

Topic	Level 1	Level 2	Level 3	Level 4
Polygons	Struggles to <u>identify</u> , <u>explain</u> , and <u>show</u> the difference between regular and irregular POLYGONS.	Sometimes can <u>identify</u> , <u>explain</u> , and <u>show</u> the difference between regular and irregular POLYGONS.	Can <u>identify</u> , <u>explain</u> , and <u>show</u> the difference between regular and irregular POLYGONS.	Can <i>thoroughly</i> <u>identify</u> , <u>explain</u> , and show the difference between regular and irregular POLYGONS.
Angles - Classify	Struggles to <u>identify</u> , <u>describe</u> , and <u>show</u> acute , right , obtuse , and straight ANGLES.	Sometimes can <u>identify</u> , <u>describe</u> , and <u>show</u> acute , right , obtuse , and straight ANGLES.	Can <u>identify</u> , <u>describe</u> , and <u>show</u> acute , right , obtuse , and straight ANGLES.	Can <i>thoroughly</i> <u>identify</u> , <u>describe</u> , and <u>show</u> acute , right , obtuse , and straight ANGLES.
Angles - Create	Struggles to <u>use</u> a protractor to <u>measure</u> and <u>create</u> ANGLES up to 90 degrees (including 30, 45, and 60 degrees).	Sometimes can <u>use</u> a protractor to <u>measure</u> and <u>create</u> ANGLES up to 90 degrees (including 30, 45, and 60 degrees).	Can <u>use</u> a protractor to <u>measure</u> and <u>create</u> ANGLES up to 90 degrees (including 30, 45, and 60 degrees).	Can <i>accurately</i> <u>use</u> a protractor to <u>measure</u> and <u>create</u> ANGLES up to 90 degrees (including 30, 45, and 60 degrees).
Triangles	Struggles to <u>classify</u> and <u>construct</u> TRIANGLES according to their angles and side measurements .	Sometimes can <u>classify</u> and <u>construct</u> TRIANGLES according to their angles and side measurements .	Can <u>classify</u> and <u>construct</u> TRIANGLES according to their angles and side measurements .	Can <i>accurately</i> <u>classify</u> and <u>construct</u> TRIANGLES according to their angles and side measurements .
3-D Geomtry	Struggles to <u>identify</u> , <u>describe</u> , and <u>create</u> prisms , right prisms , and pyramids .	Sometimes can <u>identify</u> , <u>describe</u> , and <u>create</u> prisms , right prisms , and pyramids .	Can <u>identify</u> , <u>describe</u> , and <u>create</u> prisms , right prisms , and pyramids .	Can <i>thoroughly</i> <u>identify</u> , <u>describe</u> , and <u>create</u> prisms , right prisms , and pyramids .