

**North Carolina
Curricular Standards
Mathematics - Grade 7
Correlations with Gourmet Curriculum Press, Inc.®
1.800.900.2290**

Major Concepts	Computational Skills to Maintain
<ul style="list-style-type: none"> • Compute with integers • Ratio, proportion, and percent • Compare and order rational numbers • Geometric transformations in the coordinate plane • Proportional relationships and similar figures • Volume • Simple linear equations and inequalities • Histograms • Probability of independent events • Analyze graphic representations of data • Students will create and solve relevant and authentic problems using appropriate technology and applying these concepts as well as those developed in previous years. 	<ul style="list-style-type: none"> • Estimate products; multiply with multi-digit factors • Estimate quotients; divide with 2- and 3-digit divisors • Use order of operations • Find the factors, common factors, and greatest common factor of numbers • Compute with whole numbers, decimals, and fractions • Identify, explain, and apply the commutative, associative, distributive, and identity properties

Number Sense, Numeration, and Numerical Operations				
Benchmark Number	Benchmark • Teaching Targets	Gourmet Resource	Tested	Taught
	Competency Goal 1: The learner will understand and compute with real numbers.			
1.01	<i>Write whole numbers in scientific notation; convert scientific notation to standard form; investigate the uses of scientific notation.</i>	Appetizers 1 D; 14 A; (Number Concepts); (Underlying Processes)		
1.02	<i>Compare and order rational numbers.</i>	Appetizers 1 A; (Number Concepts)		

Number Sense, Numeration, and Numerical Operations

Benchmark Number	Benchmark • Teaching Targets	Gourmet Resource	Tested	Taught
1.03	<i>Model addition, subtraction, multiplication, and division of integers and record.</i>	Appetizers 6 A; 7 A; 8 A; 9 A; (Addition); (Subtraction); (Multiplication); (Division)		
1.04	<i>Compute with integers.</i>	Appetizers 6 A; 7 A; 8 A; 9 A; 11 A; 12 A; (Addition); (Subtraction); (Multiplication); (Division); (Problem Solving); (Mathematical Representation)		
1.05	<i>Write and solve proportions.</i>	Appetizers 9 A; 10 B; (Division); (Estimation)		
1.06	<i>Estimate and solve problems using ratio, proportion, and percent including discounts, taxes, commissions, and simple interest.</i>	Appetizers 2 C; (Mathematical Relations)		
1.07	<i>Use geometric models to develop the meaning of the square of a number and its positive square root; investigate and estimate square root, checking the results with a calculator.</i>	Appetizers 1 G; (Number Concepts)		
1.08	<i>Analyze and select appropriate operations, models, strategies and methods to solve a variety of multi-step problems using positive rational numbers, integers, and their inverses. Use calculators and computers where appropriate.</i>	Appetizers 2 A; 11 A; 14 A; (Mathematical Relations); (Problem Solving); (Underlying Processes)		

Spatial Sense, Measurement, and Geometry

Benchmark Number	Benchmark • Teaching Targets	Gourmet Resource	Tested	Taught
	Competency Goal 2: The learner will demonstrate an understanding and use of the properties and relationships in geometry, and standard units of metric and customary measurement.			
2.01	Construct perpendicular and parallel lines.	Appetizers 3 A; (Geometry)		
2.02	Identify the congruent and supplementary relationships of the angles formed by cutting parallel lines by a transversal.	Appetizers 3 D; (Geometry)		
2.03	Locate, give the coordinates of, and graph plane figures which are the results of translations or reflections in all quadrants of the coordinate plane.	Appetizers 3 H; (Geometry)		
2.04	Use models to investigate the concept of the Pythagorean Theorem.			
2.05	Build models of three-dimensional figures given end, side and top views.	Appetizers 3 F; (Geometry)		
2.06	Draw end, side and top views of three-dimensional figures given models; use appropriate technology.	Appetizers 3 F; (Geometry)		
2.07	Use models to find the surface area of rectangular solids and cylinders.	Appetizers 3 G; (Geometry)		
2.08	Use models to find the volume of prisms and cylinders.	Appetizers 4 E; (Measurement)		
2.09	Calculate the volume of rectangular solids.	Appetizers 4 E; (Measurement)		
2.10	Recognize the effect on the area and perimeter when one or two dimensions of a plane figure are changed.	Appetizers 2 H; (Mathematical Relations)		
2.11	Use proportions to express relationships between corresponding parts and similar figures.	Appetizers 2 B; (Mathematical Relations)		

Patterns, Relationships, and Functions

<i>Benchmark Number</i>	<i>Benchmark</i> • <i>Teaching Targets</i>	<i>Gourmet Resource</i>	<i>Tested</i>	<i>Taught</i>
	<i>Competency Goal 3: The learner will demonstrate an understanding of patterns, relationships, and fundamental algebraic concepts.</i>			
3.01	<i>Evaluate algebraic expressions.</i>	Appetizers 11 A; 14 A; (Problem Solving); (Underlying Processes)		
3.02	<i>Model and solve simple equations and inequalities and graph their solutions; use appropriate technology.</i>	Appetizers 11 A; 12 A; 14 A; (Problem Solving); (Mathematical Representation); (Underlying Processes)		
3.03	<i>Write or model a simple linear equation or inequality to solve a given problem; use appropriate technology.</i>	Appetizers 2 D; 14 A; (Mathematical Relations); (Underlying Processes)		
3.04	<i>Write a problem given a simple linear equation or inequality.</i>	Appetizers 2 D; 14 A; (Mathematical Relations); (Underlying Processes)		
3.05	<i>Describe, extend, analyze and create a wide variety of patterns to investigate relationships and solve problems; use appropriate technology.</i>	Appetizers 15 A and B; (Mathematical Tools)		

Data, Probability, and Statistics

Benchmark Number	Benchmark • Teaching Targets	Gourmet Resource	Tested	Taught
	Competency Goal 4: The learner will demonstrate an understanding and use of probability and data analysis.			
4.01	<i>Interpret and construct histograms.</i>	Appetizers 5 D; (Probability/Statistics)		
4.02	<i>Compare and relate bar graphs and histograms.</i>	Appetizers 5 D; (Probability/Statistics)		
4.03	<i>Construct circle graphs using ratios, proportions, and percents.</i>	Appetizers 5 D; (Probability/Statistics)		
4.04	<i>Create, compare, contrast, and evaluate both orally and in writing, different graphic representations of the same data.</i>	Appetizers 5 D; 12 B; (Probability/Statistics); (Mathematical Representation)		
4.05	<i>Identify appropriate uses of different measures of central tendency.</i>	Appetizers 5 E; (Probability/Statistics)		
4.06	<i>Recognize and identify misuses of statistical and numerical data.</i>			
4.07	<i>Find all possible outcomes of simple experiments using such methods as lists, tree diagrams, frequency distribution tables, and the Fundamental Counting Principle.</i>	Appetizers 5 A; (Probability/Statistics)		
4.08	<i>Compute and apply simple permutations and combinations.</i>	Appetizers 5 A; (Probability/Statistics)		
4.09	<i>Find the probability of independent events.</i>	Appetizers 5 A; (Probability/Statistics)		
4.10	<i>Identify/explain the relationship between experimental results and theoretical probability.</i>	Appetizers 5 B and C; (Probability/Statistics)		