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| **Adding and Subtracting Monomials** | | | |
| Defines and uses variables to represent mathematical situations  “The *r* is going to represent the length of the red rods I used in my design.” | Accurately identifies like terms  “Like terms are represented by the same variable or the same object. For example, *x* and 3*x* are like terms but *x* and 3*y* are not. You can only combine like terms.” | Accurately adds and subtracts monomials using a model  “My design has 9 purple and 3 yellow rods. I can describe it as  9*p* + 3*y*. If I take away 2 purple rods, the new description is 9*p* + 3*y* – 2*p*, which simplifies to 7*p* + 3*y*.” | Adds and subtracts monomials without using models  “I know that if two monomials use the same variable, I can combine them. If they don’t, I can’t. For example, I can add 4*x* + 6*x* to get 10*x* or subtract 6*x* – 4*x* to get 2*x*. But I cannot add or subtract 6*x* and 4*y*.” |
| **Observations/Documentation** | | | |
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