



Overview of PreK-6 Grade-Level Goals

CCSS EDITION

Content Strand: Number and Numeration		
Program Goal: Understand the Meanings, Uses, and Representations of Numbers		
Content Thread: Rote Counting		
PreK		
K	Goal 1:	Count on by 1s to 100; count on by 2s, 5s, and 10s and count back by 1s with number grids, number lines, and calculators.
1st	Goal 1:	Count on by 1s, 2s, 5s, and 10s past 100 and back by 1s from any number less than 100 with and without number grids, number lines, and calculators.
2nd	Goal 1:	Count on by 1s, 2s, 5s, 10s, 25s, and 100s past 1,000 and back by 1s, 10s, and 100s from any number less than 1,000 with and without number grids, number lines, and calculators.
3rd		
4th		
5th		
6th		

Content Thread: Rational Counting		
PreK		
K	Goal 2:	Count 20 or more objects; estimate the number of objects in a collection.
1st	Goal 2:	Count collections of objects accurately and reliably; estimate the number of objects in a collection.
2nd		
3rd		
4th		
5th		
6th		





Overview of PreK-6 Grade-Level Goals

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Content Strand: Number and Numeration		
Program Goal: Understand the Meanings, Uses, and Representations of Numbers		
Content Thread: Place value and notation		
PreK		
K	Goal 3:	Model numbers with manipulatives; use manipulatives to exchange 1s for 10s and 10s for 100s; recognize that digits can be used and combined to read and write numbers; read numbers up to 30.
1st	Goal 3:	Read, write, and model with manipulatives whole numbers up to 1,000; identify places in such numbers and the values of the digits in those places.
2nd	Goal 2:	Read, write, and model with manipulatives whole numbers up to 10,000; identify places in such numbers and the values of the digits in those places; read and write money amounts in dollars-and-cents notation.
3rd	Goal 1:	Read and write whole numbers up to 1,000,000; read, write, and model with manipulatives decimals through hundredths; identify places in such numbers and the values of the digits in those places; translate between whole numbers and decimals represented in words, in base-10 notation, and with manipulatives.
4th	Goal 1:	Read and write whole numbers up to 1,000,000,000 and decimals through thousandths; identify places in such numbers and the values of the digits in those places; translate between whole numbers and decimals represented in words and in base-10 notation.
5th	Goal 1:	Read and write whole numbers and decimals; identify places in such numbers and the values of the digits in those places; use expanded notation to represent whole numbers and decimals.
6th	Goal 1:	Read and write whole numbers and decimals; identify places in such numbers and the values of the digits in those places; use expanded notation, number-and-word notation, exponential notation, and scientific notation to represent whole numbers and decimals.





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Content Strand: Number and Numeration		
Program Goal: Understand the Meanings, Uses, and Representations of Numbers		
Content Thread: Meanings and uses of fractions		
PreK		
K	Goal 4:	Use manipulatives to model half of a region or a collection; describe the model.
1st	Goal 4:	Use manipulatives and drawings to model halves, thirds, and fourths as equal parts of a region or a collection; describe the model.
2nd	Goal 3:	Use manipulatives and drawings to model fractions as equal parts of a region or a collection; describe the models and name the fractions.
3rd	Goal 2:	Read, write, and model fractions; solve problems involving fractional parts of a region or a collection; describe strategies used.
4th	Goal 2:	Read, write, and model fractions; solve problems involving fractional parts of a region or a collection; describe and explain strategies used; given a fractional part of a region or a collection, identify the unit whole.
5th	Goal 2:	Solve problems involving percents and discounts; describe and explain strategies used; identify the unit whole in situations involving fractions.
6th	Goal 2:	Solve problems involving percents and discounts; explain strategies used; identify the unit whole in situations involving fractions, decimals, and percents.

Content Thread: Number theory		
PreK		
K		
1st	Goal 5:	Use manipulatives to identify and model odd and even numbers.
2nd	Goal 4:	Recognize numbers as odd or even.
3rd	Goal 3:	Find multiples of 2, 5, and 10.
4th	Goal 3:	Find multiples of whole numbers less than 10; identify prime and composite numbers; find whole-number factors of numbers.
5th	Goal 3:	Identify prime and composite numbers; factor numbers; find prime factorizations.
6th	Goal 3:	Use GCFs, LCMs, and divisibility rules to manipulate fractions.





Overview of PreK-6 Grade-Level Goals

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Content Strand: Number and Numeration		
Program Goal: Understand Equivalent Names for Numbers		
Content Thread: Equivalent names for whole numbers		
PreK		
K	Goal 5:	Use manipulatives, drawings, and numerical expressions involving addition and subtraction of 1-digit numbers to give equivalent names for whole numbers up to 20.
1st	Goal 6:	Use manipulatives, drawings, tally marks, and numerical expressions involving addition and subtraction of 1- or 2-digit numbers to give equivalent names for whole numbers up to 100.
2nd	Goal 5:	Use tally marks, arrays, and numerical expressions involving addition and subtraction to give equivalent names for whole numbers.
3rd	Goal 4:	Use numerical expressions involving one or more of the basic four arithmetic operations to give equivalent names for whole numbers.
4th	Goal 4:	Use numerical expressions involving one or more of the basic four arithmetic operations and grouping symbols to give equivalent names for whole numbers.
5th	Goal 4:	Use numerical expressions involving one or more of the basic four arithmetic operations, grouping symbols, and exponents to give equivalent names for whole numbers; convert between base-10, exponential, and repeated-factor notations.
6th	Goal 4:	Apply the order of operations to numerical expressions to give equivalent names for rational numbers.

Content Thread: Equivalent names for fractions, decimals, and percents		
PreK		
K		
1st		
2nd	Goal 6:	Use manipulatives and drawings to model equivalent names for $\frac{1}{2}$.
3rd	Goal 5:	Use manipulatives and drawings to find and represent equivalent names for fractions; use manipulatives to generate equivalent fractions.
4th	Goal 5:	Use numerical expressions to find and represent equivalent names for fractions and decimals; use and explain a multiplication rule to find equivalent fractions; rename fourths, fifths, tenths, and hundredths as decimals and percents.
5th	Goal 5:	Use numerical expressions to find and represent equivalent names for fractions, decimals, and percents; use and explain multiplication and division rules to find equivalent fractions and fractions in simplest form; convert between fractions and mixed numbers; convert between fractions, decimals, and percents.
6th	Goal 5:	Find equivalent fractions and fractions in simplest form by applying multiplication and division rules and concepts from number theory; convert between fractions, mixed numbers, decimals, and percents.





Overview of PreK-6 Grade-Level Goals

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Content Strand: Number and Numeration		
Program Goal: Understand Common Numerical Relations		
Content Thread: Comparing and ordering numbers		
PreK		
K	Goal 6:	Compare and order whole numbers up to 20.
1st	Goal 7:	Compare and order whole numbers up to 1,000.
2nd	Goal 7:	Compare and order whole numbers up to 10,000; use area models to compare fractions.
3rd	Goal 6:	Compare and order whole numbers up to 1,000,000; use manipulatives to order decimals through hundredths; use area models and benchmark fractions to compare and order fractions.
4th	Goal 6:	Compare and order whole numbers up to 1,000,000,000 and decimals through thousandths; compare and order integers between -100 and 0; use area models, benchmark fractions, and analyses of numerators and denominators to compare and order fractions.
5th	Goal 6:	Compare and order rational numbers; use area models, benchmark fractions, and analyses of numerators and denominators to compare and order fractions and mixed numbers; describe strategies used to compare fractions and mixed numbers.
6th	Goal 6:	Choose and apply strategies for comparing and ordering rational numbers; explain those choices and strategies.



Overview of PreK-6 Grade-Level Goals

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Content Strand: Operations and Computation		
Program Goal: Compute Accurately		
Content Thread: Addition and subtraction facts		
PreK		
K	Goal 1:	Use manipulatives, number lines, and mental arithmetic to solve problems involving the addition and subtraction of single-digit whole numbers; demonstrate appropriate fluency with addition and subtraction facts within 5.
1st	Goal 1:	Demonstrate appropriate fluency with addition and subtraction facts through $10 + 10$.
2nd	Goal 1:	Demonstrate automaticity with all addition facts through $10 + 10$ and fluency with the related subtraction facts.
3rd	Goal 1:	Demonstrate automaticity with all addition and subtraction facts through $10 + 10$; use basic facts to compute fact extensions such as $80 + 70$.
4th	Goal 1:	Demonstrate automaticity with addition and subtraction fact extensions.
5th		
6th		

Content Thread: Addition and subtraction procedures		
PreK		
K		
1st	Goal 2:	Use manipulatives, number grids, tally marks, mental arithmetic, and calculators to solve problems involving the addition and subtraction of 1-digit whole numbers with 2-digit whole numbers; calculate and compare the values of combinations of coins.
2nd	Goal 2:	Use manipulatives, number grids, tally marks, mental arithmetic, paper & pencil, and calculators to solve problems involving the addition and subtraction of multidigit whole numbers; describe the strategies used; calculate and compare values of coin and bill combinations.
3rd	Goal 2:	Use manipulatives, mental arithmetic, paper-and-pencil algorithms and models, and calculators to solve problems involving the addition and subtraction of whole numbers and decimals in a money context; describe the strategies used and explain how they work.
4th	Goal 2:	Use manipulatives, mental arithmetic, paper-and-pencil algorithms and models, and calculators to solve problems involving the addition and subtraction of whole numbers and decimals through hundredths; describe the strategies used and explain how they work.
5th	Goal 1:	Use manipulatives, mental arithmetic, paper-and-pencil algorithms and models, and calculators to solve problems involving the addition and subtraction of whole numbers, decimals, and signed numbers; describe the strategies used and explain how they work.
6th	Goal 1:	Use mental arithmetic, paper-and-pencil algorithms and models, and calculators to solve problems involving the addition and subtraction of whole numbers, decimals, and signed numbers; describe the strategies used and explain how they work.





Overview of PreK-6 Grade-Level Goals

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Content Strand: Operations and Computation		
Program Goal: Compute Accurately		
Content Thread: Multiplication and division facts		
PreK		
K		
1st		
2nd		
3rd	Goal 3:	Demonstrate automaticity with multiplication facts through 10×10 .
4th	Goal 3:	Demonstrate automaticity with multiplication facts through $10 * 10$ and proficiency with related division facts; use basic facts to compute fact extensions such as $30 * 60$.
5th	Goal 2:	Demonstrate automaticity with multiplication and division fact extensions.
6th		

Content Thread: Multiplication and division procedures		
PreK		
K		
1st		
2nd		
3rd	Goal 4:	Use arrays, mental arithmetic, paper-and-pencil algorithms and models, and calculators to solve problems involving the multiplication of 2- and 3-digit whole numbers by 1-digit whole numbers; describe the strategies used.
4th	Goal 4:	Use manipulatives, mental arithmetic, paper-and-pencil algorithms and models, and calculators to solve problems involving the multiplication of multidigit whole numbers by 2-digit whole numbers and the division of multidigit whole numbers by 1-digit whole numbers; describe the strategies used and explain how they work.
5th	Goal 3:	Use manipulatives, mental arithmetic, paper-and-pencil algorithms and models, and calculators to solve problems involving the multiplication of whole numbers and decimals and the division of multidigit whole numbers and decimals by whole numbers; express remainders as whole numbers or fractions as appropriate; describe the strategies used and explain how they work.
6th	Goal 2:	Use mental arithmetic, paper-and-pencil algorithms and models, and calculators to solve problems involving the multiplication and division of whole numbers, decimals, and signed numbers; describe the strategies used and explain how they work.





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Content Strand: Operations and Computation		
Program Goal: Compute Accurately		
Content Thread: Procedures for addition and subtraction of fractions		
PreK		
K		
1st		
2nd		
3rd		
4th	Goal 5:	Use manipulatives, mental arithmetic, and calculators to solve problems involving the addition and subtraction of fractions and mixed numbers; describe the strategies used.
5th	Goal 4:	Use mental arithmetic, paper-and-pencil algorithms and models, and calculators to solve problems involving the addition and subtraction of fractions and mixed numbers; describe the strategies used and explain how they work.
6th	Goal 3:	Use mental arithmetic, paper-and-pencil algorithms and models, and calculators to solve problems involving the addition and subtraction of fractions and mixed numbers; describe the strategies used and explain how they work.

Content Thread: Procedures for multiplication and division of fractions		
PreK		
K		
1st		
2nd		
3rd		
4th		
5th	Goal 5:	Use area models, mental arithmetic, paper-and-pencil algorithms and models, and calculators to solve problems involving the multiplication of fractions and mixed numbers; use visual models, paper-and-pencil methods, and calculators to solve problems involving the division of fractions; describe the strategies used.
6th	Goal 4:	Use mental arithmetic, paper-and-pencil algorithms and models, and calculators to solve problems involving the multiplication and division of fractions and mixed numbers; describe the strategies used and explain how they work.





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Content Strand: Operations and Computation		
Program Goal: Make Reasonable Estimates		
Content Thread: Computational estimation		
PreK		
K		
1st	Goal 3:	Estimate reasonableness of answers to basic fact problems (e.g., Will $7 + 8$ be more or less than 10?).
2nd	Goal 3:	Make reasonable estimates for whole number addition and subtraction problems; explain how the estimates were obtained.
3rd	Goal 5:	Make reasonable estimates for whole number addition, subtraction, multiplication, and division problems; explain how the estimates were obtained.
4th	Goal 6:	Make reasonable estimates for whole number and decimal addition and subtraction problems and whole number multiplication and division problems; explain how the estimates were obtained.
5th	Goal 6:	Make reasonable estimates for whole number and decimal addition, subtraction, multiplication, and division problems and fraction and mixed number addition and subtraction problems; explain how the estimates were obtained.
6th	Goal 5:	Make reasonable estimates for whole number, decimal, fraction, and mixed number addition, subtraction, multiplication, and division problems; explain how the estimates were obtained.





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Content Strand: Operations and Computation		
Program Goal: Understand Meanings of Operations		
Content Thread: Models for the operations		
PreK		
K	Goal 2:	Identify join and take-away situations.
1st	Goal 4:	Identify change-to-more, change-to-less, comparison, and parts-and-total situations.
2nd	Goal 4:	Identify and describe change, comparison, and parts-and-total situations; use repeated addition, arrays, and skip counting to model multiplication; use equal sharing and equal grouping to model division.
3rd	Goal 6:	Recognize and describe change, comparison, and parts-and-total situations; use repeated addition, arrays, and skip counting to model multiplication; use equal sharing and equal grouping to model division.
4th	Goal 7:	Use repeated addition, skip counting, arrays, area, and scaling to model multiplication and division.
5th	Goal 7:	Use repeated addition, arrays, area, and scaling to model multiplication and division; use ratios expressed as words, fractions, percents, and with colons; solve problems involving ratios of parts of a set to the whole set.
6th	Goal 6:	Use ratios and scaling to model size changes and to solve sizechange problems; represent ratios as fractions, percents, and decimals, and using a colon; model and solve problems involving part-to-whole and part-to-part ratios; model rate and ratio number stories with proportions; use and explain cross multiplication and other strategies to solve proportions.



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Content Strand: Data and Chance		
Program Goal: Select and Create Appropriate Graphical Representations of Collected or Given Data		
Content Thread: Data collection and representation		
PreK		
K	Goal 1:	Collect and organize data to create classconstructed tally charts, tables, and bar graphs.
1st	Goal 1:	Collect and organize data to create tally charts, tables, bar graphs, and line plots.
2nd	Goal 1:	Collect and organize data or use given data to create tally charts, tables, graphs, and line plots.
3rd	Goal 1:	Collect and organize data or use given data to create charts, tables, graphs, and line plots.
4th	Goal 1:	Collect and organize data or use given data to create charts, tables, graphs, and line plots.
5th	Goal 1:	Collect and organize data or use given data to create graphic displays with reasonable titles, labels, keys, and intervals.
6th	Goal 1:	Collect and organize data or use given data to create graphic displays with reasonable titles, labels, keys, and intervals.

Content Strand: Data and Chance		
Program Goal: Analyze and Interpret Data		
Content Thread: Data analysis		
PreK		
K	Goal 2:	Use graphs to answer simple questions.
1st	Goal 2:	Use graphs to answer simple questions and draw conclusions; find the maximum and minimum of a data set.
2nd	Goal 2:	Use graphs to ask and answer simple questions and draw conclusions; find the maximum, minimum, mode, and median of a data set.
3rd	Goal 2:	Use graphs to ask and answer simple questions and draw conclusions; find the maximum, minimum, range, mode, and median of a data set.
4th	Goal 2:	Use the maximum, minimum, range, median, mode, and graphs to ask and answer questions, draw conclusions, and make predictions.
5th	Goal 2:	Use the maximum, minimum, range, median, mode, and mean and graphs to ask and answer questions, draw conclusions, and make predictions.
6th	Goal 2:	Use data landmarks, measures of spread, and graphs to ask and answer questions, draw conclusions, and make predictions; compare and contrast the median and mean of a data set.





Overview of PreK-6 Grade-Level Goals

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Content Strand: Data and Chance		
Program Goal: Understand and Apply Basic Concepts of Probability		
Content Thread: Qualitative probability		
PreK		
K	Goal 3:	Describe events using certain, possible, impossible, and other basic probability terms.
1st	Goal 3:	Describe events using certain, likely, unlikely, impossible, and other basic probability terms.
2nd	Goal 3:	Describe events using certain, likely, unlikely, impossible, and other basic probability terms; explain the choice of language.
3rd	Goal 3:	Describe events using certain, very likely, likely, unlikely, very unlikely, impossible, and other basic probability terms; explain the choice of language.
4th	Goal 3:	Describe events using certain, very likely, likely, unlikely, very unlikely, impossible, and other basic probability terms; use more likely, equally likely, same chance, 50–50, less likely, and other basic probability terms to compare events; explain the choice of language.
5th	Goal 3:	Describe events using certain, very likely, likely, unlikely, very unlikely, impossible, and other basic probability terms; use more likely, equally likely, same chance, 50–50, less likely, and other basic probability terms to compare events; explain the choice of language.
6th		

Content Thread: Quantitative probability		
PreK		
K		
1st		
2nd		
3rd	Goal 4:	Predict the outcomes of simple experiments and test the predictions using manipulatives; express the probability of an event by using “__out of __” language.
4th	Goal 4:	Predict the outcomes of experiments and test the predictions using manipulatives; summarize the results and use them to predict future events; express the probability of an event as a fraction.
5th	Goal 4:	Predict the outcomes of experiments, test the predictions using manipulatives, and summarize the results; compare predictions based on theoretical probability with experimental results; use summaries and comparisons to predict future events; express the probability of an event as a fraction, decimal, or percent.
6th	Goal 3:	Use the Multiplication Counting Principle, tree diagrams, and other counting strategies to identify all possible outcomes for a situation; predict results of experiments, test the predictions using manipulatives, and summarize the findings; compare predictions based on theoretical probability with experimental results; calculate probabilities and express them as fractions, decimals, and percents; explain how sample size affects results; use the results to predict future events.





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Content Strand: Measurement and Reference Frames		
Program Goal: Understand the Systems and Processes of Measurement; Use Appropriate Techniques, Tools, Units, and Formulas in Making Measurements		
Content Thread: Length, weight, and angles		
PreK		
K	Goal 1:	Use nonstandard tools and techniques to estimate and compare weight and length; identify standard measuring tools.
1st	Goal 1:	Use nonstandard tools and techniques to estimate and compare weight and length; measure length with standard measuring tools.
2nd	Goal 1:	Estimate length with and without tools; measure length to the nearest inch and centimeter; use standard and nonstandard tools to measure and estimate weight.
3rd	Goal 1:	Estimate length with and without tools; measure length to the nearest $\frac{1}{2}$ inch and $\frac{1}{2}$ centimeter; draw and describe angles as records of rotations.
4th	Goal 1:	Estimate length with and without tools; measure length to the nearest $\frac{1}{4}$ inch and $\frac{1}{2}$ centimeter; use tools to measure and draw angles; estimate the size of angles without tools.
5th	Goal 1:	Estimate length with and without tools; measure length with tools to the nearest $\frac{1}{8}$ inch and millimeter; estimate the measure of angles with and without tools; use tools to draw angles with given measures.
6th	Goal 1:	Estimate length with and without tools; measure length with tools to the nearest $\frac{1}{16}$ inch and millimeter; estimate the measure of angles with and without tools; use tools to draw angles with given measures.

Content Thread: Area, perimeter, volume, and capacity		
PreK		
K		
1st		
2nd	Goal 2:	Partition rectangles into unit squares and count unit squares to find areas.
3rd	Goal 2:	Describe and use strategies to measure the perimeter of polygons; find the areas of rectangles.
4th	Goal 2:	Describe and use strategies to measure the perimeter and area of polygons, to estimate the area of irregular shapes, and to find the volume of rectangular prisms.
5th	Goal 2:	Describe and use strategies to find the perimeter of polygons and the area of circles; choose and use appropriate methods, including formulas, to find the areas of rectangles, parallelograms, and triangles, and the volume of a prism; define pi as the ratio of a circle's circumference to its diameter.
6th	Goal 2:	Choose and use appropriate formulas to calculate the circumference of circles and to solve area, perimeter, and volume problems.





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Content Strand: Measurement and Reference Frames		
Program Goal: Understand the Systems and Processes of Measurement; Use Appropriate Techniques, Tools, Units, and Formulas in Making Measurements		
Content Thread: Units and systems of measurement		
PreK		
K		
1st		
2nd	Goal 3:	Describe relationships between days in a week and hours in a day.
3rd	Goal 3:	Describe relationships among inches, feet, and yards; describe relationships between minutes in an hour, hours in a day, days in a week.
4th	Goal 3:	Describe relationships among U.S. customary units of measure and among metric units of measure.
5th	Goal 3:	Describe relationships among U.S. customary units of measure and among metric units of measure.
6th		

Content Strand: Measurement and Reference Frames		
Program Goal: Understand the Systems and Processes of Measurement; Use Appropriate Techniques, Tools, Units, and Formulas in Making Measurements		
Content Thread: Money		
PreK		
K	Goal 2:	Identify pennies, nickels, dimes, quarters, and dollar bills.
1st	Goal 2:	Know and compare the value of pennies, nickels, dimes, quarters, and dollar bills; make exchanges between coins.
2nd	Goal 4:	Make exchanges between coins and bills.
3rd		
4th		
5th		
6th		





Overview of PreK-6 Grade-Level Goals

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Content Strand: Measurement and Reference Frames		
Program Goal: Use and Understand Reference Frames		
Content Thread: Temperature		
PreK		
K	Goal 3:	Describe temperature using appropriate vocabulary, such as hot, warm, and cold; identify a thermometer as a tool for measuring temperature.
1st	Goal 3:	Identify a thermometer as a tool for measuring temperature; read temperatures on Fahrenheit and Celsius thermometers to the nearest 10°.
2nd	Goal 5:	Read temperature on both the Fahrenheit and Celsius scales.
3rd		
4th		
5th		
6th		

Content Thread: Time		
PreK		
K	Goal 4:	Describe and use measures of time periods relative to a day and week; identify tools that measure time.
1st	Goal 4:	Use a calendar to identify days, weeks, months, and dates; tell and show time to the nearest half and quarter hour on an analog clock.
2nd	Goal 6:	Tell and show time to the nearest five minutes on an analog clock; tell and write time in digital notation.
3rd	Goal 4:	Tell and show time to the nearest minute on an analog clock; tell and write time in digital notation.
4th		
5th		
6th		



Overview of PreK-6 Grade-Level Goals

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Content Strand: Measurement and Reference Frames		
Program Goal: Use and Understand Reference Frames		
Content Thread: Coordinate systems		
PreK		
K		
1st		
2nd		
3rd		
4th	Goal 4:	Use ordered pairs of numbers to name, locate, and plot points in the first quadrant of a coordinate grid.
5th	Goal 4:	Use ordered pairs of numbers to name, locate, and plot points in all four quadrants of a coordinate grid.
6th	Goal 3:	Use ordered pairs of numbers to name, locate, and plot points in all four quadrants of a coordinate grid.

Content Strand: Geometry		
Program Goal: Investigate Characteristics and Properties of Two- and Three-Dimensional Geometric Shapes		
Content Thread: Lines and angles		
PreK		
K		
1st		
2nd	Goal 1:	Draw line segments and identify parallel line segments.
3rd	Goal 1:	Identify and draw points, intersecting and parallel line segments, and lines, rays, and right angles.
4th	Goal 1:	Identify, draw, and describe points, intersecting and parallel line segments and lines, rays, and right, acute, and obtuse angles.
5th	Goal 1:	Identify, describe, compare, name, and draw right, acute, obtuse, straight, and reflex angles; determine angle measures in vertical and supplementary angles and by applying properties of sums of angle measures in triangles and quadrangles.
6th	Goal 1:	Identify, describe, classify, name, and draw angles; determine angle measures by applying properties of orientations of angles and of sums of angle measures in triangles and quadrangles.



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Content Strand: Geometry		
Program Goal: Investigate Characteristics and Properties of Two- and Three-Dimensional Geometric Shapes		
Content Thread: Plane and solid figures		
PreK		
K	Goal 1:	Identify and describe plane and solid figures including circles, triangles, squares, rectangles, spheres, and cubes.
1st	Goal 1:	Identify and describe plane and solid figures including circles, triangles, squares, rectangles, spheres, cylinders, rectangular prisms, pyramids, cones, and cubes.
2nd	Goal 2:	Identify, describe, and model plane and solid figures including circles, triangles, squares, rectangles, hexagons, trapezoids, rhombuses, spheres, cylinders, rectangular prisms, pyramids, cones, and cubes.
3rd	Goal 2:	Identify, describe, model, and compare plane and solid figures including circles, polygons, spheres, cylinders, rectangular prisms, pyramids, cones, and cubes using appropriate geometric terms including the terms face, edge, vertex, and base.
4th	Goal 2:	Describe, compare, and classify plane and solid figures, including polygons, circles, spheres, cylinders, rectangular prisms, cones, cubes, and pyramids, using appropriate geometric terms including vertex, base, face, edge, and congruent.
5th	Goal 2:	Describe, compare, and classify plane and solid figures using appropriate geometric terms; identify congruent figures and describe their properties.
6th	Goal 2:	Identify and describe similar and congruent figures and describe their properties; construct a figure that is congruent to another figure using a compass and straightedge.

Content Strand: Geometry		
Program Goal: Apply Transformations and Symmetry in Geometric Situations		
Content Thread: Transformations and symmetry		
PreK		
K	Goal 2:	Identify shapes having line symmetry.
1st	Goal 2:	Identify shapes having line symmetry; complete line-symmetric shapes or designs.
2nd	Goal 3:	Create and complete twodimensional symmetric shapes or designs.
3rd	Goal 3:	Create and complete twodimensional symmetric shapes or designs; locate multiple lines of symmetry in a twodimensional shape.
4th	Goal 3:	Identify, describe, and sketch examples of reflections; identify and describe examples of translations and rotations.
5th	Goal 3:	Identify, describe, and sketch examples of reflections, translations, and rotations.
6th	Goal 3:	Identify, describe, and sketch (including plotting on the coordinate plane) instances of reflections, translations, and rotations.





Overview of PreK-6 Grade-Level Goals

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Content Strand: Patterns , Functions, and Algebra		
Program Goal: Understand Patterns and Functions		
Content Thread: Patterns and functions		
PreK		
K	Goal 1:	Extend, describe, and create visual,rhythmic, and movement patterns; use rules, which will lead to functions, to sort, make patterns, and play "What's My Rule?" and other games.
1st	Goal 1:	Extend, describe, and create numeric, visual, and concrete patterns; solve problems involving function machines, "What's My Rule?" tables, and Framesand-Arrows diagrams.
2nd	Goal 1:	Extend, describe, and create numeric, visual, and concrete patterns; describe rules for patterns and use them to solve problems; use words and symbols to describe and write rules for functions involving addition and subtraction and use those rules to solve problems.
3rd	Goal 1:	Extend, describe, and create numeric patterns; describe rules for patterns and use them to solve problems; use words and symbols to describe and write rules for functions involving addition, subtraction, and multiplication and use those rules to solve problems.
4th	Goal 1:	Extend, describe, and create numeric patterns; describe rules for patterns and use them to solve problems; use words and symbols to describe and write rules for functions that involve the four basic arithmetic operations and use those rules to solve problems.
5th	Goal 1:	Extend, describe, and create numeric patterns; describe rules for patterns and use them to solve problems; write rules for functions involving the four basic arithmetic operations; represent functions using words, symbols, tables, and graphs and use those representations to solve problems.
6th	Goal 1:	Extend, describe, and create numeric patterns; describe rules for patterns and use them to solve problems; represent patterns and rules using algebraic notation; represent functions using words, algebraic notation, tables, and graphs; translate from one representation to another and use representations to solve problems involving functions.





Overview of PreK-6 Grade-Level Goals

CCSS EDITION

Content Strand: Patterns , Functions, and Algebra		
Program Goal: Use Algebraic Notation to Represent and Analyze Situations and Structures		
Content Thread: Algebraic notation and solving number sentences		
PreK		
K	Goal 2:	Read and write expressions and number sentences using the symbols +, -, and =.
1st	Goal 2:	Read, write, and explain expressions and number sentences using the symbols +, -, and = and the symbols > and < with cues; solve equations involving addition and subtraction.
2nd	Goal 2:	Read, write, and explain expressions and number sentences using the symbols +, -, =, >, and <; solve number sentences involving addition and subtraction; write expressions and number sentences to model number stories.
3rd	Goal 2:	Read, write, and explain number sentences using the symbols +, -, ×, ÷, =, >, and <; solve number sentences; write expressions and number sentences to model number stories.
4th	Goal 2:	Use conventional notation to write expressions and number sentences using the four basic arithmetic operations; determine whether number sentences are true or false; solve open sentences and explain the solutions; write expressions and number sentences to model number stories.
5th	Goal 2:	Determine whether number sentences are true or false; solve open number sentences and explain the solutions; use a letter variable to write an open sentence to model a number story; use a pan-balance model to solve linear equations in one unknown.
6th	Goal 2:	Determine whether equalities and inequalities are true or false; solve open number sentences and explain the solutions; use a pan-balance model to solve linear equations in one or two unknowns; use trial-and-error and equivalent equations strategies to solve linear equations in one unknown.





Overview of PreK-6 Grade-Level Goals

CCSS EDITION

Content Strand: Patterns , Functions, and Algebra		
Program Goal: Use Algebraic Notation to Represent and Analyze Situations and Structures		
Content Thread: Order of operations		
PreK		
K		
1st		
2nd		
3rd	Goal 3:	Recognize that numeric expressions can have different values depending on the order in which operations are carried out; understand that grouping symbols can be used to affect the order in which operations are carried out.
4th	Goal 3:	Evaluate numeric expressions containing grouping symbols; insert grouping symbols to make number sentences true.
5th	Goal 3:	Evaluate numeric expressions containing grouping symbols and nested grouping symbols; insert grouping symbols and nested grouping symbols to make number sentences true; describe and use the precedence of multiplication and division over addition and subtraction.
6th	Goal 3:	Describe and apply the conventional order of operations.

Content Thread: Properties of the arithmetic operations		
PreK		
K		
1st	Goal 3:	Apply the Commutative and Associative Properties of Addition and the Additive Identity to basic addition fact problems.
2nd	Goal 3:	Describe the Commutative and Associative Properties of Addition and the Additive Identity and apply them to mental arithmetic problems.
3rd	Goal 4:	Describe and apply the Commutative and Associative Properties of Addition and Multiplication and the Multiplicative Identity; apply the Distributive Property of Multiplication over Addition.
4th	Goal 4:	Describe and apply the Distributive Property of Multiplication over Addition.
5th	Goal 4:	Describe and apply properties of arithmetic.
6th	Goal 4:	Describe and apply properties of arithmetic and multiplicative and additive inverses.

