



Correlation to 6th Grade Core Content for Assessment

	Mathematics Curriculum Framework	I CAN Learn® Lesson Number	I CAN Learn® Lesson Title
NUMBER AND COMPUTATION			
M.6.1.1.K1	Knows, explains, and uses equivalent representations for rational numbers expressed as fractions, terminating decimals, and percents; positive rational number bases with whole number exponents; time; and money.	MM1-125	Writing Mixed Numbers as Improper Fractions
		MM1-358	Converting Fractions and Mixed Numbers with Denominators of Powers of Ten to Decimals
		MM1-360	Expressing Percent as a Ratio
		MM1-365	Converting Decimals to Fractions and Fractions to Decimals
		MM1-370	Converting Decimals to Percents and Percents to Decimals
		MM1-375	Converting Fractions to Percents and Percents to Fractions
		MM1-380	Converting Fractions to Decimals and Percents
M.6.1.1.K2	Compares and orders a. integers; b. fractions greater than or equal to zero, c. decimals greater than or equal to zero through thousandths place.		
		MM1-575	Comparing and Ordering Integers
		MM1-110	Comparing and Ordering Fractions with Like Denominators
		MM1-135	Comparing and Ordering Fractions with Like and Unlike Denominators
		MM1-275	Comparing Decimal Numbers
		MM1-285	Ordering Decimals According to the Tenths, Hundredths and Thousandths
M.6.1.1.K3	Explains the relative magnitude between whole numbers, fractions greater than or equal to zero, and decimals greater than or equal to zero.	MM1-001	Identifying Place Value to the Billions
		MM1-015	Comparing Numbers
		MM1-110	Comparing and Ordering Fractions with Like Denominators
		MM1-135	Comparing and Ordering Fractions with Like and Unlike Denominators
		MM1-275	Comparing Decimal Numbers
		MM1-285	Ordering Decimals According to the Tenths, Hundredths and Thousandths
M.6.1.1.K4	Knows and explains numerical relationships between percents, decimals, and fractions between 0 and 1, e.g., recognizing that percent means out of a 100, so 60% means 60 out of 100, 60% as a decimal is .60, and 60% as a fraction is 60/100.	MM1-360	Expressing Percent as a Ratio
		MM1-365	Converting Decimals to Fractions and Fractions to Decimals
		MM1-370	Converting Decimals to Percents and Percents to Decimals
		MM1-375	Converting Fractions to Percents and Percents to Fractions
		MM1-380	Converting Fractions to Decimals and Percents
M.6.1.1.K5	Uses equivalent representations for the same simple algebraic expression with understood coefficients of 1, e.g., when students are developing their own formula for the perimeter of a square, they combine $s + s + s + s$ to make $4s$.	MM1-505	Determining the Perimeter of Any Polygon
		MM1-510	Determining the Area of Parallelograms and Triangles
		MM1-600	Introducing Variables in Algebra

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		MM1-620	Using the Order of Operations in Algebraic Expressions
M.6.1.2.K1	Classifies subsets of the rational number system as counting (natural) numbers, whole numbers, integers, fractions (including mixed numbers), or decimals.	MPA-124	Classifying Numbers in the Real Number System
M.6.1.2.K2	Identifies prime and composite numbers and explains their meaning.	MM1-090	Identifying Prime and Composite Numbers
M.6.1.2.K3	Uses and describes these properties with the rational number system and demonstrates their meaning including the use of concrete objects.		
	a. commutative and associative properties of addition and multiplication;	MM1-025	Identifying the Properties of Addition
		MM1-045	Identifying and Using Properties of Multiplication to Solve Problems
	b. identity properties for addition and multiplication;	MM1-025	Identifying the Properties of Addition
		MM1-045	Identifying and Using Properties of Multiplication to Solve Problems
	c. symmetric property of equality, e.g., $24 \times 72 = 1,728$ is the same as $1,728 = 24 \times 72$;	HA1-130	Identifying Postulates, Theorems, and Properties
	d. zero property of multiplication (any number multiplied by zero is zero);	MM1-045	Identifying and Using Properties of Multiplication to Solve Problems
	e. distributive property (distributing multiplication or division over addition or subtraction), e.g., $26(9 + 15) = 26(9) + 26(15)$;	MM1-045	Identifying and Using Properties of Multiplication to Solve Problems
	f. substitution property (one name of a number can be substituted for another name of the same number), e.g., if $a = 3$ and $a + 2 = b$, then $3 + 2 = b$;	MM1-600	Introducing Variables in Algebra
		MPA-014	Evaluating Expressions for Given Variables
	g. addition property of equality (adding the same number to each side of an equation results in an equivalent equation – an equation with the same solution), e.g., if $a = b$, then $a + 3 = b + 3$;	MM1-625	Solving Algebraic Equations Using the Inverse Operations of Addition and Subtraction
	h. multiplication property of equality (for any equation, if the same number is multiplied to each side of that equation, then the new statement describes an equation equivalent to the original), e.g., if $a = b$, then $a \times 7 = b \times 7$;	MM1-630	Solving Algebraic Equations Using the Inverse Operations of Multiplication and Division
	i. additive inverse property (every number has a value known as its additive inverse and when the original number is added to that additive inverse, the answer is zero), e.g., $+5 + (-5) = 0$.	MM1-040	Using the Inverse Operations of Addition and Subtraction to Solve Problems Related to Number Sentences
M.6.1.2.K4	Recognizes and explains the need for integers, e.g., with temperature, below zero is negative and above zero is positive; in finances, money in your pocket is positive and money owed someone is negative.	MM1-570	Identifying Integers and Absolute Value
M.6.1.2.K5	Recognizes that the irrational number pi can be represented by an approximate rational value, e.g., $22/7$ or 3.14 .	MM1-515	Defining a Circle
M.6.1.3.K1	Estimates quantities with combinations of rational numbers and/or the irrational number pi using various computational methods including mental math, paper and pencil, concrete objects, and/or appropriate technology.	MM1-305	Estimating Products by Rounding to the Nearest Whole Number
		MM1-340	Rounding Quotients
		MM1-515	Defining a Circle
		MPA-004	Using Rounding to Estimate
		MPA-005	Estimating Products and Quotients Using Patterns
		MPA-017	Rounding Decimals and Estimating Computations Using Decimals
		MPA-023	Rounding Quotients Involving Decimals
		MPA-033	Estimating Computations with Fractions and Mixed Numbers
M.6.1.3.K2	Uses various estimation strategies and explains how they were used to estimate rational number quantities or the irrational number pi.	MM1-305	Estimating Products by Rounding to the Nearest Whole Number
		MM1-340	Rounding Quotients
		MM1-515	Defining a Circle
		MPA-004	Using Rounding to Estimate
		MPA-005	Estimating Products and Quotients Using Patterns
		MPA-017	Rounding Decimals and Estimating Computations Using Decimals

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		MPA-023	Rounding Quotients Involving Decimals
		MPA-033	Estimating Computations with Fractions and Mixed Numbers
M.6.1.3.K3	Recognizes and explains the difference between an exact and an approximate answer.	MPA-133	Distinguishing Between Exact and Approximate Answers
M.6.1.3.K4	Determines the appropriateness of an estimation strategy used and whether the estimate is greater than (overestimate) or less than (underestimate) the exact answer and its potential impact on the result.	MPA-006	Determining Reasonableness of Answers and Appropriate Method of Computation
M.6.1.4.K1	Computes with efficiency and accuracy using various computational methods including mental math, paper and pencil, concrete objects, and appropriate technology.	Throughout	
M.6.1.4.K2	Performs and explains these computational procedures:		
	a. divides whole numbers through a two-digit divisor and a four-digit dividend and expresses the remainder as a whole number, fraction, or decimal, e.g., $7452 \div 24 = 310 \text{ r } 12$, $310 \frac{12}{24}$, $310 \frac{1}{2}$, or 310.5 ;	MM1-075	Dividing with Remainders and Zeros in the Quotient
	b. adds and subtracts decimals from millions place through thousandths place;	MM1-300	Adding and Subtracting Decimals
		MPA-018	Adding and Subtracting Decimals
	c. multiplies and divides a four-digit number by a two-digit number using numbers from thousands place through hundredths place, e.g., $4,350 \div 1.2 = 3,625$;	MM1-310	Multiplying Decimals
		MM1-311	Using a One-Digit Divisor, Express the Remainder as a Decimal
		MM1-313	Using a Two-Digit Divisor, Express the Remainder as a Decimal
		MM1-315	Dividing Decimals by Whole Number Divisors
		MM1-320	Performing Mathematical Operations with Decimal Numbers in Application Problems
		MM1-325	Dividing with Decimal Divisors
		MM1-330	Dividing with a Decimal Divisor and Dividend
		MM1-335	Using Zeros as Placeholders when Dividing with Decimal Numbers in the Dividend
	d. multiplies and divides using numbers from thousands place through thousandths place by 10; 100; 1,000; .1; .01; .001; or single-digit multiples of each; e.g., $54.2 \div .002$ or 54.3×300 ;	MM1-310	Multiplying Decimals
		MM1-311	Using a One-Digit Divisor, Express the Remainder as a Decimal
		MM1-313	Using a Two-Digit Divisor, Express the Remainder as a Decimal
		MM1-315	Dividing Decimals by Whole Number Divisors
		MM1-320	Performing Mathematical Operations with Decimal Numbers in Application Problems
		MM1-325	Dividing with Decimal Divisors
		MM1-330	Dividing with a Decimal Divisor and Dividend
		MM1-335	Using Zeros as Placeholders when Dividing with Decimal Numbers in the Dividend
	e. adds integers; e.g., $+6 + -7 = -1$	MM1-580	Adding Integers with Like and Unlike Signs
	f. adds, subtracts, and multiplies fractions (including mixed numbers) expressing answers in simplest form; e.g., $5\frac{1}{4} \cdot \frac{1}{3} = \frac{21}{4} \cdot \frac{1}{3} = \frac{7}{4}$ or $1\frac{3}{4}$	MM1-145	Adding and Subtracting Fractions with Like and Unlike Denominators
		MM1-150	Adding Mixed Numbers with Like Denominators
		MM1-155	Subtracting Mixed Numbers with Like Denominators
		MM1-160	Adding and Subtracting Mixed Numbers with Unlike Denominators
		MM1-165	Multiplying Fractions
		MM1-170	Multiplying Fractions by Simplifying the Problem
		MM1-175	Multiplying Mixed Numbers
	g. finds the root of perfect whole number squares;	MM1-565	Finding Squares and Square Roots
	h. uses basic order of operations (multiplication and division in order from left to right, then addition and subtraction in order from left to right) with whole numbers;	MM1-080	Identifying the Order of Operations Using Multiplication, Addition, and Subtraction
		MPA-008	Order of Operations

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	i. adds, subtracts, multiplies, and divides rational numbers using concrete objects.	MM1-190	Finding the Fraction of a Given Number
		MPA-122	Modeling Multiplication and Division of Decimals
		MPA-123	Modeling Multiplication and Division of Fractions
M.6.1.4.K3	Recognizes, describes, and uses different representations to express the same computational procedures, e.g., $3/4 = 3 \div 4$.	MM1-065	Solving Division in Three Forms
M.6.1.4.K4	Identifies, explains, and finds the prime factorization of whole numbers.	MM1-095	Expressing a Number as a Product of Prime Numbers
		MPA-026	Using Prime Factorization
M.6.1.4.K5	Finds prime factors, greatest common factor, multiples, and the least common multiple.	MM1-088	Applying the Divisibility Rules for 2, 3, 4, 5, 6, 9 and 10
		MM1-090	Identifying Prime and Composite Numbers
		MM1-095	Expressing a Number as a Product of Prime Numbers
		MM1-105	Identifying the Greatest Common Factor and the Least Common Multiple
M.6.1.4.K6	Finds a whole number percent (between 0 and 100) of a whole number, e.g., 12% of 40 is what number?	MPA-083	Finding Number Given Percent and Total
ALGEBRA			
M.6.2.1.K1	Identifies, states, and continues a pattern presented in various formats including numeric (list or table), visual (picture, table, or graph), verbal (oral description), kinesthetic (action), and written using these attributes include:		
	a. counting numbers including perfect squares, and factors and multiples (number theory).	MM1-105	Identifying the Greatest Common Factor and the Least Common Multiple
		MM1-565	Finding Squares and Square Roots
	b. positive rational numbers limited to two operations (addition, subtraction, multiplication, division) including arithmetic sequences (a sequence of numbers in which the difference of two consecutive numbers is the same).	MM1-020	Identifying and Finding Number Patterns Using Whole Numbers
		MPA-104	Recognizing Patterns
	c. geometric figures through two attribute changes.	MPA-111	Comparing Perimeters, Areas, and Volumes of Similar Geometric Figures
	d. measurements	Throughout	
	e. things related to daily life, e.g., time (a full moon every 28 days), tide, calendar, traffic, or appropriate topics across the curriculum.	Throughout	
M.6.2.1.K2	Generates a pattern (repeating, growing)	MM1-020	Identifying and Finding Number Patterns Using Whole Numbers
M.6.2.1.K3	Extends a pattern when given a rule of one or two simultaneous operational changes (addition, subtraction, multiplication, division) between consecutive terms, e.g., find the next three numbers in a pattern that starts with 3, where you double and add 1 to get the next number; the next three numbers are 7, 15, and 31.	MM1-020	Identifying and Finding Number Patterns Using Whole Numbers
		MPA-104	Recognizing Patterns
M.6.2.1.K4	States the rule to find the next number of a pattern with one operational change (addition, subtraction, multiplication, division) to move between consecutive terms, e.g., given 4, 8, and 16, double the number to get the next term, multiply the term by 2 to get the next term, or add the number to itself for the next term.	MM1-020	Identifying and Finding Number Patterns Using Whole Numbers
		MPA-104	Recognizing Patterns
M.6.2.2.K1	Explains and uses variables and/or symbols to represent unknown quantities and variable relationships, e.g., $x < 2$.	MM1-615	Translating Words into Algebra
M.6.2.2.K2	Uses equivalent representations for the same simple algebraic expression with understood coefficients of 1, e.g., when students are developing their own formula for the perimeter of a square they combine $s + s + s + s$ to make $4s$.	MM1-505	Determining the Perimeter of Any Polygon
		MM1-510	Determining the Area of Parallelograms and Triangles
		MM1-600	Introducing Variables in Algebra

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		MM1-620	Using the Order of Operations in Algebraic Expressions
M.6.2.2.K3	Solves:		
	a. one-step linear equations (addition, subtraction, multiplication, division) with one variable and whole number solutions, e.g., $2x = 8$ or $x + 7 = 12$	MM1-625	Solving Algebraic Equations Using the Inverse Operations of Addition and Subtraction
		MM1-630	Solving Algebraic Equations Using the Inverse Operations of Multiplication and Division
		MPA-009	Solving One-Step Equations Using a Box
		MPA-010	Solving One-Step Equations of Whole Numbers Using Addition and Subtraction
		MPA-011	Solving One-Step Equations of Whole Numbers Using Multiplication and Division
		MPA-012	Solving One-Step Equations of Whole Numbers Using All Operations
	b. one-step linear inequalities (addition, subtraction) in one variable with whole numbers, e.g., $x - 5 < 12$;	MPA-109	Solving and Graphing Linear Inequalities on a Number Line
M.6.2.2.K4	Explains and uses equality and inequality symbols ($=$, \neq , $<$, \leq , $>$, \geq) and corresponding meanings (is equal to, is not equal to, is less than, is less than or equal to, is greater than, is greater than or equal to) to represent mathematical relationships with positive rational numbers.	MM1-015	Comparing Numbers
		MM1-110	Comparing and Ordering Fractions with Like Denominators
		MM1-135	Comparing and Ordering Fractions with Like and Unlike Denominators
		MM1-275	Comparing Decimal Numbers
		MM1-285	Ordering Decimals According to the Tenths, Hundredths and Thousandths
		MPA-109	Solving and Graphing Linear Inequalities on a Number Line
M.6.2.2.K5	Knows and uses the relationship between ratios, proportions, and percents and finds the missing term in simple proportions where the missing term is a whole number, e.g., $1/2 = x/4$, $2/3 = 4/x$, $1/4 = x/100$	MM1-205	Writing a Ratio to Compare Two Objects
		MM1-210	Identifying and Writing Equal Ratios
		MM1-215	Identifying a Rate to Solve Problems
		MM1-220	Writing and Forming Proportions
		MM1-225	Solving Proportions
		MM1-360	Expressing Percent as a Ratio
M.6.2.2.K6	Finds the value of algebraic expressions using whole numbers, e.g., If $x = 3$, then $5x = 5(3)$.	MM1-600	Introducing Variables in Algebra
		MPA-014	Evaluating Expressions for Given Variables
M.6.2.3.K1	Recognizes linear relationships using various methods including mental math, paper and pencil, concrete objects, and graphing utilities or appropriate technology.	MPA-102	Graphing Equations by Plotting Points
		MPA-109	Solving and Graphing Linear Inequalities on a Number Line
M.6.2.3.K2	Finds the values and determines the rule with one operation using a function table (input/output machine, T-table).	MPA-270	Generating Algebraic Expressions from Patterns of Models (Future Release)
M.6.2.3.K3	Generalizes numerical patterns up to two operations by stating the rule using words, e.g., If the sequence is 2400, 1200, 600, 300, 150, ..., what is the rule? In words, the rule could be split the previous number in half or divide the previous number before by 2.	MM1-020	Identifying and Finding Number Patterns Using Whole Numbers
		MPA-104	Recognizing Patterns
M.6.2.3.K4	Uses a given function table (input/output machine, T-table) to identify, plot, and label the ordered pairs using the four quadrants of a coordinate plane.	MM1-642	Exploring the Coordinate Plane and Graphing Ordered Pairs
		MPA-046	Graphing Points on a Coordinate Plane
		MPA-102	Graphing Equations by Plotting Points
M.6.2.4.K1	Knows, explains, and uses mathematical models to represent mathematical concepts, procedures, and relationships. Mathematical models include:		

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	a. process models (concrete objects, pictures, diagrams, number lines, hundred charts, measurement tools, multiplication arrays, division sets, or coordinate planes/grids) to model computational procedures and mathematical relationships and to solve equations;	Throughout	
	b. place value models (place value mats, hundred charts, base ten blocks, or unifix cubes) to compare, order, and represent numerical quantities and to model computational procedures;	MM1-001	Identifying Place Value to the Billions
		MM1-270	Identifying Place Value in Decimal Numbers
		MM1-280	Identifying and Writing Decimals to the Hundredths and Thousandths
		MM1-015	Comparing Numbers
		MM1-275	Comparing Decimal Numbers
		MM1-285	Ordering Decimals According to the Tenths, Hundredths and Thousandths
	c. fraction and mixed number models (fraction strips or pattern blocks) and decimal and money models (base ten blocks or coins) to compare, order, and represent numerical quantities;	MPA-123	Modeling Multiplication and Division of Fractions
	d. factor trees to find least common multiple and greatest common factor;	MM1-095	Expressing a Number as a Product of Prime Numbers
	e. equations and inequalities to model numerical relationships;	Throughout	
	f. function tables (input/output machines, T-tables) to model numerical and algebraic relationships;	MPA-102	Graphing Equations by Plotting Points
	g. two-dimensional geometric models (geoboards or dot paper) to model perimeter, area, and properties of geometric shapes and three-dimensional geometric models (nets or solids) and real-world objects to model volume and to identify attributes (faces, edges, vertices, bases) of geometric shapes;	MPA-072	Identifying 3-D Figures
		MPA-106	Identifying a Solid Figure From a Net
		MPA-107	Constructing Three-Dimensional Figures and Examining Their Dimensions
		MPA-115	Finding the Volumes of Prisms, Cylinders, Pyramids, and Cones Using Models
	h. tree diagrams to organize attributes and determine the number of possible combinations;		
		MPA-089	Using Tree Diagrams
	i. graphs using concrete objects, two- and three-dimensional geometric models (spinners or number cubes) and process models (concrete objects, pictures, diagrams, or coins) to model probability.	MM1-230	Finding the Probability of Simple Events
		MM1-235	Finding Experimental Probability
		MPA-090	Finding the Probability of Simple Real-Life Events
		MPA-112	Constructing Sample Spaces for Compound Events (Dependent and Independent)
		MPA-113	Finding the Probability of Compound Events Through Experimentation
		MPA-114	Finding the Odds of Events and Experimental Probability from a Math Model
	j. frequency tables, bar graphs, line graphs, circle graphs, Venn diagrams, line plots, charts, tables, single stem-and-leaf plots, and scatter plots to organize and display data;	MM1-390	Understanding Data in Bar Graphs, Line Graphs, and Stem-and-Leaf Plots
		MM1-400	Interpreting Double Bar Graphs
		MM1-405	Interpreting and Constructing Circle Graphs
		MM1-430	Using Graphs to Solve Story Problems
		MM1-435	Using Pictographs, Bar Graphs and Line Graphs to Solve Problems
		MPA-092	Reading and Interpreting Bar, Line, and Circle Graphs
		MPA-094	Interpreting and Constructing Line Plots
		MPA-096	Constructing Stem-and-Leaf Plots
		MPA-129	Choosing Appropriate Scales and Intervals for Data
		MPA-132	Interpreting and Creating Scatter Plots

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		HA1-545	Making a Frequency Distribution Table
		HA1-886	Unions and Intersections of Sets Using Venn Diagrams
	k. Venn diagrams to sort data and to show relationships.	HA1-887	Unions and Intersections of Sets Using Venn Diagrams
M.6.2.4.K2	Uses one or more mathematical models to show the relationship between two or more things.	Throughout	
GEOMETRY			
M.6.3.1.K1	Recognizes and compares properties of plane figures and solids using concrete objects, constructions, drawings, and appropriate technology.	MM1-480	Identifying and Labeling Triangles According to Their Sides and Angles
		MM1-505	Determining the Perimeter of Any Polygon
		MM1-510	Determining the Area of Parallelograms and Triangles
		MM1-515	Defining a Circle
		MM1-520	Finding the Surface Area of a Rectangular Prism
		MPA-058	Identifying Polygons
		MPA-059	Classifying Triangles and Quadrilaterals
		MPA-060	Determining Which Figures Tessellate
		MPA-072	Identifying 3-D Figures
		MPA-106	Identifying a Solid Figure From a Net
		MPA-107	Constructing Three-Dimensional Figures and Examining Their Dimensions
M.6.3.1.K2	Recognizes and names regular and irregular polygons through 10 sides including all special types of quadrilaterals: squares, rectangles, parallelograms, rhombi, trapezoids, kites.	MPA-058	Identifying Polygons
		MPA-059	Classifying Triangles and Quadrilaterals
M.6.3.1.K3	Names and describes the solids [prisms (rectangular and triangular), cylinders, cones, spheres, and pyramids (rectangular and triangular)] using the terms faces, edges, vertices, and bases.	MPA-072	Identifying 3-D Figures
M.6.3.1.K4	Recognizes all existing lines of symmetry in two-dimensional figures.	MPA-180	Rotational and Line Symmetry (Future Release)
M.6.3.1.K5	Recognizes and describes the attributes of similar and congruent figures.	MM1-470	Using Ratios to Identify Similar Figures
		MPA-058	Identifying Polygons
		MPA-059	Classifying Triangles and Quadrilaterals
M.6.3.1.K6	Recognizes and uses symbols for angle (find symbol for), line(\leftrightarrow), line segment ($\overline{\quad}$), ray (\rightarrow), parallel (\parallel), and perpendicular (\perp).	MM1-455	Identifying Basic Terms Used in Geometry
M.6.3.1.K7	Classifies:		
	a. angles as right, obtuse, acute, or straight;	MM1-460	Measuring and Classifying Angles
		MPA-056	Classifying Angles
	b. triangles as right, obtuse, acute, scalene, isosceles, or equilateral.	MM1-480	Identifying and Labeling Triangles According to Their Sides and Angles
M.6.3.1.K8	Identifies and defines circumference, radius, and diameter of circles and semicircles.	MM1-515	Defining a Circle
M.6.3.1.K9	Recognize that the sum of the angles of a triangle equals 180° .	MM1-480	Identifying and Labeling Triangles According to Their Sides and Angles
M.6.3.1.K10	Determines the radius or diameter of a circle given one or the other.	MM1-515	Defining a Circle
M.6.3.2.K1	Determines and uses whole number approximations (estimations) for length, width, weight, volume, temperature, time, perimeter, and area using standard and nonstandard units of measure.	MPA-130	Developing a Sense of Relative Sizes of Measures
M.6.3.2.K2	Selects, explains the selection of, and uses measurement tools, units of measure, and level of precision appropriate for a given situation to find accurate rational number representations for length, weight, volume, temperature, time, perimeter, area, and angle measurements.	MPA-131	Developing a Sense of Relative Sizes of Measures
		MPA-133	Distinguishing Between Exact and Approximate Answers
M.6.3.2.K3	Converts:		
	a. within the customary system, e.g., converting feet to inches, inches to feet, gallons to pints, pints to gallons, ounces to pounds, or pounds to	MM1-535	Converting Customary Units of Measurement for Length

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	ounces;		
		MM1-540	Converting Customary Unit of Measurement for Capacity and Weight
	b. within the metric system using the prefixes: kilo, hecto, deka, deci, centi, and milli; e.g., converting millimeters to meters, meters to millimeters, liters to kiloliters, kiloliters to liters, milligrams to grams, or grams to milligrams.	MM1-545	Converting Metric Units of Measurement for Length
M.6.3.2.K4	Uses customary units of measure to the nearest sixteenth of an inch and metric units of measure to the nearest millimeter.	MM1-550 MPA-130	Converting Metric Units of Measurement for Mass and Capacity Developing a Sense of Relative Sizes of Measures
M.6.3.2.K5	Recognizes and states perimeter and area formulas for squares, rectangles, and triangles.		
	a. uses given measurement formulas to find perimeter and area of: squares and rectangles,	MM1-505	Determining the Perimeter of Any Polygon
		MM1-510	Determining the Area of Parallelograms and Triangles
	b. figures derived from squares and/or rectangles.	MM1-505	Determining the Perimeter of Any Polygon
		MM1-510	Determining the Area of Parallelograms and Triangles
M.6.3.2.K6	Describes the composition of the metric system:		
	a. meter, liter, and gram (root measures);	MM1-550	Converting Metric Units of Measurement for Mass and Capacity
	b. kilo, hecto, deka, deci, centi, and milli (prefixes).	MM1-545	Converting Metric Units of Measurement for Length
M.6.3.2.K7	Finds the volume of rectangular prisms using concrete objects.	MM1-525 MPA-075	Finding the Volume of Rectangular and Triangular Prisms Finding the Volume of Rectangular Prisms
M.6.3.2.K8	Estimates an approximate value of the irrational number pi.	MM1-515 MPA-070	Defining a Circle Finding the Circumference of a Circle
		MPA-071	Finding the Area of a Circle
M.6.3.3.K1	Identifies, describes, and performs one or two transformations (reflection, rotation, translation) on a two-dimensional figure.	MM1-500	Using Translations, Rotations and Reflections to Transform Shapes
M.6.3.3.K2	Reduces (contracts/shrinks) and enlarges (magnifies/grows) simple shapes with simple scale factors, e.g., tripling or halving.	MPA-120	Applying Dilations in the Coordinate Plane
M.6.3.3.K3	Recognizes three-dimensional figures from various perspectives (top, bottom, sides, corners).	HA1-893	Constructing Solids from Different Perspectives
M.6.3.3.K4	Recognizes which figures will tessellate.	MPA-060	Determining Which Figures Tessellate
M.6.3.4.K1	Uses a number line (horizontal/vertical) to order integers and positive rational numbers (in both fractional and decimal form)	MPA-031	Comparing and Ordering Fractions and Decimals
		MPA-045	Comparing and Ordering Integers
M.6.3.4.K2	Organizes integer data using a T-table and plots the ordered pairs in all four quadrants of a coordinate plane (coordinate grid)	MM1-642	Exploring the Coordinate Plane and Graphing Ordered Pairs
M.6.3.4.K3	Uses all four quadrants of the coordinate plane to:		
	a. identify the ordered pairs of integer values on a given graph;	MM1-642	Exploring the Coordinate Plane and Graphing Ordered Pairs
	b. plot the ordered pairs of integer values.	MM1-642	Exploring the Coordinate Plane and Graphing Ordered Pairs
DATA			
M.6.4.1.K1	Recognizes that all probabilities range from zero (impossible) through one (certain) and can be written as a fraction, decimal, or a percent, e.g., when you flip a coin, the probability of the coin landing on heads (or tails) is $\frac{1}{2}$, .5, or 50%. The probability of flipping a head on a two-headed coin is 1. The probability of flipping a tail on a two-headed coin is 0.	MM1-230	Finding the Probability of Simple Events
		MPA-090	Finding the Probability of Simple Real-Life Events
M.6.4.1.K2	Lists all possible outcomes of an experiment or simulation with a compound event composed of two independent events in a clear and organized way, e.g., use a tree diagram or list to find all the possible color combinations of pant and shirt ensembles, if there are 3 shirts (red, green, blue) and 2 pairs of pants (black and brown).	MPA-089	Using Tree Diagrams

	Mathematics Curriculum Framework	I CAN Learn® Lesson Number	I CAN Learn® Lesson Title
M.6.4.1.K3	Recognizes whether an outcome in a compound event in an experiment or simulation is impossible, certain, likely, unlikely, or equally likely.	MPA-112	Constructing Sample Spaces for Compound Events (Dependent and Independent)
		MPA-113	Finding the Probability of Compound Events Through Experimentation
M.6.4.1.K4	Represents the probability of a simple event in an experiment or simulation using fractions and decimals, e.g., the probability of rolling an even number on a single number cube is represented by $\frac{1}{2}$ or .5.	MM1-230	Finding the Probability of Simple Events
		MPA-090	Finding the Probability of Simple Real-Life Events
M.6.4.2.K1	Organizes, displays, and reads quantitative (numerical) and qualitative (non-numerical) data in a clear, organized, and accurate manner including a title, labels, categories, and rational number intervals using these data displays:		
	a. graphs using concrete objects;		
	b. frequency tables and line plots;	MPA-094	Interpreting and Constructing Line Plots
		MPA-129	Choosing Appropriate Scales and Intervals for Data (an Introduction)
	c. bar, line, and circle graphs;	MM1-390	Understanding Data in Bar Graphs, Line Graphs, and Stem-and-Leaf Plots
		MM1-400	Interpreting Double Bar Graphs
		MM1-405	Interpreting and Constructing Circle Graphs
		MM1-435	Using Pictographs, Bar Graphs and Line Graphs to Solve Problems
		MPA-092	Reading and Interpreting Bar, Line, and Circle Graphs
	d. Venn diagrams or other pictorial displays;	MM1-435	Using Pictographs, Bar Graphs and Line Graphs to Solve Problems
		HA1-886	Unions and Intersections of Sets Using Venn Diagrams
	e. charts and tables;	MM1-425	Classifying Information from a Mathematical Story
		MM1-430	Using Graphs to Solve Story Problems
		MPA-129	Choosing Appropriate Scales and Intervals for Data (an Introduction)
	f. single stem-and-leaf plots;	MM1-390	Understanding Data in Bar Graphs, Line Graphs, and Stem-and-Leaf Plots
		MPA-096	Constructing Stem-and-Leaf Plots
	g. scatter plots;	MPA-132	Interpreting and Creating Scatter Plots
M.6.4.2.K2	Selects and justifies the choice of data collection techniques (observations, surveys, or interviews) and sampling techniques (random sampling, samples of convenience, or purposeful sampling) in a given situation.	MM1-385	Collecting Data
M.6.4.2.K3	Uses sampling to collect data and describe the results.	MM1-385	Collecting Data
M.6.4.2.K4	Determines mean, median, mode, and range for:		
	a. a whole number data set,	MM1-415	Defining and Calculating the Range and the Mean
		MM1-420	Defining and Calculating the Median and the Mode
	b. a decimal data set with decimals greater than or equal to zero.	MPA-095	Find the Mean, Median, and Mode

MM1-Fundamentals of Mathematics

MPA- Pre-Algebra

HA1-Algebra 1

Note: Standards were taken from the Kansas Curricular Standards for Mathematics Education for Grade 6 document adopted by the Kansas State Board of Education in July 2003 and updated in July 2004