

**Common Core Math Curriculum Grade 7**

ESSENTIAL QUESTIONS	DOMAINS AND CLUSTERS	GRADE 7 SKILL	VOCABULARY	MATHEMATICAL PRACTICES	ASSESSMENT
<p>What are the properties of operations?</p> <p>How do you translate real-world problems to algebraic expressions?</p> <p>What is the difference between a rational and irrational number?</p> <p>What is the Distributive Property?</p> <p>How do you compare algebraic solutions to arithmetic solutions?</p>	<p><b>Expressions &amp; Equations</b> <b>7.EE</b></p> <p>Use properties of operations to generate equivalent expressions.</p> <p>Solve real-life and mathematical problems using numerical and algebraic expressions and equations.</p> <p><b>Geometry</b> <b>7.G</b></p> <p>Draw construct, and describe geometrical</p>	<ul style="list-style-type: none"> <li><input type="checkbox"/> Add linear expressions with rational coefficients. 7.EE.1</li> <li><input type="checkbox"/> Subtract linear expressions with rational coefficients.7.EE.1</li> <li><input type="checkbox"/> Factor linear expressions with rational coefficients.7.EE.1</li> <li><input type="checkbox"/> Expand linear expressions with rational coefficients 7.EE.1</li> <li><input type="checkbox"/> Apply properties of operations to all operations with rational coefficients. 7.EE.1</li> <li><input type="checkbox"/> Translate word situations to algebraic expressions. 7.EE.1</li> <li><input type="checkbox"/> Identify the GCF of rational coefficients in linear expressions. 7.EE.1</li> <li><input type="checkbox"/> Translate words to expressions 7.EE.2</li> <li><input type="checkbox"/> Translate situation problems to algebraic expressions. 7.EE.2</li> <li><input type="checkbox"/> Simplify expressions 7.EE.2</li> <li><input type="checkbox"/> Rewrite expressions to help analyze problems 7.EE.2</li> <li><input type="checkbox"/> Explain how an equivalent expression relates to the original situation problem. 7.EE.2</li> <li><input type="checkbox"/> Solve multi-step real-world problems involving all types of rational numbers. 7.EE.3</li> <li><input type="checkbox"/> Justify the reasonableness of solutions using mental computation and estimation. 7.EE.3</li> <li><input type="checkbox"/> Apply properties of operations to solve multi-step real-world problems with all rational numbers. 7.EE.3</li> <li><input type="checkbox"/> Convert fluently between forms for common decimals, fractions, and percents. 7.EE.3</li> <li><input type="checkbox"/> Explain the connection between different forms of equivalent rational numbers.7.EE.3</li> <li><input type="checkbox"/> Construct and solve two step linear equations from real-world problems. 7.EE.4a</li> <li><input type="checkbox"/> Translate verbal situations to two step linear equations. 7.EE.4a</li> <li><input type="checkbox"/> Solve two step linear equations 7.EE.4a</li> <li><input type="checkbox"/> Explain the steps used in solving the equation. 7.EE.4a</li> <li><input type="checkbox"/> Solve two step linear equations fluently. 7.EE.4a</li> <li><input type="checkbox"/> Identify the sequence of operations used to solve a problem. 7.EE.4a</li> <li><input type="checkbox"/> Compare algebraic solutions to arithmetic solutions. 7.EE.4a</li> <li><input type="checkbox"/> Construct and solve two step linear inequalities from real-world problems. 7.EE.4b</li> <li><input type="checkbox"/> Graph the solution set of two step linear inequalities from real-world problems. 7.EE.4b</li> <li><input type="checkbox"/> Interpret and describe the solution in the context of the problem. 7.EE.4b</li> <li><input type="checkbox"/> Identify when the inequality symbol changes to its opposite. 7.EE.4b</li> <li><input type="checkbox"/> Explain when/why an open or closed dot is used on a number line. 7.EE.4b</li> <li><input type="checkbox"/> Write a linear inequality from a given graph. 7.EE.4b</li> <li><input type="checkbox"/> Compute the actual length of a figure from a scale drawing. 7.G.1</li> <li><input type="checkbox"/> Compute the actual area of a figure from a scale drawing. 7.G.1</li> </ul>	<ul style="list-style-type: none"> <li>▪ Rational</li> <li>▪ Coefficients</li> <li>▪ Factor</li> <li>▪ GCF</li> <li>▪ properties of operations</li> <li>▪ Constant</li> <li>▪ Like Terms</li> <li>▪ Monomial</li> <li>▪ Binomial</li> <li>▪ Variable</li> <li>▪ Expressions</li> <li>▪ rational numbers</li> <li>▪ estimation</li> <li>▪ mental computation</li> <li>▪ integers</li> <li>▪ fractions</li> <li>▪ decimals</li> <li>▪ equivalent</li> <li>▪ algebraic solution</li> <li>▪ arithmetic solution</li> <li>▪ two-step linear equations</li> <li>▪ Property of Equality</li> <li>▪ Inverse Operations</li> <li>▪ Linear equations</li> <li>▪ Distributive Property</li> <li>▪ two-step linear inequalities</li> <li>▪ At least</li> <li>▪ At most</li> <li>▪ <math>\leq, &lt;, &gt;, \geq</math></li> <li>▪ Inequalities</li> <li>▪ Number line</li> </ul>	<p>Make sense of problems and persevere in solving them.</p> <p>Reason abstractly and quantitatively.</p> <p>Construct viable arguments and critique the reasoning of others.</p> <p>Model with mathematics. Use appropriate tools strategically.</p> <p>Attend to precision.</p> <p>Look for and make use of structure.</p> <p>Look for and express regularity in repeated reasoning.</p>	<p><a href="http://www.nctm.org">http://www.nctm.org</a></p> <p>Performance Tasks</p> <p>Investigations</p> <p>Math Journaling</p>

<p>How do you describe triangles?</p>	<p>figures and describe the relationships between them.</p>	<ul style="list-style-type: none"> <li>❑ Apply a scale from one drawing to create a second scale for that drawing. 7.G.1</li> <li>❑ Solve problems involving scale drawings of geometric figures. 7.G.1</li> <li>❑ Construct a triangle (freehand, with ruler and protractor, and technology) given three angle measures. 7.G.2</li> <li>❑ Construct a triangle (freehand, with ruler and protractor, and technology) given three side measures. 7.G.2</li> <li>❑ Construct a geometric shape given side lengths /angle measures. 7.G.2</li> <li>❑ Describe when angle measures determine a triangle (given angles equal <math>180^\circ</math>) or no triangle (given angles are greater or less than <math>180^\circ</math>). 7.G.2</li> <li>❑ Describe when side measures determine a unique triangle (<math>a+b&gt;c</math>) or no triangle (<math>a+b \leq c</math>) 7.G.2</li> <li>❑ Define two-dimensional figures that result from slicing a right rectangular prism. 7.G.3</li> <li>❑ Define two-dimensional figures that result from slicing a right rectangular pyramid. 7.G.3</li> <li>❑ Define two-dimensional figures that result from slicing a triangular pyramid. 7.G.3</li> <li>❑ Define two-dimensional figures that result from slicing a cube. 7.G.3</li> <li>❑ Define two-dimensional figures that result from slicing a cylinder. 7.G.3</li> <li>❑ Define two-dimensional figures that results from slicing a cone. 7.G.3</li> </ul>	<ul style="list-style-type: none"> <li>▪ Closed dot</li> <li>▪ Open dot</li> <li>▪ Solution set</li> <li>▪ Graph the solution set</li> </ul>		
<p>How do you solve problems using formulas?</p>	<p>Solve real-life and mathematical problems involving angle measure, area, surface area, and volume.</p> <p style="text-align: center;"><b>Statistics &amp; Probability</b> <b>7.SP</b></p> <p>Use random sampling to draw inferences about a population.</p> <p>Draw informal comparative</p>	<ul style="list-style-type: none"> <li>❑ Derive the relationship between the circumference and area of a circle. (<math>A = Cr/2</math>.....Area of a circle = half the circumference times the radius ) Example: <math>C = 16\pi</math> find the area. 7.G.4</li> <li>❑ Solve problems utilizing the circumference of a circle formula. 7.G.4</li> <li>❑ Solve problems utilizing the area of a circle formula. 7.G.4</li> <li>❑ Define supplementary, complementary, vertical, and adjacent angles. 7.G.5</li> <li>❑ Solve for an unknown angle in a figure utilizing definitions of supplementary, complementary, vertical, and adjacent angles. 7.G.5</li> <li>❑ Solve area, volume, and surface area problems of two- and three-dimensional objects from real world situations. 7.G.6</li> <li>❑ Explain how statistics is used to gain information about a population. 7.SP.1</li> <li>❑ Evaluate the validity of a statistical sample from a population. 7.SP.1</li> <li>❑ Explain why random sampling produces a sample representative of a population. 7.SP.1</li> <li>❑ Draw inferences about a population with a certain characteristic from data gathered from a random sample. 7.SP.2</li> <li>❑ Gather data from multiple random samples of the same size in reference to a certain characteristic. 7.SP.2</li> <li>❑ Describe the variability of two numerical data sets 7.SPP.3</li> </ul>	<ul style="list-style-type: none"> <li>▪ Scale drawing</li> <li>▪ Area</li> <li>▪ Lengths</li> <li>▪ Geometric figures</li> <li>▪ Triangle inequality Theorem</li> <li>▪ Triangle angle sum theorem</li> <li>▪ Geometric figures</li> <li>▪ Uniquely defined triangle</li> <li>▪ Ambiguously defined triangle</li> <li>▪ Nonexistent triangle</li> <li>▪ Slice</li> <li>▪ Two-dimensional figures</li> <li>▪ Pyramid</li> <li>▪ rectangular prism</li> <li>▪ Cylinder</li> <li>▪ Triangular pyramid</li> <li>▪ cube, cone, circle</li> <li>▪ Circumference</li> <li>▪ Area</li> <li>▪ Diameter</li> <li>▪ Radius</li> <li>▪ vertical angles</li> <li>▪ Supplementary</li> <li>▪ Complementary</li> <li>▪ adjacent angles</li> <li>▪ Volume</li> <li>▪ surface area</li> <li>▪ two- and three-dimensional figures</li> </ul>		

How do you explain real-world problems using statistics?	inferences about two populations.	<ul style="list-style-type: none"> <li>❑ Compute the mean absolute deviation, range, and interquartile range. 7.SP.3</li> <li>❑ Describe how many times larger/smaller the variability of one data set is to another. 7.SP.3</li> <li>❑ Read and interpret data from statistical representations (box-and-whisker plot, line/dot plot). 7.SP.3</li> <li>❑ Compare/contrast measures of central tendency to draw conclusions about two random samples. 7.SP.4</li> <li>❑ Compare/contrast variability of two data sets to draw conclusions about two random samples. 7.SP.4</li> <li>❑ Read and interpret data from statistical representations (box-and-whisker plot, line/dot plot). 7.SP.4</li> </ul>	<ul style="list-style-type: none"> <li>▪ Population</li> <li>▪ Sample</li> <li>▪ Representative sample</li> <li>▪ Biased sample</li> <li>▪ Random sampling</li> <li>▪ Inferences</li> <li>▪ Validity</li> <li>▪ Inference</li> <li>▪ Random sampling</li> <li>▪ Population</li> <li>▪ Characteristic</li> </ul>		
How do you interpret data from statistical representations?	Investigate chance processes and develop, use, and evaluate probability models.	<ul style="list-style-type: none"> <li>❑ Define probability as number between 0 and 1. 7.SP.5</li> <li>❑ Describe a situation in which the event is unlikely. 7.SP.5</li> <li>❑ Identify the probability of an unlikely event as a number near 0. 7.SP.5</li> <li>❑ Describe a situation in which the event is likely. 7.SP.5</li> <li>❑ Identify the probability of a likely event as a number near 1. 7.SP.5</li> </ul>	<ul style="list-style-type: none"> <li>▪ variability (how far away from the mean)</li> <li>▪ mean absolute deviation</li> <li>▪ range</li> <li>▪ outlier</li> <li>▪ interquartile range</li> <li>▪ measures of central tendency (mean, median, mode)</li> <li>▪ variability</li> </ul>		
How do you predict future probabilities based on data?	Investigate chance processes and develop, use, and evaluate probability models.	<ul style="list-style-type: none"> <li>❑ Describe a situation in which the event is neither likely nor unlikely. 7.SP.5</li> <li>❑ Identify the probability of an event that is neither likely nor unlikely as a number near <math>\frac{1}{2}</math>. 7.SP.5</li> <li>❑ Predict the number of times an event occurs by multiplying the theoretical probability by the number of trials. 7.SP.6</li> <li>❑ Compute the experimental probability of an event occurring through repeated trials. 7.SP.6</li> <li>❑ Compare the theoretical probability of an event occurring and the experimental probability. 7.SP.6</li> <li>❑ Predict future probabilities based on data collected 7.SP.6</li> <li>❑ Create a uniform probability model (a situation in which all outcomes are equally likely). 7.SP.7a</li> <li>❑ Calculate simple probabilities of events. 7.SP.7a</li> <li>❑ Design an experiment to investigate the likelihood of an outcome. 7.SP.7b</li> <li>❑ Compare the results of a series of trials and draw conclusions. 7.SP.7b</li> <li>❑ Calculate compound probabilities 7.SP.8a</li> <li>❑ Determine the total number of possible outcomes (sample space or Counting Principle). 7.SP.8a</li> <li>❑ Define compound probabilities as fractions of the sample space taken from. 7.SP.8a</li> <li>❑ Construct a tree diagram, list, or table to illustrate all possible outcomes of a compound event. 7.SP.8b</li> <li>❑ Calculate the probability of a compound event based on a table, list, or tree diagram. 7.SP.8b</li> </ul>	<ul style="list-style-type: none"> <li>▪ Probability</li> <li>▪ Event</li> <li>▪ Likely event</li> <li>▪ Unlikely event</li> <li>▪ Outcomes</li> <li>▪ Possible outcomes</li> <li>▪ Favorable outcomes</li> <li>▪ Theoretical probability</li> <li>▪ Experimental probability</li> <li>▪ Trials</li> <li>▪ simple probability</li> </ul>		
What is the constant of proportionality?					
How do you use formulas to solve proportional					

<p>relationships?</p> <p>How do you apply properties to solve rational numbers problems?</p> <p>How can a negative symbol be written in a fraction?</p> <p>How do you multiply and divide rational numbers?</p>	<p style="text-align: center;"><b>Ratios &amp; Proportional Relationships</b> <b>7.RP</b></p> <p>Analyze proportional relationships and use them to solve real-world and mathematical problems.</p> <p style="text-align: center;"><b>The Number System</b> <b>7.NS</b></p> <p>Apply and extend</p>	<ul style="list-style-type: none"> <li>❑ Design a simulation to generate data for compound events. 7.SP.8c</li> <li>❑ Calculate the probability of a compound event from data generated in a simulation. 7.SP.8c</li> <li>❑ Solve unit rate problems that have fractional quantities. (Problems may require solving complex fractions). 7.RP.1</li> <li>❑ Solve ratio problems whose quantities are lengths of the same unit and different units. 7.RP.1</li> <li>❑ Solve ratio problems whose quantities are areas of the same unit and different units. 7.RP.1</li> <li>❑ Solve ratio problems of other quantities with the same unit and different units. 7.RP.1</li> <li>❑ Divide two fractions by taking the reciprocal of the divisor. 7.RP.1</li> <li>❑ Compute the unit rate. 7.RP.1</li> <li>❑ Calculate the cross product to determine if the two ratios are in proportion (equivalent).7.RP.2a</li> <li>❑ Analyze ratios in a table to determine if the ratios are equivalent by finding the constant of proportionality (slope). 7RP.2a</li> <li>❑ Graph ratios on a coordinate plane to determine if the ratios are proportional by observing if the graph is a straight line through the origin (<math>y = mx</math>, where <math>m</math> is the slope/constant of proportionality). 7.RP.2a</li> <li>❑ Solve proportions by cross multiplication. 7.RP.2a</li> <li>❑ Write and solve proportions. 7.RP.2a</li> <li>❑ Calculate the constant of proportionality/unit rate from a table or diagram. 7.RP.2b</li> <li>❑ Compute the rate of change/slope from a graph (rise over run) or equation (<math>m</math> in <math>y=mx</math>). 7.RP.2b</li> <li>❑ Calculate the constant of proportionality/unit rate given a verbal description of a proportional relationship 7.RP.2b</li> <li>❑ Write an equation from a proportional relationship. 7.RP.2c</li> <li>❑ Solve equations created from proportional relationships. 7RP.2c</li> <li>❑ Define the rate of proportionality from a graph.7.RP.2d</li> <li>❑ Explain the meaning of a point on a graph <math>y=mx</math> of a real life situation. 7.RP.2d</li> <li>❑ Calculate the unit rate by identifying that on a graph when the <math>x</math>-coordinate is 1, the <math>y</math>-coordinate is the unit rate. 7.RP.2d</li> <li>❑ Solve multistep ratio problems using proportions. Focus on simple interest, tax, markups/downs, gratuities and commissions, fees, percent increase/decrease, and percent error. 7.RP.3</li> <li>❑ Solve multistep percent problems using proportions. Focus on simple interest, tax, markups/downs, gratuities and commissions, fees, percent increase/decrease, and percent error. 7.RP.3</li> <li>❑ Solve problems where two quantities add to make a sum of 0 (additive inverse).</li> </ul>	<ul style="list-style-type: none"> <li>▪ Equally likely</li> <li>▪ Uniform probability model</li> <li>▪ probability model (not uniform)</li> <li>▪ probability model (uniform)</li> <li>▪ frequencies</li> <li>▪ data</li> <li>▪ tree diagrams</li> <li>▪ simulation</li> <li>▪ sample space</li> <li>▪ compound events</li> <li>▪ simple events</li> <li>▪ outcomes</li> <li>▪ Fundamental Counting Principle</li> <li>▪ Lists</li> <li>▪ Tables</li> <li>▪ Compound events</li> <li>▪ Data</li> <li>▪ Ratio</li> <li>▪ Complex fraction</li> <li>▪ Unit rate</li> <li>▪ Rate</li> <li>▪ Proportion</li> <li>▪ Equivalent</li> <li>▪ constant of proportionality</li> <li>▪ rate of change</li> <li>▪ slope</li> <li>▪ cross product</li> <li>▪ origin</li> <li>▪ quantities</li> <li>▪ proportional relationship</li> <li>▪ rate of change</li> <li>▪ direct proportional relationship</li> <li>▪ x-coordinate</li> </ul>		
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	<p>previous understandings of operations with fractions to add, subtract, multiply, and divide rational numbers.</p> <p>Apply and extend previous understandings of operations with fractions to add, subtract, multiply, and divide rational numbers.</p>	<p>7.NS.1a</p> <ul style="list-style-type: none"> <li>❑ Describe real world situations where two quantities add to make a sum of zero. 7.NS.1a</li> <li>❑ Define the sum of two rational numbers as the distance one addend is away from the total by the absolute value of the other addend. 7.NS.1b</li> <li>❑ Define the direction of the distance on a number line based on the sign of the addend. Negative is left/down and positive is right/up. 7.NS.1b</li> <li>❑ Define additive inverse as a rational number added to its negative which results in a sum of zero. 7.NS.1b</li> <li>❑ Solve real world problems involving adding rational numbers. 7.NS.1b</li> <li>❑ Compare subtracting rational numbers to adding the additive inverse. 7.NS.1c</li> <li>❑ Prove that the distance between two rational numbers is equal to the absolute value of their difference. 7.NS.1c</li> <li>❑ Solve real world problems describing the skill above 7.NS.1c</li> <li>❑ Apply commutative, associative, additive inverse, and distributive properties to solve addition and subtraction of rational numbers. 7.NS.1d</li> </ul> <p>7.NS.2a</p> <ul style="list-style-type: none"> <li>❑ Apply and extend the commutative, associative, and distributive property of multiplication from fractions to rational numbers. Focus on the distributive property. 7.NS.2a</li> <li>❑ Prove the rules for multiplying signed numbers by applying the distributive property. 7.NS.2a</li> <li>❑ Solve real-world problems involving signed numbers. 7.NS.2a</li> <li>❑ Define the quotient of two integers (divisor not = 0) as a rational number. 7.NS.2b</li> <li>❑ Solve real word problems involving division of rational numbers. 7.NS.2b</li> <li>❑ Explain that a negative symbol can be written in the numerator, denominator, or next to the fraction without changing the value of the fraction. 7.NS.2b</li> <li>❑ Multiply and divide rational numbers by applying commutative, associative, and distributive properties. 7NS.2c</li> <li>❑ Divide the numerator of a fraction by its denominator using long division. 7.NS.2d</li> <li>❑ Define a rational number as a decimal that terminates or eventually repeats. 7.NS.2d</li> <li>❑ Solve real world problems involving all four operations with rational numbers. 7.NS.3</li> </ul>	<ul style="list-style-type: none"> <li>▪ y-coordinate</li> <li>▪ additive inverse</li> <li>▪ rational numbers</li> <li>▪ Distance</li> <li>▪ Addend</li> <li>▪ Sum</li> <li>▪ additive inverse</li> <li>▪ absolute value</li> <li>▪ distance</li> <li>▪ commutative property</li> <li>▪ associative property</li> <li>▪ distributive property</li> <li>▪ fractions</li> <li>▪ signed numbers</li> <li>▪ Division</li> <li>▪ rational numbers</li> <li>▪ negative symbol</li> <li>▪ integer</li> <li>▪ numerator</li> <li>▪ denominator</li> <li>▪ quotient</li> <li>▪ divisor</li> <li>▪ long division</li> <li>▪ fractions</li> <li>▪ numerator</li> <li>▪ denominator</li> <li>▪ divide</li> <li>▪ terminates</li> <li>▪ repeats</li> <li>▪ add</li> <li>▪ subtract</li> <li>▪ multiply</li> <li>▪ divide</li> <li>▪ rational numbers</li> <li>▪ order of operations</li> </ul>		
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