



Government of Newfoundland and Labrador  
Department of Education and Early Childhood Development  
Programs and Services Division

## Call for Submissions

**Date** **November 26, 2025**

**Reference Number** **2025-11**

The Department of Education and Early Childhood Development (Program and Services) is conducting an environmental scan to identify learning resources which may be useful in relation to:

**Course / Program:** **Mathematics 7 and Mathématiques 7<sup>e</sup> année**

Vendors who have materials currently available for purchase are invited to make submissions.

Vendors MUST comply with the ***Resource Submission Procedures*** in order to be eligible for inclusion in the environmental scan.

**All submissions must be received by:**

**4:00 p.m. (Newfoundland Time Zone) Wednesday, December 17th, 2025**

## **Resource Submission Procedures**

1. Review the **Appendix 1** and **Appendix 2** of this document. Vendors will confirm that the resource being submitted:
  - a. aligns the intent of the course/program description provided; and
  - b. satisfies at least **60%** of the outcomes listed.
2. Complete all sections of the **Resource Summary Form**.
3. Email the **Resource Summary Form** to:

To: [toddwoodland@gov.nl.ca](mailto:toddwoodland@gov.nl.ca)

Subject: Resource Submission - Reference Number **2025-11**

4. Ship **6 English physical copies and 3 French physical copies** of the resource to:

**Learning Resources Distribution Centre  
Building 909, Pleasantville  
St. John's, NL  
A1A 1R1**

Clearly label the package(s):

**Resource Submission - Reference Number 2025-11**

5. If additional information is required, send an email request to:

**Todd Woodland  
Curriculum Manager  
Division of Programs and Services  
Department of Education and Early Childhood Development**

[toddwoodland@gov.nl.ca](mailto:toddwoodland@gov.nl.ca)

## **Appendix 1: Program / Course Summary**

### **Requirements**

- Available in French with high quality translation
- Estimated quantities required of successful titles of teacher resources are 325 for English language titles and 75 copies for French language titles
- Needs to be evidence-based that aligns with the curriculum indicators
- Needs to be engaging, current, and age-appropriate
- Includes clear visuals throughout - diagrams, tables, illustrations
- Includes links to short videos, intended for student viewing, of demonstrations and explanations
- Must be in an accessible format that is compatible with assistive technology (Alt text for images, captioned videos, and screen-reader compatibility)
- Includes suggestions for remediation and additional challenge
- Includes worked examples with step-by-step reasoning
- Tasks presented and/or ideas given to teachers for feedback on what to do when students encounter difficulties
- Professional learning available throughout the resource, preferably in short, topic-specific pieces
- Available digitally and in hard copy (printable, with editable reproducible pieces available in Word and pdf forms)
- Digitally available in separate pieces (for ease of linking individual sections on the digital curriculum platform) and as a whole
- **Includes a teacher manipulation resource package which contains high-quality: fraction circles, balance scales, integer counters (in red and yellow), standard and non-standard dice, multi-coloured spinners of various types, and a magnetic integer-specific number line**
- Encompasses the principles of UDL
- Built-in ideas for assessment (formative and/or summative)
- Culturally representative (multicultural, Indigenous)
- Includes a link to a translation glossary for EAL learners
- Visually representative of students with disabilities
- Connections to age-appropriate children's literature, where applicable
- Suggestions for cross-curricular connections
- Promotes:
  - math talks
  - open-ended questions
  - math processes (visualization, communication, connections, mental-math and estimation, problem-solving, reasoning, technology)
- Balances the approach between drill and practice, and inquiry
- Practice problems should range from basic to challenging and include real-world applications
- Includes chapter/section summaries and review questions
- Suggestions for manipulative use, games, and activities

- Includes a glossary and index
- Open to the potential for some customization as necessary

## **Appendix 2: Program / Course Indicators**

Target Name and Number	Indicators for Mathematics 7 and Mathématiques 7 <sup>e</sup> année
1. Counting	1. Compare whole numbers, up to and including nine trillion
2. Representing Whole Numbers	1. Express whole numbers, up to and including nine trillion, in a variety of ways
3. Representing Rational Numbers	<p>1. <b>For percents between 1% and 100%</b> Express a given percent as a fraction and a decimal</p> <p>2. <b>For repeating decimals limited to 1 or 2 repeating digits and for terminating decimals</b> Predict the decimal representation of a given fraction, using patterns</p> <p>3. <b>For percents between 1% and 100%</b> Convert a given fraction or decimal to a percent</p> <p>4. <b>For repeating decimals limited to 1 or 2 repeating digits</b> Express a given fraction as a terminating or repeating decimal</p> <p>5. <b>For terminating decimals up to thousandths</b> Express a given terminating decimal as a fraction</p> <p>6. <b>For repeating decimals limited to 1 or 2 repeating digits</b> Express a given repeating decimal as a fraction</p> <p>7. <b>For repeating decimals limited to 1 or 2 repeating digits</b> Provide an example where the decimal representation of a fraction is an approximation of its exact value</p> <p>8. Determine if a given number is a perfect square</p> <p>9. <b>For natural number bases and exponents</b> Express a given repeated multiplication as a power and vice versa</p> <p>10. Represent 10, 100, 1000, etc. up to one trillion as powers of 10</p>
4. Operations with Whole Numbers (+/-)	n/a
5. Operations with Whole Numbers (x/+)	1. Determine the factors of a given number using the divisibility rules
6. Operations with Rational Numbers	<p>1. Solve problems involving the addition of decimal numbers, specific to creating and managing a budget</p> <p>2. Solve problems involving the subtraction of decimal numbers, specific to creating and managing a budget</p>

	<p>3. Solve problems involving the multiplication of decimal numbers with two-digit multipliers (whole numbers or decimals) without the use of technology</p> <p>4. Solve problems involving the division of decimal numbers for one-digit divisors (whole numbers or decimals) without the use of technology</p> <p>5. Solve problems involving the multiplication or division of decimal numbers with more than two-digit multipliers or one-digit divisors (whole numbers or decimals) with the use of technology</p> <p>6. Solve problems that involve operations on decimals (limited to thousandths), taking into consideration the order of operations</p> <p><b>7. For problems involving percents from 1% to 100%</b> Solve problems that involve finding a percent</p> <p><b>8. For problems involving percents from 1% to 100%</b> Solve percent problems where the answer requires rounding, and explain why an approximate answer is needed; e.g., total cost including taxes</p> <p><b>9. For problems involving percents from 1% to 100%</b> Recall commonly used percents, fractions, and decimal equivalents</p> <p><b>10. For problems involving percents from 1% to 100%</b> Use mental math strategies to increase and decrease a whole number by 1%, 5%, 10%, 25%, 50%, and 100%, and explain the strategies used</p> <p>11. Simplify a positive fraction</p> <p>12. Determine common denominators, lowest common denominators, and equivalent fractions</p> <p><b>13. Limited to positive sums and differences</b> Determine the sum and difference of positive fractions with like denominators</p> <p><b>14. Limited to positive sums and differences</b> Determine the sum and difference of positive fractions with unlike denominators</p> <p><b>15. For positive fractions and mixed numbers with like and unlike denominators, limited to positive sums and differences</b> Determine the sum and difference of mixed numbers</p> <p><b>16. For positive fractions and mixed numbers with like and unlike denominators, limited to positive sums and differences</b> Solve a problem involving the addition or subtraction of positive fractions or mixed numbers, and determine if the solution is reasonable</p> <p>17. Explain, using concrete materials such as integer tiles and diagrams, that the sum of opposite integers is zero</p> <p>18. Add two given integers, using concrete materials or pictorial representations, and record the process symbolically</p> <p>19. Subtract two given integers, using concrete materials or pictorial representations, and record the process symbolically</p> <p>20. Solve a given problem involving the addition and subtraction of integers</p> <p><b>21. For whole numbers</b> Determine the square of a given number and record it symbolically</p> <p><b>22. For whole numbers that are perfect squares</b> Determine the square root of a given perfect square and record it symbolically</p>
7. Patterning	<p>1. Represent a pattern using an algebraic expression, and evaluate the expression</p> <p>2. Provide a context for a given linear relation that represents a pattern</p> <p>3. Match a given set of linear relations to a given set of graphs, and vice versa</p>

	<p>4. Create a table of values for, and then graph, a linear relation limited to discrete elements</p> <p>5. Use the linear relationship shown on a graph to answer contextual questions</p>
8. Algebraic Thinking	<p>1. Identify and provide examples of the components of algebraic expressions and equations</p> <p>2. Add and subtract degree 1 monomials with whole number numerical coefficients</p> <p>3. <b>For problems that can be represented by linear equations of the form:</b></p> <ul style="list-style-type: none"> <li>• <math>ax + b = c</math></li> <li>• <math>ax - b = c</math></li> <li>• <math>ax = b</math></li> <li>• <math>x/a = b, a \neq 0</math></li> </ul> <p><b>where a, b and c are whole numbers</b></p> <p>Determine a solution for a linear equation by systematic trial and by inspection</p> <p>4. <b>For problems that can be represented by linear equations of the form:</b></p> <ul style="list-style-type: none"> <li>• <math>ax + b = c</math></li> <li>• <math>ax - b = c</math></li> <li>• <math>ax = b</math></li> <li>• <math>x/a = b, a \neq 0</math></li> </ul> <p><b>where a, b and c are whole numbers</b></p> <p>Solve a problem using a linear equation</p> <p>5. <b>For problems that can be represented by linear equations of the form:</b></p> <ul style="list-style-type: none"> <li>• <math>ax + b = c</math></li> <li>• <math>ax - b = c</math></li> <li>• <math>ax = b</math></li> <li>• <math>x/a = b, a \neq 0</math></li> </ul> <p><b>where a, b and c are whole numbers</b></p> <p>Verify the solution to a linear equation</p> <p>6. <b>For problems that can be represented by linear equations of the form <math>x + a = b</math>, where a and b are integers</b></p> <p>Solve a problem using a linear equation</p> <p>7. <b>For problems that can be represented by one-step linear equations of the form <math>x + a = b</math>, where a and b are integers</b></p> <p>Verify the solution to a linear equation</p>
9. Measurement	<p>1. Use the relationships among the base length, height, and area of a parallelogram in problem-solving contexts</p> <p>2. Use the relationships among the base length, height, and area of a triangle in problem-solving contexts</p> <p>3. Determine the area of a trapezoid in problem-solving contexts</p> <p>4. Determine the area of a kite in problem-solving contexts</p> <p>5. Use the relationships among the radius, diameter, and circumference of a circle in problem-solving contexts</p> <p>6. Draw a circle with a known radius or diameter, with and without a compass</p> <p>7. Use the relationships among the radius, diameter, and area of a circle in problem-solving contexts</p>

	8. Explain, using an illustration, that the sum of the central angles of a circle is $360^\circ$
10. 2-D Shapes and 3-D Objects	<ol style="list-style-type: none"> <li>Identify the integral coordinates of any point on the Cartesian plane</li> <li>Create shapes and designs on a Cartesian plane, using integral coordinates</li> <li>Perform a transformation or consecutive transformations on a given 2-D shape, and identify the integral coordinates of the vertices of the image</li> </ol>
11. Statistics	<ol style="list-style-type: none"> <li>Find and compare circle graphs</li> <li>Create and label a circle graph, with and without technology, to display a set of data</li> <li>Interpret a circle graph to answer questions</li> <li>Determine mean, median and mode for a set of data, and explain why these values may be the same or different</li> <li>Determine the range for a set of data</li> <li>Provide a context in which the mean, median or mode is the most appropriate measure of central tendency to use when reporting findings</li> <li>Solve problems involving the measures of central tendency</li> <li>Identify any outliers and explain their effect on the measures of central tendency for a given data set</li> <li>Identify outliers in a set of data, and justify whether or not they are to be included in reporting the measures of central tendency</li> <li>Provide examples of situations in which outliers would and would not be used in reporting the measures of central tendency</li> </ol>
12. Probability	<ol style="list-style-type: none"> <li>Provide examples of events with probabilities of 0, <math>1/2</math>, and 1</li> <li><b>For two independent events with a combined sample space of 36 or fewer elements</b> Determine the theoretical probability of a given outcome</li> <li>Conduct a probability experiment for an outcome involving two independent events, with and without technology, to compare the experimental probability with the theoretical probability</li> <li><b>For two independent events with a combined sample space of 36 or fewer elements</b> Solve probability problems</li> <li><b>For two dependent events with a combined sample space of 36 or fewer elements</b> Determine the theoretical probability of a given outcome</li> <li>Conduct a probability experiment for an outcome involving two dependent events, with and without technology, to compare the experimental probability with the theoretical probability</li> <li><b>For two dependent events with a combined sample space of 36 or fewer elements</b> Solve probability problems</li> </ol>