

CMP/TEKS CORRELATION BY UNIT

7th Grade

CMP Unit	Investigation	TEKS Description	Notes
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	
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.(C) use models to add, subtract, multiply, and divide integers and connect the actions to algorithms	
Accentuate the Negative	5.2 Breaking Even	7.02.(E) simplify numerical expressions involving order of operations and exponents	
Accentuate the Negative	2.2 Inventing a New Model 3.1 Subtracting on a Chip Board 3.4 "Undoing" with Addition and	7.05.(A) use concrete models to solve equations and use symbols to record the actions	
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	
Accentuate the Negative	5 ACE (13)	7.12(A) describe a set of data using mean, median, mode, and range	Also in Data About Us.
Comparing & Scaling	1.1 Writing Ads 1 ACE (6-11)	7.01.(A) compare and order integers and positive rational numbers	
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	
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	7.02.(B) use addition, subtraction, multiplication, and division to solve problems involving fractions and decimals	

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Comparing & Scaling	1.1 Writing Ads	7.02.(D) use division to find unit rates and ratios in proportional relationships such as speed, density, price, recipes, and student-teacher ratio;	
	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		
Comparing & Scaling	2.1 Comparing Leisure Activities	7.03.(A) estimate and find solutions to application problems involving percent	
	2.2 Comparing Your Class to the Nation		
	2 ACE (2-3, 5-6, 9-11, 25-26)		
Comparing & Scaling	3.3 Sharing Pizza	7.03.(B) estimate and find solutions to application problems involving proportional relationships such as similarity, scaling, unit costs, and related measurement units	
	4.4 Buying Beads		
	5.1 Estimating the Size of a Crowd		
	5.2 Estimating a Deer Population		
Comparing & Scaling	4.2 Using Unit Rates	7.05.(B) formulate a possible problem situation when given a simple equation	
	4.4 Buying Beads		
	5.4 Comparing the Dakotas		
Comparing & Scaling	5.1 Estimating the Size of a Crowd	7.09.The student is expected to estimate measurements and solve application problems involving length (including perimeter and circumference), area, and volume	
Comparing & Scaling	1.2 Targeting an Audience	7.11.(B) make inferences and convincing arguments based on an analysis of given or collected data	
	1.3 Getting the Message Across		
	2.1 Comparing Leisure Activities		
	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			

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CMP Unit	Investigation	TEKS Description	Notes
Data Around Us	3.2 Getting Things in Order	7.01.(A) compare and order integers and positive rational numbers	
Data Around Us	3.4 Comparing Hog Populations 3 ACE (5)	7.01.(B) convert between fractions, decimals, whole numbers, and percents mentally, on paper, or with a calculator	
Data Around Us	6.3 Comparing by Using Rates	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	5.1 Going Hog Wild	7.03.(A) estimate and find solutions to application problems involving percent	
Data Around Us	2.2 Finding Benchmarks for Units of 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	
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	
Data Around Us	5.1 Going Hog Wild 5.2 Recycling Cans	7.12.(B) choose among mean, median, mode, or range to describe a set of data and justify the choice for a particular situation	Also in Data About Us.
Filling & Wrapping	2.1 Packaging Blocks 2.2 Saving Trees 3.1 Filling Rectangular Boxes 4.1 Filling a Cylinder	7.04.(A) generate formulas involving 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	

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CMP Unit	Investigation	TEKS Description	Notes
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	
Filling & Wrapping	3.3 Filling Fancy Boxes 4.2 Making a Cylinder from a Flat Pattern 5 ACE (12)	7.06.(C) use properties to classify solids, including pyramids, cones, prisms, and cylinders	
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.(B) make a net (two-dimensional model) of the surface area of a solid	
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	
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	1.1A Wasting Water	7.05.(A) use concrete models to solve equations and use symbols to record the actions	
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	

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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	7.11.(B) make inferences and convincing arguments based on an analysis of given or collected data	
Stretching & Shrinking	2.1 Drawing Wumps 2.3 Making Wump Hats	7.02.(E) simplify numerical expressions involving order of operations and exponents	
Stretching & Shrinking	4.3 Making Copies	7.03.(A) estimate and find solutions to application problems involving percent	
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	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	5 ACE (16) 6.1 Stretching & Stretching with a	7.06.(A) use angle measurements to classify pairs of angles as complementary or supplementary	Does not appear explicitly, but this is the best place to supplement and discuss complementary and supplementary angles
Stretching & Shrinking	3.2 Building with Rep-tiles 3.3 Subdividing to Find Rep-tiles	7.06.(B) use properties to classify shapes including triangles, quadrilaterals, pentagons, and circles	

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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	7.06.(D) use critical attributes to define similarity	
Stretching & Shrinking	2.1 Drawing Wumps 2.3 Making Wump Hats	7.07.(A) locate and name points on a coordinate plane using ordered pairs of integers	
Stretching & Shrinking	2.3 Making Wump Hats 2 ACE (10)	7.07.(B) graph translations on a coordinate plane	
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	7.08.(C) use geometric concepts and properties to solve problems in fields such as art and architecture	
Stretching & Shrinking	1.1 Stretcing a Figure	7.09.The student is expected to estimate measurements and solve application problems involving length (including perimeter and circumference), area, and volume	
Variables & Patterns	3.2 Finding Customers 3 ACE (7-8)	7.04.(B) graph data to demonstrate relationships in familiar concepts such as conversions, perimeter, area, circumference, volume, and scaling	
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	
Variables & Patterns	1.2 Making Graphs 2.2 Day 2: Atlantic City to Lewes 3.2 Finding Customers 4.1 Heading Home	7.07.(A) locate and name points on a coordinate plane using ordered pairs of integers	

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Variables & Patterns	1.2 Follow-Up 2.2 Day 2: Atlantic City to Lewes 2.3 Day 3: Lewes to Chincoteague Island	7.11.(A) select and use an appropriate representation for presenting collected data and justify the selection	
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 Chincoteague 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	
Variables & Patterns	1 ACE (6)	7.12(A) describe a set of data using mean, median, mode, and range	
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.(A) represent multiplication and division situations involving fractions and decimals with concrete models, pictures, words, and numbers	
What Do You Expect?	5.2 Finding Expected Value	7.03.(A) estimate and find solutions to application problems involving percent	
What Do You Expect ?	1.2 Matching Colors	7.05.(B) formulate a possible problem situation when given a simple equation	

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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	7.10.(A) construct sample spaces for compound events (dependent and independent)	
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	7.10.(B) find the approximate probability of a compound event through experimentation	
What Do You Expect?	1.3 Making Purple 2.1 Playing the Addition Game 2.2 Playing the Multiplication Game	7.11.(B) make inferences and convincing arguments based on an analysis of given or collected data	

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CMP Unit	Investigation	TEKS Description	Notes
		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.(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.
		7.02.(G) determine the reasonableness of a solution to a problem	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.

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CMP Unit

Investigation

TEKS Description

Notes

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.

7.08.(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.