




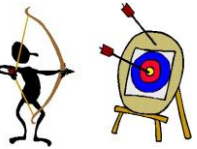




Standard for Mathematical Practice	Student Friendly Language
1. Make sense of problems and persevere in solving them. 	<ul style="list-style-type: none"> I can try many times to understand and solve a math problem.
2. Reason abstractly and quantitatively. 	<ul style="list-style-type: none"> I can think about the math problem in my head, first.
3. Construct viable arguments and critique the reasoning of others. 	<ul style="list-style-type: none"> I can make a plan, called a strategy, to solve the problem and discuss other students' strategies too.
4. Model with mathematics. 	<ul style="list-style-type: none"> I can use math symbols and numbers to solve the problem.
5. Use appropriate tools strategically. 	<ul style="list-style-type: none"> I can use math tools, pictures, drawings, and objects to solve the problem.
6. Attend to precision. 	<ul style="list-style-type: none"> I can check to see if my strategy and calculations are correct.
7. Look for and make use of structure 	<ul style="list-style-type: none"> I can use what I already know about math to solve the problem.
8. Look for and express regularity in repeated reasoning. 	<ul style="list-style-type: none"> I can use a strategy that I used to solve another math problem.