

Quarter 1

Number Sense and Operations

1: Develop an understanding for counting using objects in a set.

- 1.1:** Given a group of up to 20 objects, count the number of objects in that group and represent the number of objects with a written numeral. State the number of objects in a rearrangement of that group without recounting
- 1.2:** Given a number from 0 to 20, count out that many objects.
- 1.3:** Identify positions of objects within a sequence using the words “first,” “second,” “third,” “fourth” or “fifth.”
- 1.4:** Compare the number of objects from 0 to 20 in two groups using the terms less than, equal to or greater than.

2: Recite number names sequentially within 100 and develop an understanding for place value.

- 2.1:** Recite the number names to 100 by ones and by tens. Starting at a given number, count forward within 100 and backward within 20.
- 2.2:** Represent whole numbers from 10 to 20, using a unit of ten and a group of ones, with objects, drawings and expressions or equations.
- 2.3:** Locate, order and compare numbers from 0 to 20 using the number line and terms less than, equal to or greater than.

3: Develop an understanding of addition and subtraction operations with one-digit whole numbers.

- 3.1:** Explore addition of two whole numbers from 0 to 10, and related subtraction facts.
- 3.2:** Add two one-digit whole numbers with sums from 0 to 10 and subtract using related facts with procedural reliability.

Quarter 2

Algebraic Reasoning

1: Represent and solve addition problems with sums between 0 and 10 and subtraction problems using related facts.

- 1.1:** For any number from 1 to 9, find the number that makes 10 when added to the given number.
- 1.2:** Given a number from 0 to 10, find the different ways it can be represented as the sum of two numbers.
- 1.3:** Solve addition and subtraction real-world problems using objects, drawings or equations to represent the problem.

2: Develop an understanding of the equal sign.

- 2.1:** Explain why addition or subtraction equations are true using objects or drawings.

Quarter 3	<p style="text-align: center;">Geometric Reasoning</p> <p><u>1: Identify, compare and compose two- and three-dimensional figures.</u></p> <ul style="list-style-type: none"> <input type="checkbox"/> 1.1: Identify two- and three-dimensional figures regardless of their size or orientation. Figures are limited to circles, triangles, rectangles, squares, spheres, cubes, cones and cylinders. <input type="checkbox"/> 1.2: Compare two-dimensional figures based on their similarities, differences and positions. Sort two-dimensional figures based on their similarities and differences. Figures are limited to circles, triangles, rectangles and squares. <input type="checkbox"/> 1.3: Compare three-dimensional figures based on their similarities, differences and positions. Sort three-dimensional figures based on their similarities and differences. Figures are limited to spheres, cubes, cones and cylinders. <input type="checkbox"/> 1.4: Find real-world objects that can be modeled by a given two- or three-dimensional figure. Figures are limited to circles, triangles, rectangles, squares, spheres, cubes, cones and cylinders. <input type="checkbox"/> 1.5: Combine two-dimensional figures to form a given composite figure. Figures used to form a composite shape are limited to triangles, rectangles and squares.
Quarter 4	<p style="text-align: center;">Data Analysis and Probability</p> <p><u>1: Develop an understanding for collecting, representing and comparing data.</u></p> <ul style="list-style-type: none"> <input type="checkbox"/> 1.1: Collect and sort objects into categories and compare the categories by counting the objects in each category. Report the results verbally, with a written numeral or with drawings. <p style="text-align: center;">Measurement</p> <p><u>1: Identify and compare measurable attributes of objects.</u></p> <ul style="list-style-type: none"> <input type="checkbox"/> 1.1: Identify the attributes of a single object that can be measured such as length, volume or weight. <input type="checkbox"/> 1.2: Directly compare two objects that have an attribute which can be measured in common. Express the comparison using language to describe the difference. <input type="checkbox"/> 1.3: Express the length of an object, up to 20 units long, as a whole number of lengths by laying non-standard objects end to end with no gaps or overlaps.