The criteria at each level of proficiency are inclusive of those described at the prior levels.

Outcomes	1	2	3	4
Shape and Space				
Draw and construct nets, interpret views, and determine the surface area of 3-D objects. (SS2, SS3, SS5)	Determine the area of rectangles, triangles and circles Identify the congruent bases and the lateral faces of a given prism Construct and describe a variety of right rectangular and triangular prisms from a net	Use a given net to construct and determine the surface area of simple 3-D objects Construct a 3-D object from a given net Build a 3-D object using concrete materials using the top, front and side views Draw the top, front and side view from a concrete 3-D object	Use a net or views to determine the surface area of a variety of 3-D objects Explain that the surface area of a 3-D object is the sum of the area of its faces Draw multiple nets for right prisms and cylinders and verify by constructing Draw a 3-D object on isometric dot paper given the top, front and side views Draw the top, front and side view from a drawing of a 3-D object	Flexibly apply nets, views, and formulae to determine surface area Predict 3-D objects that can be created from a given net and verify the prediction Predict and draw the top, front and side views that will result from a described rotation

The criteria at each level of proficiency are inclusive of those described at the prior levels.

Outcomes	1	2	3	4
Shape and Space				
Determine the volume of prisms and cylinders. (SS3, SS4)	Determine the area of triangles, rectangles and circles Determine the volume of right rectangular prisms	Model the connection between the area of the base and the volume of a right prism and cylinder Determine the volume of a right prism or cylinder when given the area of the base and the height	Explain the connection between the area of the base and the volume of a right prism and cylinder and apply the generalization to determine volume Apply the generalized formula to solve a variety of problems	Apply volume and surface area formulae and fluency with number to solve complex problems involving right prisms and cylinders
Demonstrate an understanding of congruence of polygons. (SS6)	Model the congruence of the image and the original shape after a single transformation Label axes, identify the origin and apply the notation of an ordered pair to plot points in all quadrants Perform and describe a single transformation of a shape, and label the vertices of the original and image	Perform and describe successive transformations of a shape, and label the vertices of the original and image	Visualize a combination of transformations of a given original and estimate the resulting location and orientation of the image Explain that congruence is maintained after a series of transformations	Draw and label the vertices of the original shape given the coordinates of the image vertices and a description of the transformations Use congruence and visualization to determine and correct errors of the resultant image of a series of transformations