prisms • Predicts and verifies the effects of combining or subdividing basic shapes 	<ul style="list-style-type: none"> • Determines coordinates of geometric figures in the first quadrant • Identifies rays • Determines which lines are perpendicular (analysis) • Identifies acute angles • Recognizes the interior angle relationships of triangles • Classifies equilateral triangles • Identifies and names a rhombus • Identifies and names a quadrilateral • Compares polygons by properties • Identifies properties of quadrilaterals • Classifies polygons by type of angle • Identifies the number of edges on rectangular prisms
<i>New Vocabulary:</i> coordinate point, edge, origin, parallel line, regular polygon, trapezoid	<i>New Vocabulary:</i> acute angle, congruent angle, obtuse angle, straight angle	<i>New Vocabulary:</i> None
<i>New Signs and Symbols:</i> ° degrees	<i>New Signs and Symbols:</i> ∠ angle, angle marker (arc)	<i>New Signs and Symbols:</i> None

Explanatory Notes

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Skills and Concepts to Enhance (73% Probability*) 211 - 220	Skills and Concepts to Develop (50% Probability*) 221 - 230	Skills and Concepts to Introduce (27% Probability*) 231 - 240
Reason with Shapes, Attributes, & Coordinate Plane <ul style="list-style-type: none"> • Determines the distance between horizontal and vertical lines in the first quadrant of a rectangular coordinate system • Locates the origin on a coordinate grid • Identifies rays • Identifies perpendicular lines • Identifies acute angles • Identifies obtuse angles • Identifies and names a trapezoid • Identifies and names a rhombus • Identifies and names a quadrilateral • Classifies polygons by type of angle • Identifies corners (vertices) of cubes • Identifies the number of edges on rectangular prisms • Predicts and verifies the effects of combining or subdividing basic shapes 	Reason with Shapes, Attributes, & Coordinate Plane <ul style="list-style-type: none"> • Determines coordinates of geometric figures in the first quadrant • Identifies rays • Determines which lines are perpendicular (analysis) • Identifies acute angles • Recognizes the interior angle relationships of triangles • Classifies equilateral triangles • Identifies and names a rhombus • Identifies and names a quadrilateral • Compares polygons by properties • Identifies properties of quadrilaterals • Classifies polygons by type of angle • Identifies the number of edges on rectangular prisms 	Reason with Shapes, Attributes, & Coordinate Plane <ul style="list-style-type: none"> • Determines which lines are perpendicular (analysis) • Recognizes the interior angle relationships of triangles • Classifies isosceles triangles • Classifies scalene triangles • Identifies properties of circles • Compares polygons by properties • Identifies properties of quadrilaterals
<i>New Vocabulary:</i> acute angle, congruent angle, obtuse angle, straight angle	<i>New Vocabulary:</i> None	<i>New Vocabulary:</i> None
<i>New Signs and Symbols:</i> \angle angle, angle marker (arc)	<i>New Signs and Symbols:</i> None	<i>New Signs and Symbols:</i> congruent segment symbol

Explanatory Notes

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Skills and Concepts to Enhance (73% Probability*) 221 - 230	Skills and Concepts to Develop (50% Probability*) 231 - 240	Skills and Concepts to Introduce (27% Probability*) > 240
Reason with Shapes, Attributes, & Coordinate Plane <ul style="list-style-type: none"> • Determines coordinates of geometric figures in the first quadrant • Identifies rays • Determines which lines are perpendicular (analysis) • Identifies acute angles • Recognizes the interior angle relationships of triangles • Classifies equilateral triangles • Identifies and names a rhombus • Identifies and names a quadrilateral • Compares polygons by properties • Identifies properties of quadrilaterals • Classifies polygons by type of angle • Identifies the number of edges on rectangular prisms 	Reason with Shapes, Attributes, & Coordinate Plane <ul style="list-style-type: none"> • Determines which lines are perpendicular (analysis) • Recognizes the interior angle relationships of triangles • Classifies isosceles triangles • Classifies scalene triangles • Identifies properties of circles • Compares polygons by properties • Identifies properties of quadrilaterals 	Reason with Shapes, Attributes, & Coordinate Plane <ul style="list-style-type: none"> • Determines the distance between two points • Classifies polygons by properties • Uses picture representations to identify symmetry of plane figures with respect to a point or line
<i>New Vocabulary:</i> None	<i>New Vocabulary:</i> None	<i>New Vocabulary:</i> None
<i>New Signs and Symbols:</i> None	<i>New Signs and Symbols:</i> congruent segment symbol	<i>New Signs and Symbols:</i> None

Explanatory Notes

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Skills and Concepts to Enhance (73% Probability*) 231 - 240	Skills and Concepts to Develop (50% Probability*) > 240
Reason with Shapes, Attributes, & Coordinate Plane	Reason with Shapes, Attributes, & Coordinate Plane
<ul style="list-style-type: none"> • Determines which lines are perpendicular (analysis) • Recognizes the interior angle relationships of triangles • Classifies isosceles triangles • Classifies scalene triangles • Identifies properties of circles • Compares polygons by properties • Identifies properties of quadrilaterals 	<ul style="list-style-type: none"> • Determines the distance between two points • Classifies polygons by properties • Uses picture representations to identify symmetry of plane figures with respect to a point or line
<i>New Vocabulary:</i> None	<i>New Vocabulary:</i> None
<i>New Signs and Symbols:</i> congruent segment symbol	<i>New Signs and Symbols:</i> None

Explanatory Notes

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