CMP/TEKS CORRELATION

7th Grade

TEKS Description	CMP Unit	Investigation	Notes
7.01.(A) compare and order integers and positive rational numbers	Accentuate the Negative	1.1 Playing MathMania; informally covered. 1.2 Winning the Game 1.3 Measuring Temperature 1 ACE (24-25)	
7.01.(A) compare and order integers and positive rational numbers	Comparing & Scaling	1.1 Writing Ads 1 ACE (6-11)	
7.01.(A) compare and order integers and positive rational numbers	Data Around Us	3.2 Getting Things in Order	
7.01.(B) convert between fractions, decimals, whole numbers, and percents mentally, on paper, or with a calculator	Comparing & Scaling	1.2 Targeting an Audience 2.1 Comparing Leisure Activities	
7.01.(B) convert between fractions, decimals, whole numbers, and percents mentally, on paper, or with a calculator	Data Around Us	3.4 Comparing Hog Populations 3 ACE (5)	
7.01.(C) represent squares and square roots using geometric models			Be sure 6th grade teachers bring this TEKS out in Prime Time Inv. 3 and introduce the term “square root.” Bring it out in the 7th grade units Filling and Wrapping when looking at squares and in Stretching and Shrinking Inv. 3 when building reptiles with squares. 7.01.(C) also will be covered in the 8th grade unit Looking for Pythagoras.
7.02.(A) represent multiplication and division situations involving fractions and decimals with concrete models, pictures, words, and numbers	What Do You Expect?	2.1 Playing the Addition Game 2.2 Playing the Multiplication Game 2 ACE (2-4) 5.1 Expected Value	
7.02.(B) use addition, subtraction, multiplication, and division to solve problems involving fractions and decimals	Comparing & Scaling	4.2 Using Unit Rates 4.3 Solving Problems with Rates 4.4 Buying Beads 5.3 Finding Population Densities 5.4 Comparing the Dakotas 6.2 Using Rules of Thumb	

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TEKS Description	CMP Unit	Investigation	Notes
7.02.(C) use models to add, subtract, multiply, and divide integers and connect the actions to algorithms	Accentuate the Negative	2.1 Adding on a Number Line 2.2 Inventing a New Model 3.1 Subtracting on a Chip Board 3.2 Subtracting on a Number Line 3.3 Exploring Patterns 4.1 Rising and Falling Temperatures 4.2 Studying Multiplication Patterns 4.3 Playing the Integer Product Game 4.4 Dividing Integers	
7.02.(D) use division to find unit rates and ratios in proportional relationships such as speed, density, price, recipes, and student-teacher ratio;	Comparing & Scaling	1.1 Writing Ads 1.2 Targeting an Audience 3.1 Mixing Juice 3.2 Helping the Cook 4.1 Comparing Fuel Economy 4.2 Using Unit Rates 5.3 Finding Population Densities 5.4 Comparing the Dakotas	
7.02.(D) use division to find unit rates and ratios in proportional relationships such as speed, density, price, recipes, and student-teacher ratio;	Data Around Us	6.3 Comparing by Using Rates	
7.02.(E) simplify numerical expressions involving order of operations and exponents	Accentuate the Negative	5.2 Breaking Even	
7.02.(E) simplify numerical expressions involving order of operations and exponents	Stretching & Shrinking	2.1 Drawing Wumps 2.3 Making Wump Hats	
7.02.(F) select and use appropriate operations to solve problems and justify the selections			This is similar to the process strand which is embedded throughout the curriculum. Bits and Pieces II covers rational numbers; Accentuate the Negative covers integers.

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TEKS Description	CMP Unit	Investigation	Notes
7.02.(G) determine the reasonableness of a solution to a problem	CMP Curriculum		Reasonableness is covered throughout this curriculum. For example in Bits and Pieces II Inv. 3 ACE problems 1–4, 11–19, and 37. The TAAS questions deal with ranges and are in a unique format. This may be handled in warm-ups.
7.03.(A) estimate and find solutions to application problems involving percent	Comparing & Scaling	2.1 Comparing Leisure Activities 2.2 Comparing Your Class to the Nation 2 ACE (2-3, 5-6, 9-11, 25-26)	
7.03.(A) estimate and find solutions to application problems involving percent	Data Around Us	5.1 Going Hog Wild	
7.03.(A) estimate and find solutions to application problems involving percent	Stretching & Shrinking	4.3 Making Copies	
7.03.(A) estimate and find solutions to application problems involving percent	What Do You Expect?	5.2 Finding Expected Value	
7.03.(B) estimate and find solutions to application problems involving proportional relationships such as similarity, scaling, unit costs, and related measurement units	Comparing & Scaling	3.3 Sharing Pizza 4.4 Buying Beads 5.1 Estimating the Size of a Crowd 5.2 Estimating a Deer Population	
7.03.(B) estimate and find solutions to application problems involving proportional relationships such as similarity, scaling, unit costs, and related measurement units	Stretching & Shrinking	2.2 Nosing Around 2.2 Follow-up 2.3 Follow-Up 3.1 Identifying Similar Figures 4.1 Using Similarity to Solve a Mystery 4.2 Scaling 4.4 Using Map Scales 5.1 Using Shadows to Find Heights 5.2 Using Mirrors to Find Heights 5.3 Using Similar Triangles to Find Distances	

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TEKS Description	CMP Unit	Investigation	Notes
7.04.(A) generate formulas involving conversions, perimeter, area,circumference, volume, and scaling	Filling & Wrapping	2.1 Packaging Blocks 2.2 Saving Trees 3.1 Filling Rectangular Boxes 4.1 Filling a Cylinder	
7.04.(B) graph data to demonstrate relationships in familiar concepts such as conversions, perimeter, area, circumference, volume, and scaling	Filling & Wrapping	2.1 Packaging Blocks 2 ACE (10)	
7.04.(B) graph data to demonstrate relationships in familiar concepts such as conversions, perimeter, area, circumference, volume, and scaling	Variables & Patterns	3.2 Finding Customers 3 ACE (7-8)	
7.04.(C) describe the relationship between the terms in a sequence and their positions in the sequence			This is covered in the 7th grade unit Variables and Patterns; however, the teacher must use the vocabulary words “term” and “sequence.” For example, see page 65 problem 3. 7.04.(C) and related vocabulary are covered extensively in 8th grade units.
7.05.(A) use concrete models to solve equations and use symbols to record the actions	Accentuate the Negative	2.2 Inventing a New Model 3.1 Subtracting on a Chip Board 3.4 “Undoing” with Addition and Subtraction	
7.05.(A) use concrete models to solve equations and use symbols to record the actions	Filling & Wrapping	2.1 Packaging Blocks 3.1 Filling Rectangular Boxes 3.2 Burying Garbage 3 ACE (16) 4.1 Filling a Cylinder 4.3 Designing a New Juice 4 ACE (12-13) 6.1 Building a Bigger Box 6.2 Scaling Up the Compost Box	
7.05.(A) use concrete models to solve equations and use symbols to record the actions	Moving Straight Ahead	1.1A Wasting Water	

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7th Grade

TEKS Description	CMP Unit	Investigation	Notes
7.05.(B) formulate a possible problem situation when given a simple equation	Comparing & Scaling	4.2 Using Unit Rates 4.4 Buying Beads 5.4 Comparing the Dakotas	
7.05.(B) formulate a possible problem situation when given a simple equation	Variables & Patterns	4.1 Heading Home 4.2 Changing Speeds 4 ACE (12-13) 5.1 Using a Calculator 5.2 Making Tables on a Calculator	
7.05.(B) formulate a possible problem situation when given a simple equation	What Do You Expect ?	1.2 Matching Colors	
7.06.(A) use angle measurements to classify pairs of angles as complementary or supplementary	Stretching & Shrinking	5 ACE (16) 6.1 Stretching & Stretching with a Computer	Does not appear explicitly, but this is the best place to supplement and discuss complementary and supplementary angles
7.06.(B) use properties to classify shapes including triangles, quadrilaterals, pentagons, and circles	Stretching & Shrinking	3.2 Building with Rep-tiles 3.3 Subdividing to Find Rep-tiles	
7.06.(C) use properties to classify solids, including pyramids, cones, prisms, and cylinders	Filling & Wrapping	3.3 Filling Fancy Boxes 4.2 Making a Cylinder from a Flat Pattern 5 ACE (12)	
7.06.(D) use critical attributes to define similarity	Stretching & Shrinking	1.1 Stretching a Figure 2.1 Drawing Wumps 2.2 Nosing Around 2.3 Making Wump Hats 3.1 Identifying Similar Figures 3.2 Building with Rep-tiles 3.3 Subdividing to Find Rep-tiles	
7.07.(A) locate and name points on a coordinate plane using ordered pairs of integers	Accentuate the Negative	5.1 Extending the Coordinate Graph	
7.07.(A) locate and name points on a coordinate plane using ordered pairs of integers	Stretching & Shrinking	2.1 Drawing Wumps 2.3 Making Wump Hats	

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TEKS Description	CMP Unit	Investigation	Notes
7.07.(A) locate and name points on a coordinate plane using ordered pairs of integers	Variables & Patterns	1.2 Making Graphs 2.2 Day 2: Atlantic City to Lewes 3.2 Finding Customers 4.1 Heading Home	
7.07.(B) graph translations on a coordinate plane	Stretching & Shrinking	2.3 Making Wump Hats 2 ACE (10)	
7.08.(A) sketch a solid when given the top, side, and front views			This is covered in the 6th grade unit Ruins of Montarek. The teacher could also bring it up during Filling and Wrapping in Inv 1.
7.08.(B) make a net (two-dimensional model) of the surface area of a solid	Filling & Wrapping	1.1 Making Cubic Boxes 1.2 Making Rectangular Boxes 1.3 Flattening a Box 1.4 Follow-Up 2 ACE (5) 4.2 Making a Cylinder from a Flat Pattern 4.3 Designing a New Juice Container	
7.08.(C) use geometric concepts and properties to solve problems in fields such as art and architecture	Filling & Wrapping	1.1 Making Cubic Boxes 2.1 Packaging Blocks 2.2 Saving Trees 2 ACE (12-13) Unit Project- Package Design Contest	
7.08.(C) use geometric concepts and properties to solve problems in fields such as art and architecture	Stretching & Shrinking	4.1 Using Similarity to Solve a Mystery 4.2 Scaling Up 4.3 Making Copies 4.4 Using Map Scales 5.1 Using Shadows to Find Heights 5.2 Using Mirrors to Find Heights 5.3 Using Similar Triangles to Find Distances	
7.09.The student is expected to estimate measurements and solve application problems involving length (including perimeter and circumference), area, and volume	Comparing & Scaling	5.1 Estimating the Size of a Crowd	

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TEKS Description	CMP Unit	Investigation	Notes
7.09.The student is expected to estimate measurements and solve application problems involving length (including perimeter and circumference), area, and volume	Data Around Us	2.2 Finding Benchmarks for Units of Measure 2.3 Developing a Sense of Large Numbers 4.1 Thinking Big 5.2 Recycling Cans 5.4 Making Mountains out of Molehills	
7.09.The student is expected to estimate measurements and solve application problems involving length (including perimeter and circumference), area, and volume	Filling & Wrapping	2.1 Packaging Blocks 2.2 Saving Trees 2 ACE (12-13) 3.2 Burying Garbage	
7.09.The student is expected to estimate measurements and solve application problems involving length (including perimeter and circumference), area, and volume	Moving Straight Ahead	5.1 Climbing Stairs	
7.09.The student is expected to estimate measurements and solve application problems involving length (including perimeter and circumference), area, and volume	Stretching & Shrinking	1.1 Stretcing a Figure	
7.10.(A) construct sample spaces for compound events (dependent and independent)	What Do You Expect?	1.1 What's in the Bucket? 1.4 Making Counting Trees 2.1 Playing the Addition Game 2.2 Playing the Multiplication Game 3.1 Cracking Level 1 3.2 Cracking Level 2 4.1 Follow-Up 4.2 Finding the Best Arrangement 5.1 Shooting the One-and-One 5.2 Finding Expected Value 6.2 Choosing the Best Game 6.3 Taking a Computer Safari 7.1 Counting Puppies Unit Project- The Carnival Game	

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TEKS Description	CMP Unit	Investigation	Notes
7.10.(B) find the approximate probability of a compound event through experimentation	What Do You Expect?	1.1 What's in the Bucket? 1.2 Matching Colors 1.3 Making Purple 2.1 Playing the Addition Game 2.2 Playing the Multiplication Game 4.1 Finding the Best Arrangement 5.1 Shooting the One-and-One 6.1 Drawing Marbles 7.2 Guessing Answers Unit Project-The Carnival Game	
7.11.(A) select and use an appropriate representation for presenting collected data and justify the selection	Variables & Patterns	1.2 Follow-Up 2.2 Day 2: Atlantic City to Lewes 2.3 Day 3: Lewes to Chincoteague Island	
7.11.(B) make inferences and convincing arguments based on an analysis of given or collected data	Comparing & Scaling	1.2 Targeting an Audience 1.3 Getting the Message Across 2.1 Comparing Leisure Activites 2.2 Comparing Your Class to the Nation 4.1 Comparing Fuel Economy 4.2 Using Unit Rates 4.3 Solving Problems with Rates 4.4 Buying Beads 5.1 Estimating the Size of a Crowd 5.2 Estimating the Deer Population 5.3 Finding Population Density 6.3 Selecting Delegates	
7.11.(B) make inferences and convincing arguments based on an analysis of given or collected data	Moving Straight Ahead	1.1A Wasting Water 1.1B Bouncing Balls 2.2 Changing the Walking Rate 2.3 Walking for Charity 2.4 Walking to Win 2.5 Crossing the Line 3.1 Getting the Point 3.2 Graphing Lines 3.4 Planning a Skating Party	

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7th Grade

TEKS Description	CMP Unit	Investigation	Notes
7.11.(B) make inferences and convincing arguments based on an analysis of given or collected data	Variables & Patterns	1.1 Follow-Up 1.2 Making Graphs 2.1 Day 1: Philadelphia to Atlantic City 2.2 Follow-Up 2.3 Day 3: Lewes to Chincoleague Island 2.4 Day 4: Chincoteague Island to Norfolk 2.5 Day 5: Norfolk to Williamsburg	
7.11.(B) make inferences and convincing arguments based on an analysis of given or collected data	Variables & Patterns	3.1 Renting Bicycles 3.2 Finding Customers 3.3 Predicting Profit 3.4 Paying Bills and Counting Profits 4.2 Changing Speeds	
7.11.(B) make inferences and convincing arguments based on an analysis of given or collected data	What Do You Expect?	1.3 Making Purple 2.1 Playing the Addition Game 2.2 Playing the Multiplication Game	
7.12(A) describe a set of data using mean, median, mode, and range	Accentuate the Negative	5 ACE (13)	Also in Data About Us.
7.12(A) describe a set of data using mean, median, mode, and range	Data Around Us	5.1 Going Hog Wild 5.2 Recycling Cans 5.3 Going Down the Drain	
7.12(A) describe a set of data using mean, median, mode, and range	Variables & Patterns	1 ACE (6)	
7.12.(B) choose among mean, median, mode, or range to describe a set of data and justify the choice for a particular situation	Data Around Us	5.1 Going Hog Wild 5.2 Recycling Cans	Also in Data About Us.