

**Performance Standards  
M/J Mathematics 2  
2004-2005**

Name \_\_\_\_\_

Standards					
<b>5.0 Measurement</b>					
5.1 Find areas and perimeters of rectangular shapes and non-rectangular shapes.					
5.2 Develop procedures for finding areas and perimeters of rectangles, parallelograms, triangles, and circles					
5.3 Use area and perimeter to solve applied problems.					
5.4 Find perimeters and areas of non-rectangular figures by 'covering' the figures objects and 'surrounding' the figures with objects.					
5.5 Reason about spatial relationships.					
5.6 Use models and representations of models to solve problems.					
<b>6.0 Working with Rational Numbers</b>					
6.1 Estimate sums and differences of fractions and decimals.					
6.2 Add and subtract fractions.					
6.3 Use area to model multiplication of fractions.					
6.4 Add, subtract, multiply, and divide with decimals.					
<b>9.0 Patterns and Functions</b>					
9.1 Sketch coordinate graphs to show relationship between two variables.					
9.2 Describe regular or predictable change in data from given patterns.					
9.3 Select the appropriate range of values for given variables.					
9.4 Create tables, graphs, and simple symbolic rules that describe the patterns of change.					
9.5 Describe relationships among forms of data representation.					
9.6 Make decisions using tables, graphs, and rules.					
<b>10.0 Similarity</b>					
10.1 Identify similar figures visually and by comparing sides and angles.					
10.2 Recognize that lengths between similar figures change by a constant scale factor.					
10.3 Build larger or smaller similar shapes from copies of a basic shape.					
10.4 Divide a shape into smaller, similar shapes.					
10.5 Describe the relationship between similarity and equivalent fractions.					
10.6 Describe the effect of scale factor on length ratios and area ratios.					

Standards					
10.7 Determine and use scale factors to find unknown lengths.					
10.8 Use the concept of similarity to solve real-world problems.					
10.9 Use geometry software to explore similarity and transformations.					
10.10 Make connections between algebra and geometry.					
<b>11.0 Ratio, Proportion, and Percent</b>					
11.1 Demonstrate the use of the term 'ratio', 'proportion', and 'percent' to ask comparison questions.					
11.2 Find equivalent ratios.					
11.3 Represent data in tables and graphs.					
11.4 Set up and solve proportions that arise in applications.					
11.5 Look for patterns in tables that will allow predictions to be made beyond the tables.					
<b>12.0 Integers</b>					
12.1 Represent integers on the number line.					
12.2 Model situations with integers.					
12.3 Compare integers using $<$ , $=$ , and $>$ symbols.					
12.4 Develop strategies for adding, subtracting, multiplying, and dividing integers.					
12.5 Use integers to solve problems.					
12.6 Find inverses for given integers.					
12.7 Sketch coordinate graphs in four quadrants.					
<b>13.0 Volume and Surface Area</b>					
13.1 Conceptualize volume as a measure of <i>filling</i> an object.					
13.2 Conceptualize surface area as a measure of <i>wrapping</i> an object.					
13.3 Find volumes and surface areas for rectangular prisms.					
13.4 Find volumes and surface areas for cylinders.					
13.5 Reason about problems involving the surface areas and volumes of rectangular prisms, cylinders, cones, and spheres.					