

Representation and Comparison of Whole Numbers

Process: Tools to Know		Notes	Check Up		
Applying Math in Everyday Situations	<input type="checkbox"/> I can determine what math I need to use to solve a problem. K.1(A)				
Using Problem Solving Models	<input type="checkbox"/> I can use a problem-solving model to solve a problem. K.1(B)				

Content		Notes	Check Up		
Representation of Whole Numbers	<input type="checkbox"/> I can recognize, write, and represent a number up to 20. K.2(B)				
	<input type="checkbox"/> I can use drawings or objects to show different ways to make a number up to 10. K.2(I)				
	<input type="checkbox"/> I can count a group of objects up to 20. K.2(C)				
	<input type="checkbox"/> I can quickly look at a set of objects and know how many there are in the set. K.2(D)				
	<input type="checkbox"/> I can count by ones starting at any number. K.5(A)				
	<input type="checkbox"/> I can count by tens starting at any number. K.5(A)				
Comparison of Whole Numbers	<input type="checkbox"/> I can compare numbers up to 20 using the words more than, less than, or equal to. K.2(H)				
	<input type="checkbox"/> I can count to 20 forward and backward. K.2(A)				
	<input type="checkbox"/> I can use objects to make a number that is greater than, less than, or equal to another number. K.2(E)				
	<input type="checkbox"/> I can make a number that is one greater than or one less than another number. K.2(F)				
	<input type="checkbox"/> I can compare whether one group of objects has more or less than another group of objects. K.2(G)				

Process: Ways to Show		Notes	Check Up		
Creating/Using Representations	<input type="checkbox"/> I can create a representation of my math solution and explain it to another person. K.1(E)				
Analyzing Information	<input type="checkbox"/> I can describe and connect math ideas. K.1(F)				

Addition and Subtraction of Whole Numbers

Process: Tools to Know		Notes	Check Up		
Applying Math in Everyday Situations	<input type="checkbox"/> I can determine what math I need to use to solve a problem. K.1(A)				
Using Problem Solving Models	<input type="checkbox"/> I can use a problem-solving model to solve a problem. K.1(B)				

Content		Notes	Check Up		
Addition and Subtraction of Whole Numbers	<input type="checkbox"/> I can use objects and drawings to solve addition and subtraction word problems. K.3(B)				
	<input type="checkbox"/> I can put objects together to show addition, and I can take objects away from a group to show subtraction. K.3(A)				
	<input type="checkbox"/> I can explain strategies I used to solve addition and subtraction problems. K.3(C)				

Process: Ways to Show		Notes	Check Up		
Creating/Using Representations	<input type="checkbox"/> I can create a representation of my math solution and explain it to another person. K.1(E)				
Analyzing Information	<input type="checkbox"/> I can describe and connect math ideas. K.1(F)				

Geometry

Process: Tools to Know		Notes	Check Up		
Applying Math in Everyday Situations	<input type="checkbox"/> I can determine what math I need to use to solve a problem. K.1(A)				
Using Problem Solving Models	<input type="checkbox"/> I can use a problem-solving model to solve a problem. K.1(B)				

Content		Notes	Check Up		
Two-Dimensional	<input type="checkbox"/> I can sort shapes in groups by things that are the same. K.6(E)				
	<input type="checkbox"/> I can pick out a circle, a triangle, a rectangle, and a square. K.6(A)				
	<input type="checkbox"/> I can describe a circle, a triangle, a rectangle, and a square by identifying the number of sides and corners (vertices). K.6(D)				
	<input type="checkbox"/> I can make a triangle, a rectangle, a circle, or a square using objects such as clay, straws, string, or toothpicks. K.6(F)				
Three-Dimensional	<input type="checkbox"/> I can sort solids in groups by things that are the same. K.6(E)				
	<input type="checkbox"/> I can pick out a cylinder, a cone, a sphere, and a cube in the real world. K.6(B)				
	<input type="checkbox"/> I can pick out shapes in cylinders, cones, spheres, and cubes. K.6(C)				

Process: Ways to Show		Notes	Check Up		
Creating/Using Representations	<input type="checkbox"/> I can create a representation of my math solution and explain it to another person. K.1(E)				
Analyzing Information	<input type="checkbox"/> I can describe and connect math ideas. K.1(F)				

Measurement

Process: Tools to Know		Notes	Check Up		
Applying Math in Everyday Situations	<input type="checkbox"/> I can determine what math I need to use to solve a problem. K.1(A)				
Using Problem Solving Models	<input type="checkbox"/> I can use a problem-solving model to solve a problem. K.1(B)				

Content		Notes	Check Up		
Measurement	<input type="checkbox"/> I can compare the length, weight, and capacity of two objects. K.7(B)				
	<input type="checkbox"/> I can explain different ways that an object can be measured. K.7(A)				

Process: Ways to Show		Notes	Check Up		
Creating/Using Representations	<input type="checkbox"/> I can create a representation of my math solution and explain it to another person. K.1(E)				
Analyzing Information	<input type="checkbox"/> I can describe and connect math ideas. K.1(F)				

Data Analysis

Process: Tools to Know		Notes	Check Up		
Applying Math in Everyday Situations	<input type="checkbox"/> I can determine what math I need to use to solve a problem. K.1(A)				
Using Problem Solving Models	<input type="checkbox"/> I can use a problem-solving model to solve a problem. K.1(B)				

Content		Notes	Check Up		
Representation of Data	<input type="checkbox"/> I can put information into a graph. K.8(B)				
	<input type="checkbox"/> I can ask the students in my class a question and sort their answers into categories. K.8(A)				
Interpretation of Data	<input type="checkbox"/> I can explain information from a graph. K.8(C)				

Process: Ways to Show		Notes	Check Up		
Creating/Using Representations	<input type="checkbox"/> I can create a representation of my math solution and explain it to another person. K.1(E)				
Analyzing Information	<input type="checkbox"/> I can describe and connect math ideas. K.1(F)				

Personal Financial Literacy

Process: Tools to Know		Notes	Check Up		
Applying Math in Everyday Situations	<input type="checkbox"/> I can determine what math I need to use to solve a problem. K.1(A)				
Using Problem Solving Models	<input type="checkbox"/> I can use a problem-solving model to solve a problem. K.1(B)				

Content		Notes	Check Up		
Money	<input type="checkbox"/> I can pick out a penny, a nickel, a dime, and a quarter. K.4(A)				
Needs and Income	<input type="checkbox"/> I can explain different ways you can earn money. K.9(A)				
	<input type="checkbox"/> I can explain the difference between money I earned for doing chores and money I received in a birthday card. K.9(B)				
	<input type="checkbox"/> I can explain skills that people would need for certain jobs. K.9(C)				
	<input type="checkbox"/> I can explain the difference between wants and needs. K.9(D)				

Process: Ways to Show		Notes	Check Up		
Creating/Using Representations	<input type="checkbox"/> I can create a representation of my math solution and explain it to another person. K.1(E)				
Analyzing Information	<input type="checkbox"/> I can describe and connect math ideas. K.1(F)				