

Standards in MESA
Disaster Relief Shelter - HS

Mathematics

A1.MP1 - Make sense of problems and persevere in solving them.

A1.MP3 - Construct viable arguments and critique the reasoning of others

A1.MP7 - Look for and make use of structure

G.N-Q.A.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, include utilizing real-world context.

G.G-MG.A.1 Use geometric shapes, their measures, and their properties to describe objects utilizing real-world context.

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A1.F-IF.B.4 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. Include problem-solving opportunities utilizing real-world context.

ELA

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9-10.SL.2 - Integrate multiple sources of information presented in diverse media and formats, evaluating the credibility and accuracy of each source.

9-10.SL.4 - Present information, findings, and supporting evidence clearly, concisely, and logically such that listeners can follow the line of reasoning and the organization, development, substance, and style are appropriate to purpose, audience, and task; use appropriate eye contact, adequate volume, and clear pronunciation.

9-10.SL.5 - Make strategic use of digital media in presentations to enhance understanding of findings, reasoning, and evidence and to add interest.

Middle School

Mathematics

A1.MP1 - Make sense of problems and persevere in solving them.

A1.MP3 - Construct viable arguments and critique the reasoning of others

A1.MP7 - Look for and make use of structure

6.G.A.4: Represent three-dimensional figures using nets made up of rectangles and triangles, and use the nets to find the surface area of these figures. Apply these techniques to solve mathematical problems and problems in real-world context.

7.G.B.6: Solve mathematical problems and problems in a real-world context involving area of two-dimensional objects composed of triangles, quadrilaterals, and other polygons. Solve mathematical problems and problems in real-world context involving volume and surface area of three-dimensional objects composed of cubes and right prisms

8.G.C.9: Understand and use formulas for volumes of cones, cylinders and spheres and use them to solve real-world context and mathematical problems