| 5 | 5 | 5 | 5 | 5 | 5 |
| --- | --- | --- | --- | --- | --- |
| 4 | 4 | 4 | 4 | 4 | 4 |
| 3 | 3 | 3 | 3 | 3 | 3 |
| 2 | 2 | 2 | 2 | 2 | 2 |
| 1 | 1 | 1 | 1 | 1 | 1 |
| **5.2(B)** compare and order two decimals to thousandths and represent comparisons using the symbols >, <, or =. | **5.3(E)** solve for products of decimals to the hundredths, including situations involving money, using strategies based on place-value understandings, properties of operations, and the relationship to the multiplication of whole numbers. | **5.3(G)** solve for quotients of decimals to the hundredths, up to four-digit dividends and twodigit whole number divisors, using strategies and algorithms, including the standard algorithm. | **5.3(K)** add and subtract positive rational numbers fluently. | **5.3(L)** divide whole numbers by unit fractions and unit fractions by whole numbers. | **5.4(B)** represent and solve multi-step problems involving the four operations with whole numbers using equations with a letter standing for the unknown quantity. |

| 5 | 5 | 5 | 5 | 5 | 5 |
| --- | --- | --- | --- | --- | --- |
| 4 | 4 | 4 | 4 | 4 | 4 |
| 3 | 3 | 3 | 3 | 3 | 3 |
| 2 | 2 | 2 | 2 | 2 | 2 |
| 1 | 1 | 1 | 1 | 1 | 1 |
| **5.4(C)** generate a numerical pattern when given a rule in the form y = ax or y = x + a and graph. | **5.4(F)** simplify numerical expressions that do not involve exponents, including up to two levels of grouping. | **5.4(H)** represent and solve problems related to perimeter and/or area and related to volume. | **5.5(A)** classify two-dimensional figures in a hierarchy of sets and subsets using graphic organizers based on their attributes and properties. | **5.8(C)** graph in the first quadrant of the coordinate plane ordered pairs of numbers arising from mathematical and real-world problems, including those generated by number patterns or found in an input-output table. | **5.9(C)** solve one- and two-step problems using data from a frequency table, dot plot, bar graph, stem-and-leaf plot, or scatterplot. |