

ENGLISH LANGUAGE ARTS

- I can tell what the selection is about. I can tell the main idea of the selection. I can choose important details that help prove or support the main idea.
- □ I can create my own opinion about a text that is separate from the author's opinion.
- □ I can answer questions about a story using information from the text.
- □ I can identify and comprehend the meaning of prefixes (un, re, pre) and suffixes (-ful, -less, -ly).
- □ I can use context clues to determine the meaning of unknown words or phrases in a sentence.
- I can write routinely over extended time frames & shorter time frames for a range of discipline specific tasks, purposes and audiences to include narrative, opinion, and informational pieces.
- I can use knowledge of language and its conventions when writing, speaking, reading or listening.



MATHEMATICS

Operations and Algebraic Thinking:

- □ I can solve multiplication and division word problems within 100, using a variety of strategies.
- \Box I can fluently multiply and divide within 100.

Measurement and Data:

- □ I can determine how much time has elapsed when given the start or end time, or determine the start or end time when given the amount of elapsed time.
- □ I can find the area and perimeter of a polygon through different strategies.
- □ I can understand how multiplication can be used to find the area of rectangles and squares.
- □ I can organize, represent, and interpret data using different types of graphs.

Numbers and Operations in Base Ten:

- \Box I can use place value to round whole numbers to the nearest 10 or 100.
- □ I can use place value and the relationship between addition and subtraction to add and subtract to 1000.
- □ I can use strategies based on place value to multiply one-digit whole numbers by multiples of 10.

Fractions:

- $\hfill \Box$ I can show and understand fractions as equal parts of a whole.
- □ I can label fractions on a number line, and explain in words or pictures how two fractions can sometimes be equal.

Geometry:

□ I can independently place polygons into categories based on their attributes, and draw examples of quadrilaterals.