



Quantile Report

Pearson

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CODES:

- EM** Emerging Mathematician
 - NMQ** Not Measurable in Quantiles
 - HMC** Higher Mathematical Concept
- Sheila,

Attached is the report for the CMP Grade 6 text you submitted for Quantile Calibrations. I have included the contact information for our group here. If you have any questions regarding the meaning of the measures please contact me. Any questions pertaining to the agreement or future work requests can go to Kanista. Patricia will handle the invoicing.

Thanks and talk to you soon,
Bridgett

Quantile Textbook Report



Connected Mathematics 2: Prime Time

Publisher Pearson

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ISBN 0133661075

ISBN13

Author Lappan, Fey, Fitzgerald, Friel, Phillips

StateEdition

Grade 6

1 Factors and Products

1.1	Playing the Factor Game	690Q
1.2	Playing to Win the Factor Game	690Q
1.3	The Product Game	690Q

2 Whole-Number Patterns and Relationships

2.1	Finding Patterns	310Q
2.2	Reasoning With Even and Odd Numbers	750Q
2.3	Classifying Numbers	690Q

3 Common Multiples and Common Factors

3.1	Riding Ferris Wheels	610Q
3.2	Looking at Cicada Cycles	610Q
3.3	Bagging Snacks	690Q
3.4	Planning a Picnic	690Q

4 Factorizations: Searching for Factor Strings

4.1	The Product Puzzle	690Q
4.2	Finding the Longest Factor String	780Q
4.3	Using Prime Factorizations	780Q

Wednesday, September 16, 2009

Page 1 of 2

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5 Putting It All Together

5.1 Unraveling the Locker Problem

780Q

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Connected Mathematics 2: Bits and Pieces I

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Grade 6

1 Fundraising Fractions

1.1 Reporting Progress	840Q
1.2 Folding Fraction Strips	630Q
1.3 Measuring Progress	630Q
1.4 Comparing Classes	600Q

2 Sharing and Comparing With Fractions

2.1 Equivalent Fractions and Equal Shares	600Q
2.2 Finding Equivalent Fractions	630Q
2.3 Comparing Fractions to Benchmarks	450Q
2.4 Fractions Between Fractions	710Q
2.5 Naming Fractions Greater Than 1	610Q

3 Moving Between Fractions and Decimals

3.1 Making Smaller Parts	470Q
3.2 Making Even Smaller Parts	710Q
3.3 Decimal Benchmarks	710Q
3.4 Moving From Fractions to Decimals	710Q
3.5 Ordering Decimals	600Q

Wednesday, September 16, 2009

Page 1 of 2

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4 Working With Percents

4.1 Who's the Best?	400Q
4.2 Choosing the Best	860Q
4.3 Finding a General Strategy	860Q
4.4 Changing Forms	860Q

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Connected Mathematics 2: Shapes and Designs

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Author Lappan, Fey, Fitzgerald, Friel, Phillips

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Grade 6

1 Bees and Polygons

1.1	Sorting Shapes	680Q
1.2	Symmetries of Shapes	680Q
1.3	Tiling a Beehive	680Q

2 Polygons and Angles

2.1	Understanding Angles	990Q
2.2	Developing Angle Benchmarks	NMQ
2.3	Using an Angle Ruler	990Q
2.4	Analyzing Measurement Errors	990Q
2.5	Angles and Parallel Lines	1040Q

3 Polygon Properties and Tiling

3.1	Angle Sums of Regular Polygons	1070Q
3.2	Angle Sums of Any Polygon	1070Q
3.3	Back to the Bees!	530Q
3.4	Exterior Angles of Polygons	1070Q

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4 Building Polygons

4.1 Building Triangles	NMQ
4.2 Building Quadrilaterals	680Q
4.3 The Quadrilateral Game	680Q

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Connected Mathematics 2: Bits and Pieces II

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Author Lappan, Fey, Fitzgerald, Friel, Phillips

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Grade 6

1 Estimating With Fractions

1.1	Getting Close	610Q
1.2	Estimating Sums	610Q

2 Adding and Subtracting Fractions

2.1	Land Sections	790Q
2.2	Visiting the Spice Shop	790Q
2.3	Just the Facts	790Q
2.4	Designing Algorithms for Addition and Subtraction	790Q

3 Multiplying With Fractions

3.1	How Much of a Pan Have We Sold?	820Q
3.2	Finding a Part of a Part	820Q
3.3	Modeling More Multiplication Situations	920Q
3.4	Changing Forms	920Q
3.5	Writing a Multiplication Algorithm	920Q

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4 Dividing With Fractions

4.1	Preparing Food	870Q
4.2	Fundraising Continues	870Q
4.3	Summer Work	920Q
4.4	Writing a Division Algorithm	920Q

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Connected Mathematics 2: Covering and Surrounding

Publisher	Pearson	Copyright	2009
ISBN	0133661075	ISBN13	
Author	Lappan, Fey, Fitzgerald, Friel, Phillips		
StateEdition		Grade	6

1 Designing Bumper Cars

1.1	Designing Bumper-Car Rides	450Q
1.2	Pricing Bumper-Car Rides	450Q
1.3	Decoding Designs	450Q

2 Changing Area, Changing Perimeter

2.1	Building Storm Shelters	1040Q
2.2	Stretching the Perimeter	1000Q
2.3	Fencing in Spaces	1040Q
2.4	Adding Tiles to Pentominos	1000Q

3 Measuring Triangles

3.1	Triangles on Grids	1010Q
3.2	More Triangles	1040Q
3.3	What's the Area?	1010Q
3.4	Designing Triangles Under Constraints	1010Q

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4 Measuring Parallelograms

4.1	Finding Measures of Parallelograms	1010Q
4.2	Parallelograms From Triangles	1010Q
4.3	Designing Parallelograms Under Constraints	1010Q
4.4	Parks, Hotels, and Quilts	1040Q

5 Measuring Irregular Shapes and Circles

5.1	Measuring Lakes	1000Q
5.2	Surrounding a Circle	930Q
5.3	Pricing Pizzas	1040Q
5.4	"Squaring" a Circle	1010Q

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Connected Mathematics 2: Bits and Pieces III

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Author Lappan, Fey, Fitzgerald, Friel, Phillips

StateEdition

Grade 6

1 Decimals - More or Less!

1.1 About How Much?	580Q
1.2 Adding and Subtracting Decimals	580Q
1.3 Using Fractions to Add and Subtract Decimals	670Q
1.4 Decimal Sum and Difference Algorithms	580Q

2 Decimal Times

2.1 Relating Fraction and Decimal Multiplication	820Q
2.2 Missing Factors	700Q
2.3 Finding Decimal Products	700Q
2.4 Factor-Product Relationships	710Q

3 The Decimal Divide

3.1 Deciphering Decimal Situations	700Q
3.2 The Great Equalizer: Common Denominators	700Q
3.3 Exploring Dividing Decimals	700Q
3.4 Representing Fractions as Decimals	710Q

Thursday, September 17, 2009

Page 1 of 2

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4 Using Percents

4.1	Determining Tax	870Q
4.2	Computing Tips	870Q
4.3	Finding Bargains	870Q

5 More About Percents

5.1	Clipping Coupons	870Q
5.2	How Much Can We Spend?	870Q
5.3	Making Circle Graphs	870Q

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Connected Mathematics 2: How Likely Is It?

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Author Lappan, Fey, Fitzgerald, Friel, Phillips

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Grade 6

1 A First Look at Chance

1.1	Choosing Cereal	830Q
1.2	Tossing Paper Clips	830Q
1.3	One More Try	830Q
1.4	Analyzing Events	40Q

2 Experimental and Theoretical Probability

2.1	Predicting to Win	830Q
2.2	Exploring Probabilities	860Q
2.3	Winning the Bonus Prize	860Q
2.4	Pondering Possible and Probable	830Q

3 Making Decisions With Probability

3.1	Designing a Spinner	830Q
3.2	Making Decisions	830Q
3.3	Scratching Spots	860Q

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4 Probability, Genetics, and Games

4.1 Genetic Traits	830Q
4.2 Tracing Traits	750Q
4.3 Roller Derby	830Q

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Connected Mathematics 2: Data About Us

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Grade 6

1 Looking at Data

1.1 Organizing and Interpreting Data	420Q
1.2 Useful Statistics	800Q
1.3 Experimenting With the Median	1050Q
1.4 Using Different Data Types	800Q
1.5 Vertical Bar Graphs and Horizontal Bar Graphs	480Q

2 Using Graphs to Explore Data

2.1 Traveling to School	770Q
2.2 Jumping Rope	1050Q
2.3 Relating Height to Arm Span	810Q
2.4 Relating Travel Time to Distance	800Q

3 What Do We Mean by Mean?

3.1 Finding the Mean	850Q
3.2 Data With the Same Mean	850Q
3.3 Using the Mean	1050Q

Thursday, September 17, 2009

Page 1 of 1