

*New Jersey
Curricular Standards
Mathematics - Grade 3
Correlations with Gourmet Curriculum Press, Inc.®
1.800.900.2290*

<i>Benchmark Number</i>	<i>Benchmark • Instructional Target</i>	<i>Gourmet Resource</i>	<i>Taught</i>	<i>Tested</i>
4.1:	<p>Number and Numerical Operations All students will develop number sense and will perform standard numerical operations and estimations on all types of numbers in a variety of ways. By the end of Grade 3, students will:</p>			
A	Number Sense			
1	<ul style="list-style-type: none"> • <i>Use real-life experiences, physical materials, and technology to construct meanings for numbers (unless otherwise noted, all indicators for grade 3 pertain to these sets of numbers as well).</i> <ul style="list-style-type: none"> - <i>Whole numbers through hundred thousands</i> - <i>Commonly used fractions (denominators of 2, 3, 4, 5, 6, 8, 10) as part of a whole, as a subset of a set, and as a location on a number line</i> 	<p>Appetizers 1 A, D, & E; 2 C; Main Dish Objectives 1 (Number Concepts) Lessons 1, 4, & 5; 2 (Mathematical Relations) Lesson 3; Applications; Final Tests; Reasonableness Problems; Doggie Bags CD-Rom</p>		
2	<ul style="list-style-type: none"> • <i>Demonstrate an understanding of whole number place value concepts.</i> 	<p>Appetizers 1 B; Main Dish Objective 1 (Number Concepts) Lesson 2; Applications; Final Tests; Reasonableness Problems; Doggie Bags CD-Rom</p>		
3	<ul style="list-style-type: none"> • <i>Identify whether any whole number is odd or even.</i> 	<p>Appetizers 1 C; Main Dish Objective 1 (Number Concepts) Lesson 2; Applications; Final Tests; Reasonableness Problems; Doggie Bags CD-Rom</p>		
4	<ul style="list-style-type: none"> • <i>Explore the extension of the place value system to decimals through hundredths.</i> 	<p>Appetizers 1 G; Main Dish Objective 1 (Number Concepts) Lesson 7; Applications; Final Tests; Reasonableness Problems; Doggie Bags CD-Rom</p>		

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5	<ul style="list-style-type: none"> Understand the various uses of numbers. <ul style="list-style-type: none"> Counting, measuring, labeling (e.g., numbers on baseball uniforms) 	Appetizers 1; 13 A; Main Dish Objectives 1 (Number Concepts) All Lessons; 13 (Reasonableness) Lesson 1; Applications; Final Tests; Reasonableness Problems; Doggie Bags CD-Rom		
6	<ul style="list-style-type: none"> Compare and order numbers. 	Appetizers 1 A; Main Dish Objective 1 (Number Concepts) Lesson 1; Applications; Final Tests; Reasonableness Problems; Doggie Bags CD-Rom		
B	Numerical Operations			
1	<ul style="list-style-type: none"> Develop the meanings of the four basic arithmetic operations by modeling and discussing a large variety of problems. <ul style="list-style-type: none"> Addition and subtraction: joining, separating, comparing Multiplication: repeated addition, area/array Division: repeated subtraction, sharing 	Appetizers 6 A, B, C, & D; 7 A & B; 8 A; 9 A; Main Dish Objectives 6 (Addition) Lessons 1, 2, 3, & 4; 7 (Subtraction) Lessons 1 & 2; 8 (Multiplication) Lesson 1; 9 (Division) Lesson 1; Applications; Final Tests; Reasonableness Problems; Doggie Bags CD-Rom		
2	<ul style="list-style-type: none"> Develop proficiency with basic multiplication and division number facts using a variety of fact strategies (such as “skip counting” and “repeated subtraction”). 	Appetizers 1 C; 8 A & B; 9 A; Main Dish Objectives 1 (Number Concepts) Lesson 3; 8 (Multiplication) Lessons 1 & 2; 9 (Division) Lesson 1; Applications; Final Tests; Reasonableness Problems; Doggie Bags CD-Rom		
3	<ul style="list-style-type: none"> Construct, use, and explain procedures for performing whole number calculations with: <ul style="list-style-type: none"> Pencil-and-paper Mental math Calculator 	Applications; Final Tests; Reasonableness Problems; Doggie Bags CD-Rom; Selected Activities - (I Have, Who Has?)		
4	<ul style="list-style-type: none"> Use efficient and accurate pencil-and-paper procedures for computation with whole numbers. <ul style="list-style-type: none"> Addition of 3-digit numbers Subtraction of 3-digit numbers Multiplication of 2-digit numbers by 1-digit numbers 	Appetizers 1 C & D; 7 A; 8 A; Main Dish Objectives 1 (Number Concepts) Lessons 3 & 4; 7 (Subtraction) Lesson 1; 8 (Multiplication) Lesson 1; Applications; Final Tests; Reasonableness Problems; Doggie Bags CD-Rom		

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5	<ul style="list-style-type: none"> Count and perform simple computations with money. <ul style="list-style-type: none"> Cents notation (¢) 	Appetizers 1 F; 7 B; 9 C; Main Dish Objectives 1 (Number Concepts) Lesson 6; 7 (Subtraction) Lesson 2; 9 (Division) Lesson 3; Applications; Final Tests; Reasonableness Problems; Doggie Bags CD-Rom		
6	<ul style="list-style-type: none"> Select pencil-and-paper, mental math, or a calculator as the appropriate computational method in a given situation depending on the context and numbers. 	Applications; Final Tests; Reasonableness Problems; Doggie Bags CD-Rom; Selected Activities - (I Have, Who Has?)		
7	<ul style="list-style-type: none"> Check the reasonableness of results of computations. 	Appetizers 13 B & D; Main Dish Objective 13 (Reasonableness) Lessons 2 & 4; Applications; Final Tests; Reasonableness Problems; Doggie Bags CD-Rom		
C	Estimation			
1	<ul style="list-style-type: none"> Judge without counting whether a set of objects has less than, more than, or the same number of objects as a reference set. 			
2	<ul style="list-style-type: none"> Construct and use a variety of estimation strategies (e.g., rounding and mental math) for estimating both quantities and the result of computations. 	Appetizers 10 A; Main Dish Objective 10 (Estimation) Lesson 1; Applications; Final Tests; Reasonableness Problems; Doggie Bags CD-Rom		
3	<ul style="list-style-type: none"> Recognize when an estimate is appropriate, and understand the usefulness of an estimate as distinct from an exact answer. 	Appetizers 10 A; Main Dish Objective 10 (Estimation) Lesson 1; Applications; Final Tests; Reasonableness Problems; Doggie Bags CD-Rom		

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4	<ul style="list-style-type: none"> Use estimation to determine whether the result of a computation (either by calculator or by hand) is reasonable. 	Appetizers 10 B, C, & D; 13 B; Main Dish Objectives 10 (Estimation) Lessons 2, 3, & 4; 13 (Reasonableness) Lesson 2; Applications; Final Tests; Reasonableness Problems; Doggie Bags CD-Rom		
4.2:	<p>Geometry and Measurement All students will develop spatial sense and the ability to use geometric properties, relationships, and measurement to model, describe and analyze phenomena. By the end of Grade 3, students will:</p>			
A	<p>Geometric Properties</p>			
1	<ul style="list-style-type: none"> Identify and describe spatial relationships of two or more objects in space. <ul style="list-style-type: none"> Direction, orientation, and perspectives (e.g., which object is on your left when you are standing here?) Relative shapes and sizes 	Appetizers 3 A; Main Dish Objective 3 (Geometry) Lesson 1; Applications; Final Tests; Reasonableness Problems; Journal Topics; Doggie Bags CD-Rom		
2	<ul style="list-style-type: none"> Use properties of standard three-dimensional and two-dimensional shapes to identify, classify, and describe them. <ul style="list-style-type: none"> Vertex, edge, face, side, angle 3D figures - cube, rectangular prism, sphere, cone, cylinder, and pyramid 2D figures - square, rectangle, circle, triangle, pentagon, hexagon, octagon 	Appetizers 3 A; Main Dish Objective 3 (Geometry) Lesson 1; Applications; Final Tests; Reasonableness Problems; Journal Topics; Doggie Bags CD-Rom		
3	<ul style="list-style-type: none"> Identify and describe relationships among two-dimensional shapes. <ul style="list-style-type: none"> Same size, same shape Lines of symmetry 	Appetizers 3 B; Main Dish Objective 3 (Geometry) Lesson 2; Applications; Final Tests; Reasonableness Problems; Journal Topics; Doggie Bags CD-Rom		

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4	<ul style="list-style-type: none"> Understand and apply concepts involving lines, angles, and circles. <ul style="list-style-type: none"> Line, line segment, endpoint 			
5	<ul style="list-style-type: none"> Recognize, describe, extend, and create space-filling patterns. 	Appetizers 2 B; Main Dish Objective 2 (Mathematical Relations) Lesson 2; Applications; Final Tests; Reasonableness Problems; Journal Topics; Doggie Bags CD-Rom		
B	Transforming Shapes			
1	<ul style="list-style-type: none"> Describe and use geometric transformations (slide, flip, turn). 	Appetizers 3 C; Main Dish Objective 3 (Geometry) Lesson 3; Applications; Final Tests; Reasonableness Problems; Journal Topics; Doggie Bags CD-Rom		
2	<ul style="list-style-type: none"> Investigate the occurrence of geometry in nature and art. 	Appetizers 3; Main Dish Objective 3 (Geometry) Center Activities; Applications; Final Tests; Reasonableness Problems; Journal Topics		
C	Coordinate Geometry			
1	<ul style="list-style-type: none"> Locate and name points in the first quadrant on a coordinate grid. 			
D	Units of Measurement			
1	<ul style="list-style-type: none"> Understand that everyday objects have a variety of attributes, each of which can be measured in many ways. 	Applications; Final Tests; Reasonableness Problems; Journal Topics; Doggie Bags CD-Rom		
2	<ul style="list-style-type: none"> Select and use appropriate standard units of measure and measurement tools to solve real-life problems. <ul style="list-style-type: none"> Length - fractions of an inch (1/4, 1/2), mile, decimeter, kilometer Area - square inch, square centimeter Weight - ounce Capacity - fluid ounce, cup, gallon, milliliter 	Appetizers 1 B, D, & F; Main Dish Objective 1 (Number Concepts) Lessons 2, 4, & 6; Applications; Final Tests; Reasonableness Problems; Doggie Bags CD-Rom		

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3	<ul style="list-style-type: none"> Incorporate estimation in measurement activities (e.g., estimate before measuring). 	Appetizers 10 A; Main Dish Objective 10 (Estimation) Lesson 1; Applications; Final Tests; Reasonableness Problems; Journal Topics; Doggie Bags CD-Rom		
E	Measuring Geometric Objects			
1	<ul style="list-style-type: none"> Determine the area of simple two-dimensional shapes on a square grid. 	Appetizers 4 F; Main Dish Objective 4 (Measurement) Lesson 6; Applications; Final Tests; Reasonableness Problems; Journal Topics; Doggie Bags CD-Rom		
2	<ul style="list-style-type: none"> Determine the perimeter of simple shapes by measuring all of the sides. 	Appetizers 4 E; Main Dish Objective 4 (Measurement) Lesson 5; Applications; Final Tests; Reasonableness Problems; Journal Topics; Doggie Bags CD-Rom		
3	<ul style="list-style-type: none"> Measure and compare the volume of three-dimensional objects using materials such as rice or cubes. 	Appetizers 10 A; Main Dish Objective 10 (Estimation) Lesson 1; Applications; Final Tests; Reasonableness Problems; Journal Topics		
4.3:	<p>Patterns and Algebra</p> <p>All students will represent and analyze relationships among variable quantities and solve problems involving patterns, functions, and algebraic concepts and processes. By the end of Grade 3, students will:</p>			
A	Patterns			
1	<ul style="list-style-type: none"> Recognize, describe, extend, and create patterns. <ul style="list-style-type: none"> Descriptions using words and number sentences/expressions Whole number patterns that grow or shrink as a result of repeatedly adding, subtracting, multiplying by, or dividing by a fixed number (e.g., 5, 8, 11, ... or 800, 400, 200, ...) 	Appetizers 2 B; 11 A; 12 A; Main Dish Objectives 2 (Mathematical Relations) Lesson 2; 11 (Problem Solving) Lesson 1; 12 (Mathematical Representation) Lesson 1; Applications; Final Tests; Reasonableness Problems; Journal Topics; Doggie Bags CD-Rom		

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B	Functions and Relationships			
1	<ul style="list-style-type: none"> Use concrete and pictorial models to explore the basic concept of a function. <ul style="list-style-type: none"> Input/output tables, T-charts 	Appetizers 2 A & B; Main Dish Objective 2 (Mathematical Relations) Lessons 1 & 2; Applications; Final Tests; Reasonableness Problems; Journal Topics; Doggie Bags CD-Rom		
C	Modeling			
1	<ul style="list-style-type: none"> Recognize and describe change in quantities. <ul style="list-style-type: none"> Graphs representing change over time (e.g., temperature, height) 	Appetizers 5 A; Main Dish Objective 5 (Probability/Statistics) Lesson 1; Applications; Final Tests; Reasonableness Problems; Journal Topics; Doggie Bags CD-Rom		
2	<ul style="list-style-type: none"> Construct and solve simple open sentences involving addition or subtraction (e.g., $3 + 6 = \underline{\quad}$, $n = 15 - 3$, $3 + \underline{\quad} = 3$, $16 - c = 7$). 	Appetizers 2 A; Main Dish Objective 2 (Mathematical Relations) Lesson 1; Applications; Final Tests; Reasonableness Problems; Journal Topics; Doggie Bags CD-Rom		
D	Procedures			
1	<ul style="list-style-type: none"> Understand and apply the properties of operations and numbers. <ul style="list-style-type: none"> Commutative (e.g., $3 \times 7 = 7 \times 3$) Identity element for multiplication is 1 (e.g., $1 \times 8 = 8$) Any number multiplied by zero is zero 	Appetizers 2 A; 8 A; Main Dish Objectives 2 (Mathematical Relations) Lesson 1; 8 (Multiplication) Lesson 1; Applications; Final Tests; Reasonableness Problems; Journal Topics; Doggie Bags CD-Rom		
2	<ul style="list-style-type: none"> Understand and use the concepts of equals, less than, and greater than to describe relations between numbers. <ul style="list-style-type: none"> Symbols ($=$, $<$, $>$) 	Appetizers 1 A; Main Dish Objective 1 (Number Concepts) Lesson 1; Applications; Final Tests; Reasonableness Problems; Journal Topics; Doggie Bags CD-Rom		

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4.4:	Data Analysis, Probability, and Discrete Mathematics All students will develop an understanding of the concepts and techniques of data analysis, probability, and discrete mathematics, and will use them to model situations, solve problems, and analyze and draw appropriate inferences from data. By the end of Grade 3, students will:			
A	Data Analysis			
1	<ul style="list-style-type: none"> • <i>Collect, generate, organize, and display data in response to questions, claims, or curiosity.</i> <ul style="list-style-type: none"> - <i>Data collected from the classroom environment</i> 	Appetizers 5 A; Main Dish Objective 5 (Probability/Statistics) Lesson 1; Applications; Final Tests; Reasonableness Problems; Journal Topics		
2	<ul style="list-style-type: none"> • <i>Read, interpret, construct, analyze, generate questions about, and draw inferences from displays of data.</i> <ul style="list-style-type: none"> - <i>Pictograph, bar graph, table</i> 	Appetizers 5 A; Main Dish Objective 5 (Probability/Statistics) Lesson 1; Applications; Final Tests; Reasonableness Problems; Journal Topics		
B	Probability			
1	<ul style="list-style-type: none"> • <i>Use everyday events and chance devices, such as dice, coins, and unevenly divided spinners, to explore concepts of probability.</i> <ul style="list-style-type: none"> - <i>Likely, unlikely, certain, impossible</i> - <i>More likely, less likely, equally likely</i> 	Appetizers 5 B; Main Dish Objective 5 (Probability/Statistics) Lesson 2 - Extension Activity; Applications; Final Tests; Reasonableness Problems; Journal Topics; Doggie Bags CD-Rom		
2	<ul style="list-style-type: none"> • <i>Predict probabilities in a variety of situations (e.g., given the number of items of each color in a bag, what is the probability that an item picked will have a particular color).</i> <ul style="list-style-type: none"> - <i>What students think will happen (intuitive)</i> - <i>Collect data and use that data to predict the probability (experimental)</i> 	Appetizers 5 B; Main Dish Objective 5 (Probability/Statistics) Lesson 2 - Extension Activity; Applications; Final Tests; Reasonableness Problems; Journal Topics; Doggie Bags CD-Rom		

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C	Discrete Mathematics - Systematic Listing and Counting			
1	<ul style="list-style-type: none"> • <i>Represent and classify data according to attributes, such as shape or color, and relationships.</i> <ul style="list-style-type: none"> - <i>Venn diagrams</i> - <i>Numerical and alphabetical order</i> 	Appetizers 2 D; Main Dish Objective 2 (Mathematical Relations) Lesson 4; Applications; Final Tests; Reasonableness Problems; Journal Topics		
2	<ul style="list-style-type: none"> • <i>Represent all possibilities for a simple counting situation in an organized way and draw conclusions from this representation.</i> <ul style="list-style-type: none"> - <i>Organized lists, charts</i> 	Appetizers 2 D; Main Dish Objective 2 (Mathematical Relations) Lesson 4; Applications; Final Tests; Reasonableness Problems; Journal Topics		
D	Discrete Mathematics - Vertex-Edge Graphs and Algorithms			
1	<ul style="list-style-type: none"> • <i>Follow, devise, and describe practical sets of directions (e.g., to add two 2-digit numbers).</i> 	Applications; Final Tests; Reasonableness Problems; Journal Topics		
2	<ul style="list-style-type: none"> • <i>Explore vertex-edge graphs</i> <ul style="list-style-type: none"> - <i>Vertex, edge</i> - <i>Path</i> 	Appetizers 3 A; Main Dish Objective 3 (Geometry) Lesson 1; Applications; Final Tests; Reasonableness Problems; Journal Topics		
3	<ul style="list-style-type: none"> • <i>Find the smallest number of colors needed to color a map.</i> 			

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4.5:	Mathematical Processes All students will use mathematical processes of problem solving, communication, connections, reasoning, representations, and technology to solve problems and communicate mathematical ideas. By the end of Grade 3, students will:			
A	Problem Solving			
1	<ul style="list-style-type: none"> • <i>Learn mathematics through problem solving, inquiry, and discovery.</i> 	Appetizers 10 A, B, & C; 11 A, B, & C; 12 A, B, & C; 13 A & B; Main Dish Objectives 10 (Estimation) Lessons 1, 2, & 3; 11 (Problem Solving) Lessons 1, 2, & 3; 12 (Mathematical Representation) Lessons 1, 2, & 3; 13 (Reasonableness) Lessons 1 & 2; Applications; Final Tests; Reasonableness Problems; Journal Topics; Doggie Bags CD-Rom		
2	<ul style="list-style-type: none"> • <i>Solve problems that arise in mathematics and in other contexts (cf. workplace readiness standard 8.3).</i> <ul style="list-style-type: none"> - <i>Open-ended problems</i> - <i>Non-routine problems</i> - <i>Problems with multiple solutions</i> - <i>Problems that can be solved in several ways</i> 	Appetizers 11; 12; 13; Main Dish Objectives 11 (Problem Solving) All Lessons; 12 (Mathematical Representation) All Lessons; 13 (Reasonableness) All Lessons; Applications; Final Tests; Reasonableness Problems; Journal Topics; Doggie Bags CD-Rom		
3	<ul style="list-style-type: none"> • <i>Select and apply a variety of appropriate problem-solving strategies (e.g., “try a simpler problem” or “make a diagram”) to solve problems.</i> 	Appetizers 11; 12; Main Dish Objectives 11 (Problem Solving) All Lessons; 12 (Mathematical Representation) All Lessons; Applications; Final Tests; Reasonableness Problems; Journal Topics; Doggie Bags CD-Rom		

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4	<ul style="list-style-type: none"> • Pose problems of various types and levels of difficulty. 	Appetizers 11; 12; Main Dish Objectives 11 (Problem Solving) All Lessons; 12 (Mathematical Representation) All Lessons; Applications; Final Tests; Reasonableness Problems; Journal Topics; Doggie Bags CD-Rom		
5	<ul style="list-style-type: none"> • Monitor their progress and reflect on the process of their problem solving activity. 	Interactive discussions throughout Appetizers		
B	Communication			
1	<ul style="list-style-type: none"> • Use communication to organize and clarify their mathematical thinking. <ul style="list-style-type: none"> - Reading and writing - Discussion, listening, and questioning 	All Appetizers; All Main Dish Objectives; Applications; Final Tests; Reasonableness Problems; Journal Topics		
2	<ul style="list-style-type: none"> • Communicate their mathematical thinking coherently and clearly to peers, teachers, and others, both orally and in writing. 	All Appetizers; All Main Dish Objectives; Applications; Final Tests; Reasonableness Problems; Journal Topics		
3	<ul style="list-style-type: none"> • Analyze and evaluate the mathematical thinking and strategies of others. 	All Appetizers; All Main Dish Objectives; Applications; Final Tests; Reasonableness Problems; Journal Topics		
4	<ul style="list-style-type: none"> • Use the language of mathematics to express mathematical ideas precisely. 	All Appetizers; All Main Dish Objectives; Applications; Final Tests; Reasonableness Problems; Journal Topics		

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C	Connections			
1	<ul style="list-style-type: none"> Recognize recurring themes across mathematical domains (e.g., patterns in number, algebra, and geometry). 			
2	<ul style="list-style-type: none"> Use connections among mathematical ideas to explain concepts (e.g., two linear equations have a unique solution because the lines they represent intersect at a single point). 			
3	<ul style="list-style-type: none"> Recognize that mathematics is used in a variety of contexts outside of mathematics. 	All Main Dish Objectives - Journal Topics		
4	<ul style="list-style-type: none"> Apply mathematics in practical situations and in other disciplines. 	All Main Dish Objectives - Journal Topics		
5	<ul style="list-style-type: none"> Trace the development of mathematical concepts over time and across cultures (cf. world languages and social studies standards). 			
6	<ul style="list-style-type: none"> Understand how mathematical ideas interconnect and build on one another to produce a coherent whole. 			
D	Reasoning			
1	<ul style="list-style-type: none"> Recognize that mathematical facts, procedures, and claims must be justified. 	Appetizers 13; Main Dish Objective 13 (Reasonableness) All Lessons; Applications; Final Tests; Reasonableness Problems; Journal Topics		
2	<ul style="list-style-type: none"> Use reasoning to support their mathematical conclusions and problem situations. 	Appetizers 13; Main Dish Objective 13 (Reasonableness) All Lessons; Applications; Final Tests; Reasonableness Problems; Journal Topics		

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3	<ul style="list-style-type: none"> • <i>Select and use various types of reasoning and methods of proof.</i> 	Appetizers 13; Main Dish Objective 13 (Reasonableness) All Lessons; Applications; Final Tests; Reasonableness Problems; Journal Topics		
4	<ul style="list-style-type: none"> • <i>Rely on reasoning, rather than answer keys, teachers, or peers, to check the correctness of their problem solutions.</i> 	Appetizers 13; Main Dish Objective 13 (Reasonableness) All Lessons; Applications; Final Tests; Reasonableness Problems; Journal Topics		
5	<ul style="list-style-type: none"> • <i>Make and investigate mathematical conjectures.</i> <ul style="list-style-type: none"> - <i>Counterexamples as a means of disproving conjectures.</i> - <i>Verifying conjectures using informal reasoning or proofs</i> 	Appetizers 13; Main Dish Objective 13 (Reasonableness) All Lessons; Applications; Final Tests; Reasonableness Problems; Journal Topics		
6	<ul style="list-style-type: none"> • <i>Evaluate examples of mathematical reasoning and determine whether they are valid.</i> 	Appetizers 13; Main Dish Objective 13 (Reasonableness) All Lessons; Applications; Final Tests; Reasonableness Problems; Journal Topics		
E	Representations			
1	<ul style="list-style-type: none"> • <i>Create and use representations to organize, record, and communicate mathematical ideas.</i> <ul style="list-style-type: none"> - <i>Concrete representations (e.g., base-ten blocks or algebra tiles)</i> - <i>Pictorial representations (e.g., diagrams, charts, or tables)</i> - <i>Symbolic representations (e.g., a formula)</i> - <i>Graphical representations (e.g., a line graph)</i> 	All Appetizers; All Main Dish Objectives; Applications; Final Tests; Reasonableness Problems; Journal Topics		
2	<ul style="list-style-type: none"> • <i>Select, apply, and translate among mathematical representations to solve problems.</i> 	All Appetizers; All Main Dish Objectives; Applications; Final Tests; Reasonableness Problems; Journal Topics		
3	<ul style="list-style-type: none"> • <i>Use representations to model and interpret physical, social, and mathematical phenomena.</i> 	All Appetizers; All Main Dish Objectives; Applications; Final Tests; Reasonableness Problems; Journal Topics		

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F	Technology			
1	<ul style="list-style-type: none"> Use technology to gather, analyze, and communicate mathematical information. 	Doggie Bags CD-Rom		
2	<ul style="list-style-type: none"> Use computer spreadsheets, software, and graphing utilities to organize and display quantitative information (cf. workplace readiness standard 8.4-D). 			
3	<ul style="list-style-type: none"> Use graphing calculators and computer software to investigate properties of functions and their graphs. 			
4	<ul style="list-style-type: none"> Use calculators as problem-solving tools (e.g., to explore patterns, to validate solutions). 			
5	<ul style="list-style-type: none"> Use computer software to make and verify conjectures about geometric objects. 			
6	<ul style="list-style-type: none"> Use computer-based laboratory technology for mathematical applications in the sciences (cf. science standards). 			