# GRADE 7 MATHEMATICS Performance Criteria

#### Overview

In 7th grade, students focus on using their understanding of ratios and rates to solve real-world problems involving proportional relationships, solving problems involving positive and negative rational numbers, and working with mathematical expressions and linear equations.

# RATIOS, RATES, & RELATIONSHIPS:

# **Real World Problems**

Solve real-world rate, ratio, proportion and percent problems involving discounts, markups, markdowns, interest, taxes, tips, commissions, percent increase or decrease.

# **Unit Rate of Change**

Understand variables as symbols for numbers, or values, not yet known – for example, x and y are the variables in y = 2x + 6. Using equations, tables, graphs, and descriptions, identify the unit rate of change – a ratio comparing the change in one quantity to a 1-unit change in another quantity.

# **Calculating Unit Rates**

Calculate unit rates associated with ratios of fractions including ratios of lengths and areas and quantities measured in different units.

# ADDITION, SUBTRACTION, MULTIPLICATION, & DIVISION:

#### **Multi-Step Real World Problems**

Add, subtract, multiply, and divide with positive and negative rational numbers in any form – including whole numbers, fractions, or decimals. Understand that numbers cannot be divided by 0. Use these skills to solve multi-step real-world problems.

#### **Long Division**

Convert rational numbers to decimals using long division.

# **EXPRESSIONS & EQUATIONS:**

#### **Generating Simple Equations**

Use letters to represent numbers in real-world math problems and generate simple equations to solve them. Graph the solution set when there are multiple answers.

# **Solving for X**

Determine the value of the variable in an equation, and a multi-step equation.

# **Writing Equivalent Expressions**

Using diagrams as tools, understand and generate equivalent mathematical expressions.

# **GEOMETRY:**

# **Understanding Scale**

Use understanding of ratio and proportion to understand scale: the ratio of the length in a drawing (or model) of an object to the length of the actual object. In the example problem figures, scale of the top figure to the bottom figure is 1:2 ("one to two"). Change scale and compute actual lengths and areas of geometric figures.

# STATISTICS & PROBABILITY:

# Samples

Understand the concept of random sampling and representative sample size. Use random sampling to draw conclusions or inferences about a population from a representable sample.

# **Understanding Probability**

Understand probability as a mathematical representation of the likelihood that something, like an event or a result, will happen. Larger numbers represent greater likelihood.

# **Calculating Probability**

Calculate probability by dividing the number of chances that the event or result will happen by the number of possible outcomes – for example, if there are 10 oranges, 5 peaches, and 15 apples in a bag, the probability of randomly selecting a peach is 5 out of 30 (5/30 or 1/6). Calculate probabilities of simple and compound events.