

FIFTH GRADE ALASKA GLE CHECKLIST

	NUMERATION								
N-1	Read, write, order, and count numbers to millions.								
N-2	Identify place value positions from tenths to millions.								
N-3	Convert between expanded notation and standard form.								
N-4	Model, identify, describe with explanations, or illustrate equal parts of a whole, a region, or a set (denom. to 12 or 100 and benchmark percents 10%, 25%, 50%, 100%).								
N-5	Model, identify, describe with explanations, or illustrate equivalent fractions or mixed numbers (denom. to 12 and 100 & benchmark %).								
N-6	Understands process of division & relationship to sub. and mult.								
N-7	Describe/illustrated add & subtraction of proper fractions or mixed num								
N-8	Describe/ illustrate adding or subtracting decimals representing \$.								
N-9	Describe/ illustrate commutative or identity prop. of add or multip .								
N-10	Identify/list factors and multiples common to a set of numbers.								
	MEASUREMENT								
MEA-1	Estimate length to the nearest one-fourth inch or centimeter.								
MEA-2	Estimate temp (Celsius or Fahrenheit, plus or minus 5 degrees)or weight (half-pound or kilograms) to the nearest unit.								
MEA-3	Identify/use equivalent measures for weight/mass (16 oz. = 1 lb or 1000 g =1 kg), length (1000 millimeters = 1 meter), or time.								
MEA-4	Measure temperature or weight using appropriate tools.								
MEA-5	Tell time using analog clock to nearest min. and using AM or PM.								
MEA-6	Determine combinations of coins and bills equal to given amounts.								
MEA-7	For multiple purchases calculate the amount of change up to \$100.								
MEA-8	Measure length to the nearest quarter inch or centimeter.								
	ESTIMATION AND COMPUTATION								
E&C-1	Use strategies (rounding to appropriate place value, multiplying by powers of ten, using front-end estimation) to estimate computations from tenths to 100,000, including money, or simple multiplication or division.								
E&C-2	Recall multip. facts, to 144, and corresponding divison facts efficiently.								
E&C-3	Add or sub four-digit whole numbers, fractions with like denominators to 12, or decimals involving money.								
E&C-4	Multiply two-digit by two-digit numbers or divide three-digit numbers by single-digit numbers.								
	FUNCTIONS AND RELATIONSHIPS								
F&R-1	Extend patterns that use add, sub, mult, div, or symbols, up to 10 terms, represented by models (function machines), tables, sequences, or in problem situations.								
F&R-2	Use rules to express the pattern using words, lists, or tables.								
F&R-3	Identify/ apply add or sub patterns to find missing values in a function.								
F&R-4	Use manipulatives, including a calculator, as tools when describing, extending, or representing a number sequence.								
F&R-5	Use an open number sentence to solve for an unknown represented by a box or circle.								

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	GEOMETRY						
G-1	Use the attributes and properties of angles and the number, length, and orientation of sides to identify or compare triangles (scalene, isosceles, or equilateral) or quadrilaterals (parallelograms, trapezoids, rhombi).						
G-2	Use the attributes and properties of solid figures (edges, vertices, or the number or shape of faces) to [model*], id., compare, or describe solid figures (cubes, cylinders, cones, rectangular prisms, spheres, pyramids) (e.g., boxes, buildings, packages)						
G-3	Illustrate/identify the results of transformations (slides, turns, or flips of polygons).						
G-4	Identify/draw geometrically congruent, similar, or symmetrical figures.						
G-5	Model designs (tessellations) that contain a series of slides, flips, turns.						
G-6	Estimate or determine area or perimeter of rectangles using a key, ruler, or given measures.						
G-7	Estimate or determine the area and circumference of a circle using a grid or manipulatives.						
G-8	Locate points of given coord. on a grid or identify coord. for given points.						
G-9	Identify or draw perpendicular line segments or midpoints.						
	STATISTICS AND PROBABILITY						
S&P-1	Design an investigation and collect, organize, or display data, using appropriate scale, using bar graphs, tables, charts, diagrams, or line graphs with whole numbers up to 50.						
S&P-2	Use information from a variety of displays (tables, bar graphs, line graphs, or Venn diagrams).						
S&P-3	Use mode, median, or range with up to 10 pieces of data .						
S&P-4	Predict/explain probability of all possible outcomes in an experiment using ratios or fractions to describe the probability.						
S&P-5	Solve or identify solutions to problems involving money combinations.						
	PROBLEM SOLVING						
PS-1	Select & apply an appropriate strategy (e.g., tables, charts, lists, or graphs; guess & check, extended patterns, make a model) to solve a problem and verify results.						
PS-2	Explain and verify results of an original problem and apply what was learned to new situations.						
PS-3	Represent problems using mathematical language including concrete, pictorial, and/or symbolic representation; or organize and communicate mathematical problem-solving strategies and solutions using mathematical language.						
PS-4	Draw logical conclusions about mathematical situations (given a rule or generalization, determining whether the example fits) or justify answers and mathematical strategies as reasonable.						
PS-5	Understand & apply mathematical skills & processes in real-world contexts such as social studies, friends, and school.						

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