

Curricular Competencies

- *CC₁ – Reasoning and Modeling – Students can...*
 - **Develop thinking strategies** to solve puzzles and play games
 - **Estimate** reasonably and demonstrate **fluent, flexible, and strategic thinking**
 - **Model** in **situational context** when appropriate and available
 - Think **creatively with curiosity** and wonder when exploring problems

- *CC₂ – Understanding and Solving – Students can...*
 - **Develop, demonstrate, and apply** conceptual understanding to mathematic ideas
 - **Visualize** to explore mathematical concepts and relationships
 - Apply **flexible and strategic** thinking to problem solving
 - Solve problems with **persistence and a positive disposition**
 - **Engage in problem solving** connected to culture(s) and communities (First Nations, etc.)

- *CC₃ – Communicate and Represent – Students can...*
 - Use mathematical **vocabulary and language** to contribute to discussions
 - Communicate in various mediums to **explain and justify** ideas and decisions
 - **Represent mathematical** ideas in concrete, pictorial, and symbolic forms
 - **Take risks** when offering ideas in **classroom discourse**

- *CC₄ – Connect and Reflect – Students can...*
 - **Reflect on mathematical thinking**
 - **Connect** math concepts to each other, and other areas and interests
 - Use **mistakes** as **opportunities to advance learning**
 - Incorporate First Peoples worldviews, perspective, and practice to connect concepts

Notes:

- ✓ Throughout the course and exploration of Content Goals, students will be given multiple opportunities to contribute to their growth in the various Curricular Competencies.
- ✓ Additional reporting will connect Content Goals and Procedural Context to CC's
- ✓ Mathematics is a discipline with significant growth and connection from course to course – the content and procedural concepts discussed require a strong level of understanding to support continued growth in upper years.
- ✓ Deep understanding over temporary performance should be the goal for learners.