

Standard	Learning Goals/Concepts	Student Performance Objectives	Resources/Activities	Assessments	Terminology
<p>2.1.K.A.1</p> <p>2.1.K.A.2</p>	<p>Know number names and write and recite the count sequence.</p> <p>Apply one-to-one correspondence to count the number of objects.</p>	<p>Students will be able to model and count 1, 2, 3, 4, and 5 with objects.</p> <p>Students will be able to represent 1, 2, 3, 4, and 5 objects with a number name and written numeral.</p> <p>Students will be able to use objects or drawings to decompose 5 into pairs in mopre than one way.</p> <p>Students will know that each successive number refers to a quantity that is one larger.</p> <p>Students will be able to solve problems by using the strategy "make a model".</p> <p>Students will be able to represent 0 objects with a number name and a written numeral.</p>	<p>GOMath! 1.1 - 1.10</p>		<p>one</p> <p>two</p> <p>three</p> <p>four</p> <p>five</p> <p>zero</p> <p>match</p> <p>pair</p> <p>and</p> <p>larger</p> <p>fewer</p> <p>more</p>

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2.1.K.A.3	Apply the concept of magnitude to compare numbers and quantities.	<p>Students will be able to use matching and counting strategies to compare sets with the same number of objects.</p> <p>Students will be able to use matching and counting strategies to compare sets when the number of objects in one set is greater than the number of objects in the other set.</p> <p>Students will be able to use matching and counting strategies to compare sets when the number of objects in one set is less than the number of objects in the other set.</p> <p>Students will be able to make a model to solve problems using a matching strategy.</p> <p>Students will be able to use a counting strategy to compare sets of objects.</p>	GoMath! 2.1 - 2.5		<p>same number</p> <p>compare</p> <p>match</p> <p>more</p> <p>less</p> <p>fewer</p> <p>one</p> <p>two</p> <p>three</p> <p>four</p> <p>five</p>

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<p>2.1.K.A.1</p> <p>2.1.K.A.2</p>	<p>Know number names and write and recite the count sequence.</p> <p>Apply one-to-one correspondence to count the number of objects.</p>	<p>Students will be able to model and count objects with 6, 7, 8, and 9 objects.</p> <p>Students will be able to represent 6, 7, 8, and 9 objects with a number name and a written numeral.</p> <p>Students will be able to solve problems by using the strategy "draw a picture".</p>	<p>GoMath 3.1 - 3.9</p>		<p>six</p> <p>seven</p> <p>eight</p> <p>nine</p> <p>match</p>

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2.1.K.A.3	Apply the concept of magnitude to compare numbers and quantities.	<p>Students will be able to model and count with 10 objects.</p> <p>Students will be able to represent 10 objects with a number name and a written numeral.</p> <p>Students will be able to show ways to make 10.</p> <p>Students will be able to compare sets.</p> <p>Students will be able to compare sets by counting.</p> <p>Students will be able to compare two numbers.</p> <p>Students will be able to solve problems using the strategy "draw a picture".</p>	GoMath! 4.1 - 4.7		<p>ten</p> <p>match</p> <p>sety</p> <p>compare</p>

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2.2.K.A.1	Extend the concepts of putting together and taking apart to add and subtract within 10.	<p>Students will be able to use expressions to represent addition.</p> <p>Students will be able to represent addition within 5.</p> <p>Students will be able to solve problems using the strategy "act it out".</p> <p>Students will be able to use objects and drawings to solve addition word problems within 5.</p> <p>Students will be able to use a drawing to find 10 from a given number and record the equation.</p> <p>Students will be able to solve addition word problems within 10 and record the equation.</p> <p>Students will be able to decompose numbers within 10 into pairs in more than one way and record in an equation.</p>	GoMath! 5.1 - 5.10		<p>one</p> <p>two</p> <p>three</p> <p>four</p> <p>five</p> <p>six</p> <p>seven</p> <p>eight</p> <p>nine</p> <p>ten</p> <p>add</p> <p>addition</p> <p>plus</p> <p>is equal to</p> <p>pair</p>

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2.2.K.A.1	Extend the concepts of putting together and taking apart to add and subtract within 10.	<p>Students will be able to use expressions to represent subtraction within 10.</p> <p>Students will be able to solve problems using the strategy "act it out".</p> <p>Students will be able to use objects and drawings to solve subtraction word problems within 10.</p> <p>Students will be able to solve subtraction word problems within 10 and record the equation.</p> <p>Students will be able to understand addition as putting together or adding to when solving word problems.</p> <p>Students will be able to understand subtraction as taking apart or taking from to solve word problems.</p>	GoMath! 6.1 - 6.7		<p>minus</p> <p>subtraction</p> <p>is equal to</p> <p>plus</p>

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<p>2.1.K.A.1</p> <p>2.1.K.A.2</p>	<p>Know number names and write and recite the count sequence.</p> <p>Apply one-to-one correspondence to count the number of objects.</p>	<p>Students will be able to use objects to decompose the numbers 11, 12, 13, 14, 15, 16, 17, 18, and 19 into tens and ones and some further ones.</p> <p>Students will be able to represent 11, 12, 13, 14, 15, 16, 17, 18, and 19 objects with number names and written numerals.</p> <p>Students will be able to solve problems by using the strategy "use a picture".</p>	<p>GoMath! 7.1 - 7.10</p>		<p>ones</p> <p>eleven</p> <p>twelve</p> <p>thirteen</p> <p>fourteen</p> <p>fifteen</p> <p>sixteen</p> <p>seventeen</p> <p>eighteen</p> <p>nineteen</p>

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<p>2.1.K.A.1</p> <p>2.1.K.A.2</p>	<p>Know number names and write and recite the count sequence.</p> <p>Apply one-to-one correspondence to count the number of objects.</p>	<p>Students will be able to model and count with 20 objects.</p> <p>Students will be able to represent 20 objects with a number name and a written numeral.</p> <p>Students will be able to count forward to 20 from a given numeral.</p> <p>Students will be able to know the count sequence when counting to 50 by ones.</p> <p>Students will be able to know the count sequence when counting to 100 by ones.</p> <p>Students will be able to use sets of tens to count to 100.</p>	<p>GoMath! 8.1 - 8.8</p>		<p>ones</p> <p>tens</p> <p>twenty</p> <p>fifty</p> <p>one hundred</p> <p>compare</p>



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<p>2.3.K.A.1</p> <p>2.3.K.A.2</p>	<p>Identify and describe two and three dimensional shapes.</p> <p>Analyze, compare, create, and compose two and three dimensional shapes.</p>	<p>Students will be able to identify and name two-dimensional shapes including circles, squares, triangles, rectangles, and hexagons.</p> <p>Students will be able to describe attributes of circles, squares, triangles, rectangles, and hexagons.</p> <p>Students will be able to use the words alike and different to compare two-dimensional shapes by attributes.</p> <p>Students will be able to solve problems by using the strategy "draw a picture".</p> <p>Students will be able to make sense of and persevere in solving complex and novel mathematical problems.</p>	<p>GoMath! 9.1 - 9.12</p>		<p>circle</p> <p>curve</p> <p>square</p> <p>rectangle</p> <p>triangle</p> <p>hexagon</p> <p>sides</p> <p>corner</p> <p>vertex</p> <p>vertices</p> <p>alike</p> <p>different</p>

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<p>2.3.K.A.1</p> <p>2.3.K.A.2</p>	<p>Identify and describe two and three dimensional shapes.</p> <p>Analyze, compare, create, and compose two and three dimensional shapes.</p>	<p>Students will be able to analyze and compare 3-dimensional shapes by attributes.</p> <p>Students will be able to identify, name, and describe 3-dimensional shapes including spheres, cubes, and cones.</p> <p>Students will be able to use the terms <i>above</i> and <i>below</i> to describe shapes in the environment.</p> <p>Students will be able to use the terms <i>beside</i> and <i>next to</i> to describe shapes in the environment.</p> <p>Students will be able to use the terms <i>in front of</i> and <i>behind</i> to describe shapes in the environment.</p>	<p>GoMath 10.1 - 10.9</p>		<p>above</p> <p>behind</p> <p>below</p> <p>beside</p> <p>in front of</p> <p>cone</p> <p>cube</p> <p>cylinder</p> <p>sphere</p> <p>curved surface</p> <p>flat surface</p> <p>roll</p> <p>slide</p> <p>stack</p> <p>three-dimensional</p>

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<p>2.1.K.A.3</p> <p>2.4.K.A.1</p>	<p>Apply the concept of magnitude to compare numbers and quantities.</p> <p>Describe and compare attributes of length, area, weight, and capacity of everyday objects.</p>	<p>Students will be able to compare the lengths of two objects.</p> <p>Students will be able to compare the heights of two objects.</p> <p>Students will be able to compare the weights of two objects.</p> <p>Students will be able to describe several measurable attributes of a single object.</p> <p>Students will be able to solve problems using the strategy "draw a picture".</p>	<p>GoMath 11.1 - 11.5</p>		<p>heavier</p> <p>lighter</p> <p>longer</p> <p>shorter</p> <p>taller</p> <p>same height</p> <p>same length</p> <p>same weight</p>

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2.4.K.A.4	Classify objects and count the number of objects in each category.	<p>Students will be able to classify and count objects by color.</p> <p>Students will be able to classify and count objects by shape.</p> <p>Students will be able to classify and count objects by size.</p> <p>Students will be able to make a graph to count objects that have been classified into categories.</p> <p>Students will be able to read a graph to count objects that have been classified into categories.</p> <p>Students will be able to solve problems using the strategy "logical reasoning".</p>	GoMath! 12.1 - 12. 6		<p>big</p> <p>small</p> <p>size</p> <p>blue</p> <p>green</p> <p>yellow</p> <p>red</p> <p>shape</p> <p>category</p> <p>classify</p> <p>graph</p>

