



Mathematics I | Wyoming Mathematics Content and Performance Standards Correlation to Eureka Math^{2®}

When the original *Eureka Math*® curriculum was released, it quickly became the most widely used K-5 mathematics curriculum in the country. Now, the Great Minds® teacher-writers have created *Eureka Math*^{2®}, a groundbreaking new curriculum that helps teachers deliver exponentially better math instruction while still providing students with the same deep understanding of and fluency in math. *Eureka Math*² carefully sequences mathematical content to maximize vertical alignment—a principle tested and proven to be essential in students' mastery of math—from kindergarten through high school.

While this innovative new curriculum includes all the trademark Eureka Math aha moments that have been delighting students and teachers for years, it also boasts these exciting new features:

Teachability

Eureka Math² employs streamlined materials that allow teachers to plan more efficiently and focus their energy on delivering high-quality instruction that meets the individual needs of their students. Differentiation suggestions, slide decks, digital interactives, and multiple forms of assessment are just a few of the resources built right into the teacher materials.

Accessibility

Eureka Math² incorporates Universal Design for Learning principles so all learners can access the mathematics and take on challenging math concepts. Student supports are built into the instructional design and are clearly identified in the Teach book. Further, the curriculum carries a focus on readability. By eliminating unnecessary words and using simple, clear sentences, the Eureka Math² teacher-writers have created one of the most readable mathematics curricula on the market. The curriculum's readability and accessibility help all students see themselves as mathematical thinkers and doers who are fully capable of owning their mathematics learning.

Digital Engagement

The digital elements of *Eureka Math*² add to students' engagement with the math. The curriculum provides teachers with digital slides for each lesson. In addition, each grade level includes wordless videos that spark students' interest and curiosity. Students at all levels work through mathematical explorations that help lead to their own mathematical discoveries. Digital lessons and videos provide opportunities for students to wonder, explore, and make sense of mathematics, which contributes to the development of a strong, positive mathematical identity.

Standards for Mathematical Practice

Aligned Components of Eureka Math²

MP.1 Make sense of problems and persevere in solving them.	Lessons in every module engage students in mathematical practices. These are indicated in margin notes included with every lesson.
MP.2 Reason abstractly and quantitatively.	Lessons in every module engage students in mathematical practices. These are indicated in margin notes included with every lesson.
MP.3 Construct viable arguments and critique the reasoning of others. Lessons in every module engage students in mathemat These are indicated in margin notes included with every	
MP.4 Model with mathematics.	Lessons in every module engage students in mathematical practices. These are indicated in margin notes included with every lesson.
MP.5 Use appropriate tools strategically.	Lessons in every module engage students in mathematical practices. These are indicated in margin notes included with every lesson.
MP.6 Attend to precision.	Lessons in every module engage students in mathematical practices. These are indicated in margin notes included with every lesson.
MP.7 Look for and make use of structure.	Lessons in every module engage students in mathematical practices. These are indicated in margin notes included with every lesson.
MP.8 Look for and express regularity in repeated reasoning.	Lessons in every module engage students in mathematical practices. These are indicated in margin notes included with every lesson.

Quantities

N.Q.C Reason quantitatively and use units to solve problems.

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Aligned Components of Eureka Math²

N.Q.C.1 Use units as a way to understand problems and to guide the solution of multi-step problems; choose and interpret units consistently in formulas; choose and interpret the scale and the origin in graphs and data displays.	Math 1 M1 Lesson 1: A Powerful Trio Math 1 M3 Lesson 14: Comparing Models for Situations Math 1 M6 Lesson 9: Solar System Models Math 1 M6 Lesson 10: Designing a Fundraiser Math 1 M6 Lesson 11: A Vanishing Sea
N.Q.C.2 Define appropriate quantities for the purpose of descriptive modeling.	Math 1 M1 Lesson 1: A Powerful Trio Math 1 M3 Lesson 14: Comparing Models for Situations Math 1 M6 Lesson 3: Analyzing Paint Splatters Math 1 M6 Lesson 9: Solar System Models Math 1 M6 Lesson 10: Designing a Fundraiser
N.Q.C.3 Choose a level of accuracy appropriate to limitations on measurement when reporting quantities.	Math 1 M6 Lesson 9: Solar System Models Math 1 M6 Lesson 11: A Vanishing Sea

Seeing Structure in Expressions

A.SSE.A Interpret the structure of expressions.

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Aligned Components of Eureka Math²

A.SSE.A.1	This standard is fully addressed by the lessons aligned to its subsections.
Interpret expressions that represent a quantity in terms of its context.	
A.SSE.A.1A	Math 1 M1 Lesson 4: Interpreting Linear Expressions
Interpret parts of an expression, such as terms, factors, and coefficients.	
A.SSE.A.1B	Math 1 M5 Lesson 7: Exponential Functions
Interpret complicated expressions	Math 1 M5 Lesson 14: Exponential Growth
by viewing one or more of their parts as a single entity.	Math 1 M5 Lesson 15: Exponential Decay
	Math 1 M5 Lesson 16: Modeling Populations
	Math 1 M5 Lesson 22: Modeling the Temperature of Objects Cooling Over Time

Creating Equations

A.CED.G Create equations that describe numbers or relationships.

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Create equations and inequalities in one variable and use them to solve problems. Include equations arising from linear and quadratic functions, and simple rational and exponential functions.

Math 1 M1 Lesson 5: Printing Presses

Math 1 M1 Lesson 9: Writing and Solving Equations in One Variable

Math 1 M1 Lesson 11: Solving Linear Inequalities in One Variable

Math 1 M1 Lesson 16: Applying Absolute Value

Math 1 M5 Lesson 11: Solving Equations Containing Exponential Expressions

Supplemental material is necessary to address quadratic and simple rational functions for this standard.

A.CED.G.2

Create equations in two or more variables to represent relationships between quantities; graph equations on coordinate axes with labels and scales.

Math 1 M2 Lesson 1: Solution Sets of Linear Equations in Two Variables

Math 1 M2 Lesson 2: Graphing Linear Equations in Two Variables

Math 1 M2 Lesson 3: Creating Linear Equations in Two Variables

Math 1 M2 Lesson 4: Proving Conditional Statements

Math 1 M2 Lesson 5: Proving Biconditional Statements

Math 1 M2 Lesson 8: Low-Flow Showerhead

Math 1 M2 Lesson 12: Applications of Systems of Equations

Math 1 M4 Lesson 5: Proving the Perpendicular Criterion

A.CED.G.3

Represent constraints by equations or inequalities, and by systems of equations and/or inequalities, and interpret solutions as viable or non-viable options in a modeling context.

Math 1 M1 Lesson 9: Writing and Solving Equations in One Variable

Math 1 M1 Lesson 12: Solution Sets of Compound Statements

Math 1 M1 Lesson 13: Solving and Graphing Compound Inequalities

Math 1 M1 Lesson 16: Applying Absolute Value

Math 1 M2 Lesson 1: Solution Sets of Linear Equations in Two Variables

Math 1 M2 Lesson 15: Applications of Linear Inequalities

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A.CED.G.3 continued	Math 1 M2 Lesson 18: Applications of Systems of Linear Inequalities Math 1 M6 Lesson 10: Designing a Fundraiser
A.CED.G.4 Rearrange formulas to highlight a quantity of interest, using the same reasoning as in solving equations.	Math 1 M1 Lesson 10: Rearranging Formulas

Reasoning with Equations and Inequalities

A.REI.H Understand solving equations as a process of reasoning and explain the reasoning.

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Explain each step in solving a simple equation as following from the equality of numbers asserted at the previous step, starting from the assumption that the original equation has a solution. Construct a viable argument to justify a solution method.

Math 1 M1 Lesson 3: The Commutative, Associative, and Distributive Properties

Math 1 M1 Lesson 7: Solving Linear Equations in One Variable

Math 1 M1 Lesson 8: Some Potential Dangers When Solving Equations

Math 1 M1 Lesson 9: Writing and Solving Equations in One Variable

Reasoning with Equations and Inequalities

A.REI.I Solve equations and inequalities in one variable.

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A.REI.I.3

Solve linear equations and inequalities in one variable, including equations with coefficients represented by letters.

Math 1 M1 Lesson 5: Printing Presses

Math 1 M1 Lesson 6: Solution Sets of Equations and Inequalities in One Variable

Math 1 M1 Lesson 7: Solving Linear Equations in One Variable

Math 1 M1 Lesson 8: Some Potential Dangers When Solving Equations

Math 1 M1 Lesson 9: Writing and Solving Equations in One Variable

Math 1 M1 Lesson 11: Solving Linear Inequalities in One Variable

Math 1 M1 Lesson 13: Solving and Graphing Compound Inequalities

Math 1 M1 Lesson 14: Solving Absolute Value Equations

Math 1 M1 Lesson 15: Solving Absolute Value Inequalities

Reasoning with Equations and Inequalities

A.REI.J Solve systems of equations.

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A.REI.J.5

Prove that, given a system of two equations in two variables, replacing one equation by the sum of that equation and a multiple of the other produces a system with the same solutions.

Math 1 M2 Lesson 10: A New Way to Solve Systems

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A.REI.J.6

Estimate solutions graphically and determine algebraic solutions to linear systems, focusing on pairs of linear equations in two variables.

Math 1 M2 Topic B: Systems of Linear Equations in Two Variables

Reasoning with Equations and Inequalities

A.REI.K Represent and solve equations and inequalities graphically.

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A.REI.K.10

Understand that the graph of an equation in two variables is the set of all its solutions plotted in the coordinate plane.

Math 1 M2 Lesson 1: Solution Sets of Linear Equations in Two Variables

Math 1 M2 Lesson 2: Graphing Linear Equations in Two Variables

A.REI.K.11

Explain why the x-coordinates of the points where the graphs of the equations y = f(x) and y = g(x) intersect are the solutions of the equation f(x) = g(x); find the solutions approximately, e.g., using technology to graph the functions, make tables of values, or find successive approximations. Include cases where f(x) and/or g(x) are linear, polynomial, rational, absolute value, exponential, and logarithmic functions.

Math 1 M3 Lesson 10: Using Graphs to Solve Equations

Math 1 M5 Lesson 11: Solving Equations Containing Exponential Expressions

Math 1 M5 Lesson 19: Comparing Growth of Functions

Supplemental material is necessary to address polynomial, rational, and logarithmic functions for this standard.

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A.REI.K.12

Graph the solutions to a linear inequality in two variables as a half-plane (excluding the boundary in the case of a strict inequality), and graph the solution set to a system of linear inequalities in two variables as the intersection of the corresponding half-planes.

Math 1 M2 Lesson 13: Solution Sets of Linear Inequalities in Two Variables

Math 1 M2 Lesson 14: Graphing Linear Inequalities in Two Variables

Math 1 M2 Lesson 16: Solution Sets of Systems of Linear Inequalities

Math 1 M2 Lesson 17: Graphing Solution Sets of Systems of Linear Inequalities

Math 1 M2 Lesson 18: Applications of Systems of Linear Inequalities

Math 1 M6 Lesson 10: Designing a Fundraiser

Interpreting Functions

F.IF.A Understand the concept of a function and use function notation.

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F.IF.A.1

Understand that a function from one set (called the domain) to another set (called the range) assigns to each element of the domain exactly one element of the range. If f is a function and x is an element of its domain, then f(x) denotes the output of f corresponding to the input x. The graph of f is the graph of the equation y = f(x).

Math 1 M3 Topic A: Functions and Their Graphs

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F.IF.A.2	Math 1 M3 Lesson 2: Interpreting and Using Function Notation
Use function notation, evaluate functions for inputs in their domains, and interpret statements that use function notation in terms of a context.	Math 1 M3 Lesson 3: Representing, Naming, and Evaluating Functions Math 1 M3 Lesson 7: Representations of Functions Math 1 M5 Lesson 1: Exploring Patterns Math 1 M5 Lesson 2: The Recursive Challenge Math 1 M5 Lesson 3: Recursive Formulas for Sequences Math 1 M5 Lesson 4: Explicit Formulas for Sequences
F.IF.A.3	Math 1 M5 Topic A: Arithmetic and Geometric Sequences
Recognize that sequences are functions, sometimes defined recursively, whose domain is a subset of the integers.	

Interpreting Functions

F.IF.B Interpret functions that arise in applications in terms of the context.

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F.IF.B.4	Math 1 M3 Lesson 8: Exploring Key Features of a Function and Its Graph
For a function that models a relationship between two quantities, interpret key features of graphs and tables in terms of the quantities, and sketch graphs showing key features given a verbal description of the relationship. Key features include: intercepts; intervals where the function is increasing, decreasing, positive, or negative; relative maximums and minimums; symmetries; end behavior; and periodicity.	Math 1 M3 Lesson 9: Identifying Key Features of a Function and Its Graph Math 1 M3 Lesson 11: Comparing Functions Math 1 M3 Lesson 12: Sketching Graphs of Functions from Verbal Descriptions Math 1 M3 Lesson 13: Modeling Elevation as a Function of Time Math 1 M3 Lesson 15: Mars Curiosity Rover
F.IF.B.5 Relate the domain of a function to its graph and, where applicable, to the quantitative relationship it describes.	Math 1 M3 Lesson 4: The Graph of a Function Math 1 M3 Lesson 13: Modeling Elevation as a Function of Time
F.IF.B.6 Calculate and interpret the average rate of change of a function (presented symbolically or as a table) over a specified interval. Estimate the rate of change from a graph.	Math 1 M5 Lesson 17: Average Rate of Change Math 1 M5 Lesson 18: Analyzing Exponential Growth Math 1 M5 Lesson 19: Comparing Growth of Functions Math 1 M5 Lesson 23: Modeling an Invasive Species Population

Interpreting Functions

F.IF.C Analyze functions using different representations.

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F.IF.C.7	This standard is addressed by the lessons aligned to its subsections.
Graph functions expressed symbolically and show key features of the graph, by hand in simple cases and using technology for more complicated cases.	
F.IF.C.7A	Math 1 M3 Lesson 5: The Graph of the Equation $y = f(x)$
Graph linear and quadratic functions and show intercepts, maxima, and minima.	Math 1 M3 Lesson 6: Using Pseudocode to Compare Graphs of Functions and Graphs of Equations Math 1 M3 Lesson 7: Representations of Functions
	Supplemental material is necessary to address quadratic functions for this standard.
F.IF.C.7E	Math 1 M5 Lesson 8: Graphing Exponential Functions
Graph exponential and logarithmic functions, showing intercepts and	Math 1 M5 Lesson 9: Using Transformations to Graph Exponential Functions (Bases Greater Than 1) Math 1 M5 Lesson 10: Using Transformations to Graph Exponential Functions (Bases Between 0 and 1)
end behavior.	Supplemental material is necessary to address logarithmic functions for this standard.
F.IF.C.9	Math 1 M3 Lesson 11: Comparing Functions
Compare properties of two functions each represented in a different way (algebraically, graphically, numerically in tables, or by verbal descriptions).	

Building Functions

F.BF.D Build a function that models a relationship between two quantities.

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F.BF.D.1	Math 1 M6 Lesson 3: Analyzing Paint Splatters	
Write a function that describes a relationship between two quantities.	Math 1 M6 Lesson 9: Solar System Models	
F.BF.D.1A	Math 1 M1 Lesson 2: Looking for Patterns	
Determine an explicit expression,	Math 1 M5 Topic A: Arithmetic and Geometric Sequences	
a recursive process, or steps for calculation from a context.	Math 1 M5 Lesson 7: Exponential Functions	
calculation from a context.	Math 1 M5 Lesson 13: Calculating Interest	
	Math 1 M6 Lesson 3: Analyzing Paint Splatters	
	Math 1 M6 Lesson 8: The Deal	
	Math 1 M6 Lesson 9: Solar System Models	
F.BF.D.1B	Math 1 M6 Lesson 8: The Deal	
Combine standard function types using arithmetic operations.		
F.BF.D.2	Math 1 M5 Lesson 5: Arithmetic and Geometric Sequences	
Write arithmetic and geometric	Math 1 M5 Lesson 6: Representations of Arithmetic and Geometric Sequences	
sequences both recursively and with an explicit formula, use them to model situations, and translate between the two forms.	Math 1 M6 Lesson 8: The Deal	

Building Functions

F.BF.E Build new functions from existing functions.

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F.BF.E.3

Identify the effect on the graph of replacing f(x) by f(x) + k, kf(x), f(kx), and f(k+x) for specific values of k (both positive and negative); find the value of k given the graphs. Experiment with cases and illustrate an explanation of the effects on the graph using technology. Include recognizing even and odd functions from their graphs and algebraic expressions for them.

Math 1 M3 Topic D: Transformations of Functions

Math 1 M5 Lesson 9: Using Transformations to Graph Exponential Functions (Bases Greater Than 1)

Math 1 M5 Lesson 10: Using Transformations to Graph Exponential Functions (Bases Between 0 and 1)

Math 1 M5 Lesson 12: Writing Equations for Exponential Functions from Tables or Graphs

Supplemental material is necessary to address recognizing even and odd functions.

Linear, Quadratic, and Exponential Models

F.LE.F Construct and compare linear, quadratic, and exponential models and solve problems.

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Aligned Components of Eureka Math²

F.LE.F.1

Distinguish between situations that can be modeled with linear functions and with exponential functions. Math 1 M5 Lesson 13: Calculating Interest

Math 1 M5 Lesson 16: Modeling Populations

Math 1 M5 Lesson 20: World Population Prediction

Math 1 M5 Lesson 21: A Closer Look at Populations

Math 1 M5 Lesson 23: Modeling an Invasive Species Population

Math 1 M6 Lesson 2: Using Residual Plots to Select Models for Data

Math 1 M6 Lesson 3: Analyzing Paint Splatters

Math 1 M6 Lesson 11: A Vanishing Sea

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F.LE.F.1A	Math 1 M5 Lesson 18: Analyzing Exponential Growth
Verify that linear functions grow by equal differences over equal intervals and that exponential functions grow by equal factors over equal intervals.	
F.LE.F.1B	Math 1 M5 Lesson 20: World Population Prediction
Recognize situations in which one quantity changes at a constant rate per unit interval relative to another.	Math 1 M5 Lesson 21: A Closer Look at Populations
F.LE.F.1C	Math 1 M5 Lesson 20: World Population Prediction
Recognize situations in which a quantity grows or decays by a constant percent rate per unit interval relative to another.	Math 1 M5 Lesson 21: A Closer Look at Populations
F.LE.F.2	Math 1 M5 Lesson 7: Exponential Functions
Construct linear and exponential functions using a graph, a description of a relationship, or two input-output pairs (include reading these from a table).	Math 1 M5 Lesson 12: Writing Equations for Exponential Functions from Tables or Graphs
	Math 1 M5 Lesson 14: Exponential Growth
	Math 1 M5 Lesson 15: Exponential Decay
	Math 1 M5 Topic D: Comparing Linear and Exponential Models
	Math 1 M6 Lesson 3: Analyzing Paint Splatters
	Math 1 M6 Lesson 8: The Deal
	Math 1 M6 Lesson 9: Solar System Models

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F.LE.F.3

Observe using graphs and tables that a quantity increasing exponentially eventually exceeds a quantity increasing linearly, quadratically, or (more generally) as a polynomial function. Math 1 M5 Lesson 19: Comparing Growth of Functions

Supplemental material is necessary to address quadratic functions (and more generally, polynomial functions) for this standard.

Linear, Quadratic, and Exponential Models

F.LE.F Interpret expressions for functions in terms of the situation they model.

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F.LE.F.5

Interpret the parameters in a linear or exponential function in terms of a context.

Math 1 M5 Lesson 16: Modeling Populations

Math 1 M5 Lesson 18: Analyzing Exponential Growth

Math 1 M5 Lesson 22: Modeling the Temperature of Objects Cooling Over Time

Math 1 M5 Lesson 23: Modeling an Invasive Species Population

Congruence

G.CO.A Experiment with transformations in the plane.

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G.CO.A.1	Math 1 M4 Lesson 2: Translations of the Coordinate Plane
Apply precise definitions of angle, circle, perpendicular line, parallel line, and line segment, based on the undefined notions of point, line, distance along a line, and distance around a circular arc.	Math 1 M4 Lesson 3: Rotations of the Coordinate Plane Math 1 M4 Lesson 5: Proving the Perpendicular Criterion
G.CO A.2	Math 1 M4 Lesson 1: Geometric Transformations
Represent transformations in the plane using, e.g., transparencies and geometry software; describe transformations as functions that take points in the plane as inputs and give other points as outputs. Compare transformations that preserve distance and angle to those that do not (e.g., translation versus horizontal stretch).	
G.CO.A.3	Math 1 M4 Lesson 12: Reflective Symmetry and Rotational Symmetry
Given a rectangle, parallelogram, trapezoid, or regular polygon, describe the rotations and reflections that carry it onto itself.	

Aligned Components of Eureka Math²

G.CO.A.4	Math 1 M4 Lesson 2: Translations of the Coordinate Plane
Develop definitions of rotations, reflections, and translations in terms of angles, circles, perpendicular lines, parallel lines, and line segments.	Math 1 M4 Lesson 3: Rotations of the Coordinate Plane
	Math 1 M4 Lesson 4: Reflections of the Coordinate Plane
	Math 1 M4 Lesson 5: Proving the Perpendicular Criterion
	Math 1 M4 Lesson 8: Reflections of the Plane
	Math 1 M4 Lesson 9: Rotations of the Plane
	Math 1 M4 Lesson 10: Rotations of the Plane with Bisected and Copied Angles
	Math 1 M4 Lesson 11: Translations of the Plane
G.CO.A.5	Math 1 M4 Lesson 2: Translations of the Coordinate Plane
Given a geometric figure and a rotation,	Math 1 M4 Lesson 3: Rotations of the Coordinate Plane
reflection, or translation, draw the transformed figure using, e.g., graph paper, tracing paper, or geometry software. Specify a sequence of transformations that will carry a given figure onto another.	Math 1 M4 Lesson 4: Reflections of the Coordinate Plane
	Math 1 M4 Lesson 5: Proving the Perpendicular Criterion
	Math 1 M4 Lesson 13: Sequences of Basic Rigid Motions
	Math 1 M4 Lesson 14: Transformations of the Coordinate Plane
	Math 1 M4 Lesson 15: Designs with Rigid Motions
	Math 1 M4 Lesson 16: Congruent Figures

Congruence

G.CO.B Understand congruence in terms of rigid motions.

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G.CO.B.6	Math 1 M4 Lesson 14: Transformations of the Coordinate Plane
Use geometric descriptions of rigid motions to transform figures and to predict the effect of a given rigid motion on a given figure; given two figures, use the definition of congruence in terms of rigid motions to decide if they are congruent.	Math 1 M4 Lesson 16: Congruent Figures
G.CO.B.7 Use the definition of congruence in terms of rigid motions to show that two triangles are congruent if and only if corresponding pairs of sides and corresponding pairs of angles are congruent.	Math 1 M4 Lesson 17: Congruent Triangles
G.CO.B.8	Math 1 M4 Lesson 18: Side-Angle-Side
Explain how the criteria for triangle congruence (ASA, SAS, and SSS) follow from the definition of congruence in terms of rigid motions.	Math 1 M4 Lesson 19: Angle-Angle and Side-Side-Side Math 1 M4 Lesson 20: Angle-Side-Angle Math 1 M4 Lesson 21: Side-Side-Angle and Hypotenuse-Leg

Congruence

G.CO.D Make geometric constructions.

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Make formal geometric constructions with a variety of tools and methods (compass and straightedge, string, reflective devices, paper folding, dynamic geometric software, etc.). Copying a segment; copying an angle; bisecting a segment; bisecting an angle; constructing perpendicular lines, including the perpendicular bisector of a line segment; and constructing a line parallel to a given line through a point not on the line.

Math 1 M4 Lesson 6: Compass and Straightedge Constructions

Math 1 M4 Lesson 7: Constructing Perpendicular Lines

Math 1 M4 Lesson 8: Reflections of the Plane

Math 1 M4 Lesson 10: Rotations of the Plane with Bisected and Copied Angles

Math 1 M4 Lesson 11: Translations of the Plane

Math 1 M4 Lesson 22: Validating Triangle and Angle Constructions

Math 1 M4 Lesson 23: Validating Perpendicular Line Constructions

Math 1 M4 Lesson 26: Sierpinski Triangle

G.CO.D.13

Construct an equilateral triangle, a square, and a regular hexagon inscribed in a circle. Math 1 M4 Lesson 9: Rotations of the Plane

Math 1 M4 Lesson 24: Squares Inscribed in Circles

Math 1 M4 Lesson 25: Regular Hexagons and Equilateral Triangles Inscribed in Circles

Expressing Geometric Properties with Equations

G.GPE.L Use coordinates to prove simple geometric theorems algebraically.

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G.GPE.L.4 Use coordinates to prove simple geometric theorems algebraically.	Math 1 M2 Lesson 4: Proving Conditional Statements Math 1 M2 Lesson 5: Proving Biconditional Statements Math 1 M2 Lesson 6: Proving the Parallel Criterion Math 1 M2 Lesson 19: The Distance Formula Math 1 M2 Lesson 20: Proving Geometric Theorems Algebraically
G.GPE.L.5 Prove the slope criteria for parallel and perpendicular lines and use them to solve geometric problems (e.g., find the equation of a line parallel or perpendicular to a given line that passes through a given point).	Math 1 M2 Lesson 6: Proving the Parallel Criterion Math 1 M2 Lesson 7: Equations of Parallel and Perpendicular Lines Math 1 M2 Lesson 20: Proving Geometric Theorems Algebraically Math 1 M4 Lesson 5: Proving the Perpendicular Criterion
G.GPE.L.7 Use coordinates to compute perimeters of polygons and areas of triangles and rectangles (e.g., using the distance formula).	Math 1 M2 Lesson 21: Using Coordinates to Determine Perimeters and Areas of Figures Math 1 M6 Lesson 11: A Vanishing Sea

Interpreting Categorical and Quantitative Data

S.ID.A Summarize, represent, and interpret data on a single count or measurement variable.

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S.ID.A.1 Represent data with plots on the real number line (dot plots, histograms, and box plots) by hand or using technology.	Math 1 M1 Lesson 17: Distributions and Their Shapes Math 1 M1 Lesson 18: Describing the Center of a Distribution Math 1 M1 Lesson 19: Using Center to Compare Data Distributions Math 1 M6 Lesson 1: Using Data to Edit Digital Photography
S.ID.A.2	Math 1 M1 Topic D: Univariate Data
Use statistics appropriate to the shape of the data distribution to compare center (median, mean) and spread (interquartile range, standard deviation) of two or more different data sets.	Math 1 M6 Lesson 1: Using Data to Edit Digital Photography
S.ID.A.3	Math 1 M1 Topic D: Univariate Data
Interpret differences in shape, center, and spread in the context of the data sets, accounting for possible effects of extreme data points (outliers).	

Interpreting Categorical and Quantitative Data

S.ID.B Summarize, represent, and interpret data on two categorical and quantitative variables.

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Aligned Components of Eureka Math²

\$.ID.B.5	Math 1 M6 Topic B: Modeling with Categorical Data
Summarize categorical data for two categories in two-way frequency tables. Interpret relative frequencies in the context of the data (including joint, marginal, and conditional relative frequencies). Recognize possible associations in the data, and use inferential statistical techniques to show association.	
S.ID.B.6	Math 1 M2 Lesson 22: Relationships Between Quantitative Variables
Represent data on two quantitative variables on a scatter plot, and describe how the variables are related.	Math 1 M2 Lesson 28: Analyzing Bivariate Quantitative Data
S.ID.B.6A	Math 1 M2 Lesson 23: Using Lines to Model Bivariate Quantitative Data
Use a function to describe data trends to solve problems in the context of the data. Use given functions or choose a function suggested by the context. Emphasize linear, quadratic, and exponential models.	Math 1 M6 Lesson 2: Using Residual Plots to Select Models for Data Math 1 M6 Lesson 3: Analyzing Paint Splatters Math 1 M6 Lesson 11: A Vanishing Sea Supplemental material is necessary to address quadratic models for this standard.

Aligned Components of Eureka Math²

S.ID.B.6B	Math 1 M2 Lesson 25: Calculating and Analyzing Residuals
Informally assess the fit of a function by plotting and analyzing residuals.	Math 1 M2 Lesson 26: Analyzing Residuals
	Math 1 M6 Lesson 2: Using Residual Plots to Select Models for Data
	Math 1 M6 Lesson 3: Analyzing Paint Splatters
S.ID.B.6C	Math 1 M2 Lesson 23: Using Lines to Model Bivariate Quantitative Data
Using technology, fit a least squares linear regression function for a scatter plot that suggests a linear association.	Math 1 M2 Lesson 24: Modeling Relationships with a Line
	Math 1 M2 Lesson 25: Calculating and Analyzing Residuals
	Math 1 M2 Lesson 27: Interpreting Correlation
	Math 1 M6 Lesson 2: Using Residual Plots to Select Models for Data
	Math 1 M6 Lesson 3: Analyzing Paint Splatters
	Math 1 M6 Lesson 11: A Vanishing Sea

Interpreting Categorical and Quantitative Data

S.ID.C Interpret linear models.

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Aligned Components of Eureka Math²

S.ID.C.7 Interpret the slope (rate of change) and the intercept (constant term) of a linear model in the context of the data.	Math 1 M2 Lesson 23: Using Lines to Model Bivariate Quantitative Data Math 1 M2 Lesson 24: Modeling Relationships with a Line Math 1 M2 Lesson 28: Analyzing Bivariate Quantitative Data
S.ID.C.8 Compute (using technology) and interpret the correlation coefficient of a linear fit.	Math 1 M2 Lesson 27: Interpreting Correlation Math 1 M2 Lesson 28: Analyzing Bivariate Quantitative Data
S.ID.C.9 Distinguish between correlation and causation.	Math 1 M2 Lesson 27: Interpreting Correlation Math 1 M2 Lesson 28: Analyzing Bivariate Quantitative Data