COMP D Compare fractions with like numerators or like denominators using models and symbols	
Grade	Curriculum Expectations
	• compare and order fractions (i.e., halves, thirds, fourths, fifths, tenths) by considering the
4	size and the number of fractional parts (e.g., $\frac{4}{5}$ is greater than $\frac{3}{5}$ because there are more parts in $\frac{4}{5}$; $\frac{1}{4}$ is greater than $\frac{1}{5}$ because the size of the part is larger in $\frac{1}{4}$);
5	 represent, compare, and order fractional amounts with like denominators, including proper and improper fractions and mixed numbers, using a variety of tools (e.g., fraction circles, Cuisenaire rods, number lines) and using standard fractional notation;
6	 represent, compare, and order fractional amounts with unlike denominators, including proper and improper fractions and mixed numbers, using a variety of tools and using standard fractional notation;
6	 determine and explain, through investigation using concrete materials, drawings, and calculators, the relationships among fractions, decimal numbers, and percents.
8	represent, compare, and order rational numbers;
8	 use estimation when solving problems involving operations with whole numbers, decimals, percents, integers, and fractions, to help judge the reasonableness of a solution;
9D	 simplify numerical expressions involving integers and rational numbers, with and without the use of technology;
9D	 solve problems requiring the manipulation of expressions arising from applications of percent, ratio, rate, and proportion;
9D	 identify, through investigation, properties of the slopes of lines and line segments (e.g., direction, positive or negative rate of change, steepness, parallelism, perpendicularity), using graphing technology to facilitate investigations, where appropriate
9P	 solve problems requiring the expression of percents, fractions, and decimals in their equivalent forms
9P	 simplify numerical expressions involving integers and rational numbers, with and without the use of technology;*