

## IXL Math Mastery Checklist

Directions: Sign On to IXL and Go to the below Skill. Practice the Skill until you get 100% mastery. Every 5 skills masters earns you a special prize!

	Measurement and Data	Date	Parent/Teacher Signature
<b>Data and graphs</b>			
	<u>Q.1</u> Making graphs		
	<u>Q.2</u> Interpreting graphs		
<b>Probability</b>			
	<u>R.1</u> More or less likely		
<b>Measurement</b>			
	<u>S.1</u> Long and short		
	<u>S.2</u> Tall and short		
	<u>S.3</u> Light and heavy		
	<u>S.4</u> Holds more or less		
	<u>S.5</u> Compare size, weight, and capacity		
	<u>S.6</u> Measure using objects		

	Geometry	Date	Parent/Teacher Signature
<b>Two-dimensional shapes</b>			
	1 <u>V.1</u> Name the two-dimensional shape		
	2 <u>V.2</u> Circles		
	3 <u>V.3</u> Squares and rectangles		
	4 <u>V.4</u> Hexagons		
	5 <u>V.5</u> Select two-dimensional shapes		
	6 <u>V.6</u> Count sides and corners		
	7 <u>V.7</u> Compare sides and corners		
	8 <u>V.8</u> Introduction to symmetry		
	9 <u>V.9</u> Identify pictures with symmetry		
<b>Three-dimensional shapes</b>			
	1 <u>W.1</u> Two-dimensional and three-dimensional shapes		
	2 <u>W.2</u> Name the three-dimensional shape		
	3 <u>W.3</u> Spheres		
	4 <u>W.4</u> Cubes		
	5 <u>W.5</u> Cones		
	6 <u>W.6</u> Cylinders		
	7 <u>W.7</u> Select three-dimensional shapes		
	8 <u>W.8</u> Identify shapes traced from solids		
	9 <u>W.9</u> Shapes of everyday objects I		
	<u>W.10</u> Shapes of everyday objects II		