

Mathematical Modeling and Reasoning Course and ACT Alignment Chart

Domain	Score	Standard	OLIS	Context	Key: A1 = Aligned to an Ohio Algebra 1 standard(s) A2 = Aligned to an Ohio Algebra 2 standard(s) G = Aligned to an Ohio Geometry standard(s) MS = Aligned to a standard(s) at or below middle school NAS = Not aligned to a specific Ohio standard in courses at or below Algebra 2.
Algebra	13-15	A 201. Exhibit knowledge of basic expressions (e.g., identify an expression for a total as $b + g$)	MS	Theme 0	
Algebra	13-15	A 202. Solve equations in the form $x + a = b$, where a and b are whole numbers or decimals	MS	Theme 0	
Algebra	16-19	A 301. Substitute whole numbers for unknown quantities to evaluate expressions	MS	Bungee Drop	
Algebra	16-19	A 302. Solve one-step equations to get integer or decimal answers	MS	Planning a Road Trip	
Algebra	16-19	A 303. Combine like terms (e.g., $2x + 5x$)	MS	Number Talks	
Algebra	20-23	A 401. Evaluate algebraic expressions by substituting integers for unknown quantities	MS	Bungee Drop	
Algebra	20-23	A 402. Add and subtract simple algebraic expressions	MS	Hopping Through Optimization	
Algebra	20-23	A 403. Solve routine first-degree equations	MS/A1	Ramps	
Algebra	20-23	A 404. Multiply two binomials	MS		
Algebra	20-23	A 405. Match simple inequalities with their graphs on the number line (e.g., $x \geq -35x \geq -35$)	A1	Hopping Through Optimization	
Algebra	20-23	A 406. Exhibit knowledge of slope	MS	Ramps	
Algebra	24-27	A 501. Recognize that when numerical quantities are reported in real-world contexts, the numbers are often rounded	A1	The Big Fish Story	
Algebra	24-27	A 502. Solve real-world problems by using first-degree equations	MS/A1	Follow the Bouncing Ball	
Algebra	24-27	A 503. Solve first-degree inequalities when the method does not involve reversing the inequality sign	MS	Hopping Through Optimization	
Algebra	24-27	A 504. Match compound inequalities with their graphs on the number line (e.g., $-10.5 < x \leq 20.3$)	A1	Hopping Through Optimization	
Algebra	24-27	A 505. Add, subtract, and multiply polynomials	A1	Catapult Project	
Algebra	24-27	A 507. Solve quadratic equations in the form $(x + a)(x + b) = 0$, where a and b are numbers or variables	A1	One Good Bounce	
Algebra	24-27	A 508. Factor simple quadratics (e.g., the difference of squares and perfect square trinomials)	A1	One Good Bounce	
Algebra	24-27	A 509. Work with squares and square roots of numbers	A1	Working with Triangles	
Algebra	24-27	A 510. Work with cubes and cube roots of numbers	A1	Theme 0: D6 Four Fours	
Algebra	24-27	A 511. Work with scientific notation	MS/A1	Theme 0: D9 Communication, Reasoning and Precision Reinforcement	
Algebra	24-27	A 512. Work problems involving positive integer exponents	MS/A1	Theme 0: D6 Four Fours	
Algebra	24-27	A 513. Determine when an expression is undefined	A1		
Algebra	24-27	A 514. Determine the slope of a line from an equation	MS/A1	Ramps	
Algebra	28-32	A 601. Manipulate expressions and equations	A1	Credit Cards	
Algebra	28-32	A 601. Manipulate expressions and equations	A1	Driving for Gas	
Algebra	28-32	A 601. Manipulate expressions and equations	A1	Gears	
Algebra	28-32	A 602. Solve linear inequalities when the method involves reversing the inequality sign	A1	Hopping Through Optimization	
Algebra	28-32	A 603. Match linear inequalities with their graphs on the number line	A1	Which Amusement Park?	
Algebra	28-32	A 604. Solve systems of two linear equations	A1	Farm Co-Op Swap Meet	
Algebra	28-32	A 605. Solve quadratic equations	A1	Follow the Bouncing Ball	
Algebra	28-32	A 606. Solve absolute value equations	A2		
Algebra	33-36	A 701. Solve simple absolute value inequalities	A2		
Algebra	33-36	A 702. Match simple quadratic inequalities with their graphs on the number line	A1		
Algebra	33-36	A 703. Apply the remainder theorem for polynomials, that $P(a)$ is the remainder when $P(x)$ is divided by $(x - a)$	A2		
Algebra and Functions	13-15	AF 201. Solve problems in one or two steps using whole numbers and using decimals in the context of money	MS	Planning a Road Trip	
Algebra and Functions	16-19	AF 301. Solve routine one-step arithmetic problems using positive rational numbers, such as single-step percent	MS	Planning a Road Trip	
Algebra and Functions	16-19	AF 302. Solve some routine two-step arithmetic problems	MS	Remodeling the Classroom	
Algebra and Functions	16-19	AF 303. Relate a graph to a situation described qualitatively in terms of familiar properties such as before and after, increasing and decreasing, higher and lower	MS	Ramps	
Algebra and Functions	16-19	AF 304. Apply a definition of an operation for whole numbers (e.g., $a \square b = 3a - b$)	MS	Remodeling the Classroom	
Algebra and Functions	20-23	AF 401. Solve routine two-step or three-step arithmetic problems involving concepts such as rate and proportion, tax added, percentage off, and estimating by using a given average value in place of actual values	MS	Planning a Road Trip	
Algebra and Functions	20-23	AF 402. Perform straightforward word-to-symbol translations	MS	Hopping Through Optimization	
Algebra and Functions	20-23	AF 403. Relate a graph to a situation described in terms of a starting value and an additional amount per unit (e.g., unit cost, weekly growth)	MS	Which Amusement Park?	
Algebra and Functions	24-27	AF 501. Solve multistep arithmetic problems that involve planning or converting common derived units of measure (e.g., feet per second to miles per hour)	A1	Farm Co-Op Swap Meet	
Algebra and Functions	24-27	AF 502. Build functions and write expressions, equations, or inequalities with a single variable for common pre-algebra settings (e.g., rate and distance problems and problems that can be solved by using proportions)	MS/A1	Bungee Drop	

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Algebra and Functions	24-27	AF 503. Match linear equations with their graphs in the coordinate plane	MS/A1	Which Amusement Park?	
Algebra and Functions	28-32	AF 601. Solve word problems containing several rates, proportions, or percentages	MS	Theme 0: D4 Three-Act Task Rubber Duck	
Algebra and Functions	28-32	AF 601. Solve word problems containing several rates, proportions, or percentages	MS	Theme 1: Number and Quantity	
Algebra and Functions	28-32	AF 602. Build functions and write expressions, equations, and inequalities for common algebra settings (e.g., distance to a point on a curve and profit for variable cost and demand)	A1	Hopping Through Optimization	
Algebra and Functions	28-32	AF 603. Interpret and use information from graphs in the coordinate plane	A1	Theme: Functions Part 1	
Algebra and Functions	28-32	AF 603. Interpret and use information from graphs in the coordinate plane	A1/A2	Theme: Functions Part 2	
Algebra and Functions	28-32	AF 604. Given an equation or function, find an equation or function whose graph is a translation by a specified amount up or down	A1	Reinforcement to Bouncing Ball	
Algebra and Functions	33-36	AF 701. Solve complex arithmetic problems involving percent of increase or decrease or requiring integration of several concepts (e.g., using several ratios, comparing percentages, or comparing averages)	MS	Credit Cards	
Algebra and Functions	33-36	AF 701. Solve complex arithmetic problems involving percent of increase or decrease or requiring integration of several concepts (e.g., using several ratios, comparing percentages, or comparing averages)	MS	Buying a Car	
Algebra and Functions	33-36	AF 701. Solve complex arithmetic problems involving percent of increase or decrease or requiring integration of several concepts (e.g., using several ratios, comparing percentages, or comparing averages)	MS	Buying a House	
Algebra and Functions	33-36	AF 702. Build functions and write expressions, equations, and inequalities when the process requires planning and/or strategic manipulation	?	Catapult Project	
Algebra and Functions	33-36	AF 702. Build functions and write expressions, equations, and inequalities when the process requires planning and/or strategic manipulation	?	Which Amusement Park?	
Algebra and Functions	33-36	AF 703. Analyze and draw conclusions based on properties of algebra and/or functions	?	Theme 2	
Algebra and Functions	33-36	AF 703. Analyze and draw conclusions based on properties of algebra and/or functions	?	Theme 3	
Algebra and Functions	33-36	AF 704. Analyze and draw conclusions based on information from graphs in the coordinate plane	A1/A2	Theme 2	
Algebra and Functions	33-36	AF 704. Analyze and draw conclusions based on information from graphs in the coordinate plane	A1/A2	Theme 3	
Algebra and Functions	33-36	AF 705. Identify characteristics of graphs based on a set of conditions or on a general equation such as $y = ax^2 + c$	A1	Catapult Project	
Algebra and Functions	33-36	AF 706. Given n equation or function, find an equation or function whose graph is a translation by specified amounts in the horizontal and vertical directions	A1/A2	Reinforcement to Bouncing Ball	
Algebra and Functions	24-27	N 505. Add and subtract matrices that have integer entries	?		
Functions	13-15	F 201. Extend a given pattern by a few terms for patterns that have a constant increase or decrease between terms	MS	Gears	
Functions	16-19	F 301. Extend a given pattern by a few terms for patterns that have a constant factor between terms	MS	Gears	
Functions	20-23	F 401. Evaluate linear and quadratic functions, expressed in function notation, at integer values	A1	Catapult Project	
Functions	24-27	F 501. Evaluate polynomial functions, expressed in function notation, at integer values	A1	Which Amusement Park?	
Functions	24-27	F 502. Find the next term in a sequence described recursively	A1	The Big Fish Story	
Functions	24-27	F 503. Build functions and use quantitative information to identify graphs for relations that are proportional or linear	A1	Theme: Functions Part 1	
Functions	24-27	F 504. Attend to the difference between a function modeling a situation and the reality of the situation	A1	Which Amusement Park?	
Functions	24-27	F 505. Understand the concept of a function as having a well-defined output value at each valid input value	A1	Follow the Bouncing Ball	
Functions	24-27	F 506. Understand the concept of domain and range in terms of valid input and output, and in terms of function graphs	A1	Catapult Project	
Functions	24-27	F 506. Understand the concept of domain and range in terms of valid input and output, and in terms of function graphs	A1	Follow the Bouncing Ball	
Functions	24-27	F 506. Understand the concept of domain and range in terms of valid input and output, and in terms of function graphs	A1	Which Amusement Park?	
Functions	24-27	F 507. Interpret statements that use function notation in terms of their context	A1	Catapult Project	
Functions	24-27	F 507. Interpret statements that use function notation in terms of their context	A1	One Good Bounce	
Functions	24-27	F 508. Find the domain of polynomial functions and rational functions	A2	One Good Bounce	
Functions	24-27	F 509. Find the range of polynomial functions	A2	One Good Bounce	
Functions	24-27	F 510. Find where a rational function's graph has a vertical asymptote	A2		
Functions	24-27	F 511. Use function notation for simple functions of two variables	A1	Theme: Functions Part 1	
Functions	28-32	F 601. Relate a graph to a situation described qualitatively in terms of faster change or slower change	A1/A2	Modeling Cancer Cells with M&M's	
Functions	28-32	F 601. Relate a graph to a situation described qualitatively in terms of faster change or slower change	A1/A2	One Good Bounce	
Functions	28-32	F 602. Build functions for relations that are inversely proportional	?		
Functions	28-32	F 603. Find a recursive expression for the general term in a sequence described recursively	A1	The Big Fish Story	
Functions	28-32	F 604. Evaluate composite functions at integer values	?	Which Amusement Park?	
Functions	33-36	F 701. Compare actual values and the values of a modeling function to judge model fit and compare models	?	Theme 2	
Functions	33-36	F 701. Compare actual values and the values of a modeling function to judge model fit and compare models	?	Theme 3	
Functions	33-36	F 701. Compare actual values and the values of a modeling function to judge model fit and compare models	?	Theme 5	
Functions	33-36	F 702. Build functions for relations that are exponential	A1	Modeling Cancer Cells with M&M's	
Functions	33-36	F 703. Exhibit knowledge of geometric sequences	A1	The Big Fish Story	
Functions	33-36	F 704. Exhibit knowledge of unit circle trigonometry	A2	Unraveling the Unit Circle	
Functions	33-36	F 705. Match graphs of basic trigonometric functions with their equations	A2	Unraveling the Unit Circle	
Functions	33-36	F 706. Use trigonometric concepts and basic identities to solve problems	A2		
Functions	33-36	F 707. Exhibit knowledge of logarithms	A2		
Functions	33-36	F 708. Write an expression for the composite of two simple functions	A2		

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Geometry	16-19	G 304. Locate points in the first quadrant	MS	Ramps	
Geometry	13-15	G 201. Estimate the length of a line segment based on other lengths in a geometric figure	?	Working With Triangles	
Geometry	13-15	G 202. Calculate the length of a line segment based on the lengths of other line segments that go in the same direction (e.g., overlapping line segments and parallel sides of polygons with only right angles)	?	Working With Triangles	
Geometry	13-15	G 203. Perform common conversions of money and of length, weight, mass, and time within a measurement system (e.g., dollars to dimes, inches to feet, and hours to minutes)	MS	Farm Co-Op Swap Meet	
Geometry	16-19	G 301. Exhibit some knowledge of the angles associated with parallel lines	MS	Mini-golf Design	
Geometry	16-19	G 302. Compute the perimeter of polygons when all side lengths are given	MS	Remodeling the Classroom	
Geometry	16-19	G 303. Compute the area of rectangles when whole number dimensions are given	MS	Remodeling the Classroom	
Geometry	20-23	G 401. Use properties of parallel lines to find the measure of an angle	G	Mini-golf Design	
Geometry	20-23	G 402. Exhibit knowledge of basic angle properties and special sums of angle measures (e.g., 90°, 180°, and 360°)	G	Design Logo	
Geometry	20-23	G 403. Compute the area and perimeter of triangles and rectangles in simple problems	MS	Remodeling the Classroom	
Geometry	20-23	G 404. Find the length of the hypotenuse of a right triangle when only very simple computation is involved (e.g., 3-4-5 and 6-8-10 triangles)	MS	Working With Triangles	
Geometry	20-23	G 405. Use geometric formulas when all necessary information is given	MS	Remodeling the Classroom	
Geometry	20-23	G 406. Locate points in the coordinate plane	MS	Ramps	
Geometry	20-23	G 407. Translate points up, down, left, and right in the coordinate plane	MS	Design Logo	
Geometry	24-27	G 501. Use several angle properties to find an unknown angle measure	G	Mini-golf Design	
Geometry	24-27	G 502. Count the number of lines of symmetry of a geometric figure	G	Design Logo	
Geometry	24-27	G 503. Use symmetry of isosceles triangles to find unknown side lengths or angle measures	G	Working With Triangles	
Geometry	24-27	G 504. Recognize that real-world measurements are typically imprecise and that an appropriate level of precision is related to the measuring device and procedure	MP.6	Ramps	
Geometry	24-27	G 504. Recognize that real-world measurements are typically imprecise and that an appropriate level of precision is related to the measuring device and procedure	MP.6	Remodeling the Classroom	
Geometry	24-27	G 505. Compute the perimeter of simple composite geometric figures with unknown side lengths	MS	Design Logo	
Geometry	24-27	G 505. Compute the perimeter of simple composite geometric figures with unknown side lengths	MS	Remodeling the Classroom	
Geometry	24-27	G 506. Compute the area of triangles and rectangles when one or more additional simple steps are required	MS	Design Logo	
Geometry	24-27	G 506. Compute the area of triangles and rectangles when one or more additional simple steps are required	MS	Remodeling the Classroom	
Geometry	24-27	G 507. Compute the area and circumference of circles after identifying necessary information	MS	Design Logo	
Geometry	24-27	G 508. Given the length of two sides of a right triangle, find the third when the lengths are Pythagorean triples	MS	Remodeling the Classroom	
Geometry	24-27	G 508. Given the length of two sides of a right triangle, find the third when the lengths are Pythagorean triples	MS	Working With Triangles	
Geometry	24-27	G 509. Express the sine, cosine, and tangent of an angle in a right triangle as a ratio of given side lengths	G	Unraveling the Unit Circle	
Geometry	24-27	G 510. Determine the slope of a line from points or a graph	MS	Ramps, Unraveling the Unit Circle	
Geometry	24-27	G 511. Find the midpoint of a line segment	G	Remodeling the Classroom	
Geometry	24-27	G 512. Find the coordinates of a point rotated 180° around a given center point	G	Design Logo	
Geometry	28-32	G 601. Use relationships involving area, perimeter, and volume of geometric figures to compute another measure (e.g., surface area for a cube of a given volume and simple geometric probability)	G	Carnival Games	
Geometry	28-32	G 602. Use the Pythagorean theorem	MS/G	Working With Triangles	
Geometry	28-32	G 603. Apply properties of 30°-60°-90°, 45°-45°-90°, similar, and congruent triangles	G	Unraveling the Unit Circle	
Geometry	28-32	G 604. Apply basic trigonometric ratios to solve right-triangle problems	G	Unraveling the Unit Circle	
Geometry	28-32	G 605. Use the distance formula	G	Working With Triangles	
Geometry	28-32	G 606. Use properties of parallel and perpendicular lines to determine an equation of a line or coordinates of a point	G		
Geometry	28-32	G 607. Find the coordinates of a point reflected across a vertical or horizontal line or across $y = x$	G		
Geometry	28-32	G 608. Find the coordinates of a point rotated 90° about the origin	MS		
Geometry	28-32	G 609. Recognize special characteristics of parabolas and circles (e.g., the vertex of a parabola and the center or radius of a circle)	?	Catapult Project	
Geometry	28-32	G 609. Recognize special characteristics of parabolas and circles (e.g., the vertex of a parabola and the center or radius of a circle)	?	Design Logo	
Geometry	33-36	G 701. Use relationships among angles, arcs, and distances in a circle	G	Design Logos	
Geometry	33-36	G 702. Compute the area of composite geometric figures when planning and/or visualization is required	G	Remodeling the Classroom	
Geometry	33-36	G 703. Use scale factors to determine the magnitude of a size change	G	Theme 0: D4 Three-Act Task Rubber Duck	
Geometry	33-36	G 704. Analyze and draw conclusions based on a set of conditions	G		
Geometry	33-36	G 705. Solve multistep geometry problems that involve integrating concepts, planning, and/or visualization	G	Mini-golf Design	

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Number and Quantity	16-19	N 302. Identify a digit's place value	MS	Number Talks	
Number and Quantity	13-15	N 201. Perform one-operation computation with whole numbers and decimals	MS	Theme 0	
Number and Quantity	13-15	N 202. Recognize equivalent fractions and fractions in lowest terms	MS	Theme 0	
Number and Quantity	13-15	N 203. Locate positive rational numbers (expressed as whole numbers, fractions, decimals, and mixed numbers) on the number line	MS	Theme 0	
Number and Quantity	16-19	N 301. Recognize one-digit factors of a number	MS	Number Talks	
Number and Quantity	16-19	N 303. Locate rational numbers on the number line	MS	Theme 0	
Number and Quantity	20-23	N 401. Exhibit knowledge of elementary number concepts such as rounding, the ordering of decimals, pattern identification, primes, and greatest common factor	MS	Number Talks	
Number and Quantity	20-23	N 402. Write positive powers of 10 by using exponents	MS	Theme 0: D9 Communication, Reasoning and Precision	
Number and Quantity	20-23	N 403. Comprehend the concept of length on the number line, and find the distance between two points	MS	Ramps	
Number and Quantity	20-23	N 404. Understand absolute value in terms of distance	MS	Ramps	
Number and Quantity	20-23	N 405. Find the distance in the coordinate plane between two points with the same x-coordinate or y-coordinate	MS		
Number and Quantity	20-23	N 406. Add two matrices that have whole number entries	?		
Number and Quantity	24-27	N 501. Order fractions	MS	Theme 0: D2 Collaboration	
Number and Quantity	24-27	N 502. Find and use the least common multiple	MS	Number Talks	
Number and Quantity	24-27	N 503. Work with numerical factors	MS	Number Talks	
Number and Quantity	24-27	N 504. Exhibit some knowledge of the complex numbers	A2		
Number and Quantity	28-32	N 601. Apply number properties involving prime factorization	?	Theme 0: D6 Mathematical Mindset: Making Mistakes	
Number and Quantity	28-32	N 601. Apply number properties involving prime factorization	?	Theme 0: D8 Overview of the Mathematical Practices & Number Talks	
Number and Quantity	28-32	N 602. Apply number properties involving even/odd numbers and factors/multiples	MS	Theme 0: D8 Overview of the Mathematical Practices & Number Talks	
Number and Quantity	28-32	N 603. Apply number properties involving positive/negative numbers	MS	Theme 0: D8 Overview of the Mathematical Practices & Number Talks	
Number and Quantity	28-32	N 604. Apply the facts that π is irrational and that the square root of an integer is rational only if that integer is a perfect square	A1/G		
Number and Quantity	28-32	N 605. Apply properties of rational exponents	A2		
Number and Quantity	28-32	N 606. Multiply two complex numbers	A2		
Number and Quantity	28-32	N 607. Use relations involving addition, subtraction, and scalar multiplication of vectors and of matrices	?		
Number and Quantity	33-36	N 701. Analyze and draw conclusions based on number concepts	?		
Number and Quantity	33-36	N 702. Apply properties of rational numbers and the rational number system	A1		
Number and Quantity	33-36	N 703. Apply properties of real numbers and the real number system, including properties of irrational numbers	A2		
Number and Quantity	33-36	N 704. Apply properties of complex numbers and the complex number system	A2		
Number and Quantity	33-36	N 705. Multiply matrices	?		
Number and Quantity	33-36	N 706. Apply properties of matrices and properties of matrices as a number system	?		
Stats and Prob	13-15	S 201. Calculate the average of a list of positive whole numbers	MS	Planning a Road Trip	
Stats and Prob	13-15	S 202. Extract one relevant number from a basic table or chart, and use it in a single computation	MS	Remodeling the Classroom	
Stats and Prob	16-19	S 301. Calculate the average of a list of numbers	MS	Planning a Road Trip	
Stats and Prob	16-19	S 302. Calculate the average given the number of data values and the sum of the data values	MS	Planning a Road Trip	
Stats and Prob	16-19	S 303. Read basic tables and charts	MS	Which Amusement Park?	
Stats and Prob	16-19	S 304. Extract relevant data from a basic table or chart and use the data in a computation	MS	Which Amusement Park?	
Stats and Prob	16-19	S 305. Use the relationship between the probability of an event and the probability of its complement	MS		
Stats and Prob	20-23	S 401. Calculate the missing data value given the average and all data values but one	MS		
Stats and Prob	20-23	S 402. Translate from one representation of data to another (e.g., a bar graph to a circle graph)	MS	Road Trip	
Stats and Prob	20-23	S 402. Translate from one representation of data to another (e.g., a bar graph to a circle graph)	MS	Flinging Frogs	
Stats and Prob	20-23	S 403. Determine the probability of a simple event	MS	Taste Test Challenge	

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Stats and Prob	20-23	S 404. Describe events as combinations of other events e.g., using <i>and</i> , <i>or</i> , and <i>not</i>)	G	Thinking About False Positives	
Stats and Prob	20-23	S 405. Exhibit knowledge of simple counting techniques	MS		
Stats and Prob	24-27	S 501. Calculate the average given the frequency counts of all the data values	MS	Flinging Frogs	
Stats and Prob	24-27	S 502. Manipulate data from tables and charts	?	Theme: Statistics	
Stats and Prob	24-27	S 503. Compute straightforward probabilities for common situations	MS	Theme: Probability	
Stats and Prob	24-27	S 504. Use Venn diagrams in counting	G	Hopping Through Optimization	
Stats and Prob	24-27	S 504. Use Venn diagrams in counting	G	Planning a Road Trip	
Stats and Prob	24-27	S 505. Recognize that when data summaries are reported in the real world, results are often rounded and must be interpreted as having appropriate precision	MP.6	Theme: Probability	
Stats and Prob	24-27	S 505. Recognize that when data summaries are reported in the real world, results are often rounded and must be interpreted as having appropriate precision	MP.6	Theme: Statistics	
Stats and Prob	24-27	S 506. Recognize that when a statistical model is used, model values typically differ from actual values	?	Theme: Probability	
Stats and Prob	24-27	S 506. Recognize that when a statistical model is used, model values typically differ from actual values	?	Theme: Statistics	
Stats and Prob	28-32	S 601. Calculate or use a weighted average	A1	Carnival Games	
Stats and Prob	28-32	S 602. Interpret and use information from tables and charts, including two-way frequency tables	G	Thinking About False Positives	
Stats and Prob	28-32	S 603. Apply counting techniques	?		
Stats and Prob	28-32	S 604. Compute a probability when the event and/or sample space are not given or obvious	G	Random Babies	
Stats and Prob	28-32	S 605. Recognize the concepts of conditional and joint probability expressed in real-world contexts	G	Thinking About False Positives	
Stats and Prob	28-32	S 606. Recognize the concept of independence expressed in real-world contexts	G	Taste Test Challenge	
Stats and Prob	33-36	S 701. Distinguish between mean, median, and mode for a list of numbers	MS	Flinging Frogs	
Stats and Prob	33-36	S 702. Analyze and draw conclusions based on information from tables and charts, including two-way frequency tables	G	Thinking About False Positives	
Stats and Prob	33-36	S 703. Understand the role of randomization in surveys, experiments, and observational studies	A2	Taste Test Challenge	
Stats and Prob	33-36	S 704. Exhibit knowledge of conditional and joint probability	G	Random Babies	
Stats and Prob	33-36	S 705. Recognize that part of the power of statistical modeling comes from looking at regularity in the differences between actual values and model values	?	Public Policy	