Concept	TEKS Standard	Common Core Standard
Grade 5		
Compare Decimals	5.02B compare and order two decimals to thousandths and represent comparisons using the symbols >, <, or =	5.NBT.A.3.B Compare two decimals to thousandths based on meanings of the digits in each place, using >, =, and < symbols to record the results of comparisons.
Multiplication Decimals	5.03E solve for products of decimals to the hundredths, including situations involving money, using strategies based on place-value understandings, properties of operations, and the relationship to the multiplication of whole numbers	5.NBT.B.7 Add, subtract, **multiply**, and divide decimals to hundredths, using concrete models or drawings and strategies based on place value, properties of operations, and/or the relationship between addition and subtraction; relate the strategy to a written method and explain the reasoning used.
Division Decimals	5.03G solve for quotients of decimals to the hundredths, up to four-digit dividends and two-digit whole number divisors, using strategies and algorithms, including the standard algorithm	5.NBT.B.7 Add, subtract, multiply, and **divide** decimals to hundredths, using concrete models or drawings and strategies based on place value, properties of operations, and/or the relationship between addition and subtraction; relate the strategy to a written method and explain the reasoning used.
Addition Rational Numbers	5.03K **add** and subtract positive rational numbers fluently	4.NBT.B.4 Fluently **add** and subtract multi-digit whole numbers using the standard algorithm.
Subtraction Rational Numbers	5.03K add and **subtract** positive rational numbers fluently	4.NBT.B.4 Fluently add and **subtract** multi-digit whole numbers using the standard algorithm.
Division Fractions	5.03L divide whole numbers by unit fractions and unit fractions by whole numbers	5.NF.B.7 Apply and extend previous understandings of division to divide unit fractions by whole numbers and whole numbers by unit fractions.
Four Operations	5.04B represent and solve multi-step problems involving the four operations with whole numbers using equations with a letter standing for the unknown quantity	4.OA.A.3 Solve multistep word problems posed with whole numbers and having whole-number answers using the four operations, including problems in which remainders must be interpreted. Represent these problems using equations with a letter standing for the unknown quantity. Assess the reasonableness of answers using mental computation and estimation strategies including rounding.
Rule Patterns	5.04C generate a numerical pattern when given a rule in the form y = ax or y = x + a and graph	5.OA.B.3 Generate two numerical patterns using two given rules. Identify apparent relationships between corresponding terms. Form ordered pairs consisting of corresponding terms from the two patterns and graph the ordered pairs on a coordinate plane.
Simplification	5.04F simplify numerical expressions that do not involve exponents, including up to two levels of grouping	5.OA.A.2 Write simple expressions that record calculations with numbers and interpret numerical expressions without evaluating them.
Perimeter, Area, and Volume	5.04H represent and solve problems related to perimeter and/or area and related to volume	5.MD.C.3 Recognize volume as an attribute of solid figures and understand concepts of volume measurement.
Classify Figures	5.05A classify two-dimensional figures in a hierarchy of sets and subsets using graphic organizers based on their attributes and properties	5.G.B.3 Understand that attributes belonging to a category of two-dimensional figures also belong to all subcategories of that category. For example, all rectangles have four right angles and squares are rectangles, so all squares have four right angles. 5.G.B.4 Classify two-dimensional figures in a hierarchy based on properties.
Coordinate Plan Graph	5.08C graph in the first quadrant of the coordinate plane ordered pairs of numbers arising from mathematical and real-world problems, including those generated by number patterns or found in an input-output table	5.G.A.2 Represent real world and mathematical problems by graphing points in the first quadrant of the coordinate plane, and interpret coordinate values of points in the context of the situation.
Graphs	5.09C solve one- and two-step problems using data from a frequency table, dot plot, bar graph, stem-and-leaf plot, or scatterplot	6.SP.B.4 Display numerical data in plots on a number line, including dot plots, histograms, and box plots.