

Essential Learning Target in Quarter:	Standard Code:			
	Strand:	Cluster:	Grade:	Standard #:
	Student Friendly Learning Target(s):			
	Type:	Knowledge	Reasoning	Performance Skill
	<b>Learning Targets</b>			
	What are the knowledge, reasoning, performance skills, and products that underpin the standard?			
	Knowledge Target	Reasoning Target	Performance Skill Target	Product Target
Standards for Mathematical Practice	<b>CCSS.Math.Practice.MP1</b> <i>Make sense of problems and persevere in solving them.</i>	<b>CCSS.Math.Practice.MP2</b> <i>Reason abstractly and quantitatively</i>	<b>CCSS.Math.Practice.MP3</b> <i>Construct viable arguments and critique the reasoning of others</i>	<b>CCSS.Math.Practice.MP4</b> <i>Model with mathematics</i>
	<b>CCSS.Math.Practice.MP5</b> <i>Use appropriate tools strategically</i>	<b>CCSS.Math.Practice.MP6</b> <i>Attend to precision</i>	<b>CCSS.Math.Practice.MP7</b> <i>Look for and make use of structure</i>	<b>CCSS.Math.Practice.MP8</b> <i>Look for and express regularity in repeated reasoning</i>