Grade 5

Wyoming Standard	Wy Bench -mark	Skill	Context		
Number Operations and Concepts	4, 6	Understand the meaning of arithmetic operations and make reasonable estimates	Problem solving situations will include estimation and real world problems involving fractions with like denominators.		
	1, 7	Understand ways to represent numbers, relationships among numbers, and number systems	Problem solving situations will include ordering and comparing fractions with like denominators; using place value to read and write whole numbers in words, standard, and expanded forms, and decimals to hundredths.		
	2, 3, 5	Develop the connection between conceptual understanding and computational proficiency	Problem solving situations with computational fluency requiring explanation of the relationships among the four operations and determination of multiples and factors of numbers up to 100; adding and subtracting fractions with like denominators; adding and subtracting decimals to hundredths; solving problems in the context of money; and multiplying by two digit whole numbers and dividing by single digit whole numbers.		
Geometry	1	Specify locations and describe spatial relationships using coordinate geometry and other representational systems	Problem solving situations will include identifying and classifying lines (parallel, perpendicular, and intersecting) and angles (acute, right, and obtuse).		
	1, 2	Analyze characteristics and properties of two- and three-dimensional geometric shapes	Problem solving situations will include geometrical attributes of quadrilaterals, triangles and 3- dimensional figures, such as cylinders, cones, pyramids, rectangular prisms, and spheres allowing students to use spatial reasoning and geometric modeling to identify, classify, and describe.		
	3	Apply transformations and use symmetry to analyze mathematical situations	Problem solving situations will include demonstrating an understanding of symmetry and/or congruency by drawing, comparing, and identifying these characteristics in quadrilaterals and triangles.		

wyoming Math Content and Performance Standards and the PAWS Math Assessment Descriptions Alignm

Wyoming Standard	Wy Bench -mark	Skill	Context		
Measurement	1, 2, 3, 4, 6	Understand measurable attributes of objects and the units, systems, and processes of measurement	Problem solving situations will include the use of appropriate methods, tools, and units to solve problems involving estimation and measure of length, weight and capacity using customary units (miles, yards, feet, half-inch, quarter-inch, eighth-inch, ounces, pounds, teaspoons, tablespoons, cups, pints, quarts, and gallons); conversion of customary measurements; and conversion among seconds, minutes, and hours.		
	5	Apply appropriate techniques, tools, and formulas to determine perimeter, area or volume	Problem solving situations will include calculating or estimating the perimeter and area of rectangles and squares without grids and of triangles with grids.		
Algebra	1, 2	Understand patterns, relations, and functions	Problem solving situations will include the use of sound reasoning to identify, describe, create growing and extended patterns, such as number or graphic sequences including charts and graphs.		
	3	Use mathematical models to represent and understand quantitative relationships	Problem solving situations will include using symbolic reasoning to represent the concepts of a variable as an unknown quantity, letter, or symbol in addition or subtraction sentences using whole numbers.		
Data Analysis and Probability	1, 2	Collect, organize, and display relevant data to answer questions and use appropriate statistical methods to analyze the data	Problem solving situations will include finding and interpreting mode for data sets of no more than five pieces of data in real-world situations; and collecting, organizing, describing, and representing data using a variety of data displays including bar graphs.		
	3	Develop and evaluate inferences and predictions that are based on data	Problem solving situations will include simple probability and recording the outcomes/combinations from experiments or simulations limited to 12 or fewer outcomes using the language: certain, most likely, equally likely, least likely, and impossible.		