

Module 1 Sorting and Counting	Module 2 Shapes	Module 3 Parts and Patterns	Module 4 Ways to Compare	Module 5 Math Stories	Module 6 Math in Play
<p>Topic A: Use Attributes to Match and Sort</p> <p>Lesson 1: Make a Match</p> <ul style="list-style-type: none"> Use attributes to match objects that are exactly the same. <p>PK.MD.DP1</p> <p>Lesson 2: Same and Different</p> <ul style="list-style-type: none"> Use attributes to compare objects. <p>PK.MD.DP1</p> <p>Lesson 3: Crayon Group</p> <ul style="list-style-type: none"> Make a group that has a given attribute. <p>PK.MD.DP1, PK.CC.DP1</p> <p>Lesson 4: Crayon and Marker Sort</p> <ul style="list-style-type: none"> Use given attributes to sort objects into two groups. <p>PK.MD.DP1, MP7</p> <p>Lesson 5: Sorting Bags</p> <ul style="list-style-type: none"> Sort objects into two or more groups and explain the attributes used to sort. <p>PK.MD.DP1, PK.CC.DP1</p>	<p>Topic A: Spatial Relations</p> <p>Lesson 1: Where Is Rosie?</p> <ul style="list-style-type: none"> Use position words to describe where an object is in space. <p>PK.G.DP1</p> <p>Lesson 2: Use the Clues</p> <ul style="list-style-type: none"> Use position words to find an object. <p>PK.G.DP1, MP6</p> <p>Lesson 3: Build a Map</p> <ul style="list-style-type: none"> Represent a well-known space. <p>PK.G.DP1, MP4</p> <hr/> <p>Topic B: Analyze and Name Two-Dimensional Shapes</p> <p>Lesson 4: Shapes in Art</p> <ul style="list-style-type: none"> Describe the attributes of two-dimensional shapes. <p>PK.G.DP3</p> <p>Lesson 5: Circles</p> <ul style="list-style-type: none"> Name and describe circles. <p>PK.G.DP2, PK.G.DP3, MP3</p>	<p>Topic A: Compose and Decompose Shapes and Numbers</p> <p>Lesson 1: How Many Parts?</p> <ul style="list-style-type: none"> Compose hexagons in more than one way. <p>PK.G.DP5</p> <p>Lesson 2: Bunny Puzzles</p> <ul style="list-style-type: none"> Compose shapes with varied pattern blocks. <p>PK.G.DP5</p> <p>Lesson 3: Decompose 3</p> <ul style="list-style-type: none"> Decompose 3 into different parts. <p>PK.OA.DP3, MP7</p> <p>Lesson 4: Decompose 4</p> <ul style="list-style-type: none"> Decompose 4 into different parts. <p>PK.OA.DP3</p> <p>Lesson 5: Decompose 5</p> <ul style="list-style-type: none"> Decompose 5 into different parts. <p>PK.OA.DP3</p>	<p>Topic A: Describe Size</p> <p>Lesson 1: Big or Small</p> <ul style="list-style-type: none"> Describe objects as <i>big</i> or <i>small</i>. <p>PK.MD.DP2</p> <p>Lesson 2: Puppet’s Bed</p> <ul style="list-style-type: none"> Use volume and area to determine whether an object fits. <p>PK.MD.DP2, MP3</p> <p>Lesson 3: Explore Capacity</p> <ul style="list-style-type: none"> Compare capacities by using the words <i>more</i> or <i>less</i>. <p>PK.MD.DP2</p> <p>Lesson 4: How Much Juice?</p> <ul style="list-style-type: none"> Discuss a representation of data. <p>PK.MD.DP2</p> <hr/> <p>Topic B: Compare Heights and Lengths</p> <p>Lesson 5: Tall or Short</p> <ul style="list-style-type: none"> Describe objects as <i>tall</i> or <i>short</i>. <p>PK.MD.DP2</p>	<p>Topic A: Use the Count Sequence to Add and Subtract 1</p> <p>Lesson 1: Bears on Stairs</p> <ul style="list-style-type: none"> Build number stairs to show the pattern of 1 less in the backward count sequence. <p>PK.CC.DP1</p> <p>Lesson 2: 1 Less</p> <ul style="list-style-type: none"> Model the pattern of 1 less in the backward count sequence. <p>PK.CC.DP1</p> <p>Lesson 3: 1 More, 1 Less</p> <ul style="list-style-type: none"> Look for 1 more and 1 less in an art context. <p>PK.CC.DP1, PK.OA.DP1, MP7, MP8</p> <p>Lesson 4: 1 More, 1 Less the Math Way</p> <ul style="list-style-type: none"> Use fingers to represent 1 more and 1 less. <p>PK.CC.DP7, PK.OA.DP1</p>	<p>Project A: Create a Business</p> <p>PK.CC.DP1, PK.CC.DP3, PK.CC.DP4, PK.CC.DP5, PK.CC.DP6, PK.CC.DP7, PK.CC.DP8, PK.MD.DP1, MP1, MP2, MP5</p> <hr/> <p>Project B: Plan a Celebration</p> <p>PK.CC.DP3, PK.CC.DP4, PK.CC.DP6, PK.CC.DP7, PK.CC.DP8, PK.CC.DP9, PK.G.DP5, PK.OA.DP4, MP1, MP2, MP5, MP6, MP7, MP8</p> <hr/> <p>Project C: Care for Our Space</p> <p>PK.CC.DP1, PK.CC.DP4, PK.CC.DP5, PK.CC.DP8, PK.MD.DP2, PK.OA.DP1, PK.OA.DP2, MP1, MP2, MP4, MP5, MP7</p>

Module 1

Topic B: Answer *How Many* Questions

Lesson 6: Matching Markers

- Match to see whether there are enough.

PK.CC.DP1

Lesson 7: Animal Count

- Move objects to track the count.

PK.CC.DP2, PK.CC.DP4,
PK.CC.DP6

Lesson 8: Let's Count!

- Organize and count a collection of objects.

PK.CC.DP1, PK.CC.DP4,
PK.CC.DP5, PK.CC.DP6

Lesson 9: How Many?

- Answer *how many* questions about objects in varied configurations.

PK.CC.DP6, MP3

Topic C: Match Written Numbers with Sets of Up to 5 Objects

Lesson 10: Written Numbers

- Match written numbers 1, 2, 3, 4, and 5 to quantities.

PK.CC.DP1, PK.CC.DP3

Lesson 11: Match Game

- Match written numbers 0, 1, 2, 3, 4, and 5 to quantities. Understand the meaning of 0.

PK.CC.DP2, PK.CC.DP3, MP4

Lesson 12: Count the Math Way

- Count the math way with written numbers.

PK.CC.DP3

Module 2

Lesson 6: Sort the Shapes

- Sort two-dimensional shapes based on the number of straight sides.

PK.G.DP3, MP7

Lesson 7: Triangles, Rectangles, and Square Rectangles

- Name and describe triangles, rectangles, and square rectangles.

PK.G.DP2, PK.G.DP3

Lesson 8: Shape Games

- Communicate the position of two-dimensional shapes by using position words.

PK.G.DP1, PK.G.DP2

Topic C: Build and Compose Two-Dimensional Shapes

Lesson 9: Shape Pictures

- Compose two-dimensional shapes to make a picture.

PK.G.DP5, MP3

Lesson 10: Shape Puzzles

- Compose two-dimensional shapes to complete shape puzzles.

PK.G.DP5

Lesson 11: Build Shapes

- Copy two-dimensional shapes by using various materials.

PK.G.DP4

Lesson 12: Build My Shape

- Build two-dimensional shapes by using various materials.

PK.G.DP4

Module 3

Lesson 6: 5-Piece Puzzles (Optional)

- Explore how to decompose 5 into different parts.

PK.OA.DP3

Topic B: Use Structure to Explore Numbers 6–10

Lesson 7: Do You See 5?

- See the structure of $5 + n$.

PK.CC.DP2, PK.CC.DP6

Lesson 8: Make Your Own Rekenrek!

- Build a 10-bead rekenrek.

PK.CC.DP7, MP6

Lesson 9: Decompose 6 and 7 (Optional)

- Decompose 6 and 7 into different parts.

PK.CC.DP6, PK.CC.DP7, MP7

Lesson 10: Decompose 8 and 9 (Optional)

- Decompose 8 and 9 into different parts.

PK.CC.DP6, PK.CC.DP7

Lesson 11: Decompose 10 (Optional)

- Decompose 10 into different parts.

PK.CC.DP6, PK.CC.DP7

Topic C: Analyze the Count Sequence

Lesson 12: 1 More

- Count 1 more.

PK.CC.DP1

Module 4

Lesson 6: Compare Heights

- Align endpoints to compare heights by using the words *taller than*, *shorter than*, and *about the same height as*.

PK.MD.DP2

Lesson 7: Compare Lengths

- Align endpoints to compare lengths by using the words *longer than*, *shorter than*, and *about the same length as*.

PK.MD.DP2, MP6

Lesson 8: Compare by Using Numbers

- Directly compare the lengths of two objects by using numbers.

PK.MD.DP2

Lesson 9: Straw Line Up (Optional)

- Put objects in order by length.

PK.MD.DP2

Topic C: Compare Weights

Lesson 10: Heavy or Light

- Describe objects as *heavy* or *light*.

PK.MD.DP2

Lesson 11: Compare Weights

- Compare weights by using the words *heavier than*, *lighter than*, and *about the same weight as*.

PK.MD.DP2

Lesson 12: Balance Scale

- Use a balance scale to compare two objects.

PK.MD.DP2

Lesson 13: Collect Data and Compare

- Use weight to compare data.

PK.MD.DP2, MP4

Module 5

Lesson 5: Market Math

- Use the number sequence to tell how many when 1 is added or 1 is taken away in math stories.

PK.OA.DP1

Topic B: Represent Addition Stories

Lesson 6: Dinosaur Splash

- Model *add to with result unknown* story problems.

PK.OA.DP1

Lesson 7: Draw Math Stories: Addition

- Draw to represent *put together with total unknown* and *add to with result unknown* story problems.

PK.OA.DP1

Lesson 8: Math Tools

- Choose a math tool to solve addition story problems.

PK.OA.DP2, MP4

Lesson 9: Mental Movies: Addition

- Visualize to solve addition story problems.

PK.OA.DP1, PK.OA.DP2

Lesson 10: Train Stories: Addition

- Tell addition stories to match a video.

PK.OA.DP1, PK.OA.DP2

Topic C: Compose and Decompose Numbers in More than One Way

Lesson 11: Break Apart 5

- Decompose 5 in more than one way.

PK.OA.DP3

Module 1

Lesson 13: Rosetta Stone
 • Explore written numbers and symbols.
PK.CC.DP3

Lesson 14: Rice Scoops
 • Use numbers to tell how many.
PK.CC.DP3, PK.CC.DP5, MP8

Lesson 15: Let's Count!
 • Organize and count a collection of objects.
PK.CC.DP1, PK.CC.DP4, PK.CC.DP5, PK.CC.DP6

Topic D: Count Out a Set of Up to 5 Objects

Lesson 16: Number Recipe
 • Count out a group of objects to match a written number, part 1.
PK.CC.DP3, PK.CC.DP7, MP3

Lesson 17: Bean Bag Toss
 • Count out a group of objects to match a written number, part 2.
PK.CC.DP3, PK.CC.DP7

Lesson 18: Forest Path Game
 • Play a game to develop counting and cardinality concepts with numbers to 5.
PK.CC.DP4, PK.CC.DP7

Lesson 19: Math Stories
 • Count out a group of objects to model math stories.
PK.CC.DP7

Module 2

Topic D: Analyze Three-Dimensional Shapes

Lesson 13: Shape Towers
 • Describe three-dimensional shapes by using informal language.
PK.G.DP3, PK.G.DP5

Lesson 14: Puppet's Picture
 • Identify the two-dimensional parts of three-dimensional shapes.
PK.G.DP2, PK.G.DP5

Lesson 15: Roll, Slide, or Stack
 • Classify three-dimensional shapes based on the ways they can be moved.
PK.G.DP3, MP7, MP8

Lesson 16: Pyramids!
 • Construct a three-dimensional shape by using blocks.
PK.G.DP5

Lesson 17: Let's Count and Record! (Optional)
 • Organize, count, and record a collection of objects.
PK.CC.DP1, PK.CC.DP4, PK.CC.DP5, PK.CC.DP6



Module 3

Lesson 13: Number Stairs
 • Build number stairs to show 1 more.
PK.CC.DP1, PK.CC.DP7

Lesson 14: Number Detective
 • Order written numbers 1–10 and reason about an unknown number in the count sequence.
PK.CC.DP1, MP7, MP8

Lesson 15: Count on the Rekenrek
 • Count to 20 on the rekenrek.
PK.CC.DP1

Lesson 16: Counting with Puppet
 • Count to 20 with written numbers.
PK.CC.DP1

Lesson 17: Let's Count and Record!
 • Organize, count, and record a collection of objects.
PK.CC.DP1, PK.CC.DP4, PK.CC.DP5, PK.CC.DP6

Topic D: Use Structure to Analyze Patterns

Lesson 18: Pattern Units
 • Experience and find patterns and pattern units.
PK.OA.DP4, MP7, MP8

Lesson 19: Number Cha-Cha
 • Connect numbers and movement patterns.
PK.OA.DP4

Lesson 20: Find the Missing Piece
 • Recognize and record patterns.
PK.OA.DP4

Lesson 21: A Story in Strings
 • Recognize and extend patterns.
PK.OA.DP4

Module 4

Topic D: Compare Sets

Lesson 14: More or Fewer
 • Count and compare groups in math stories.
PK.CC.DP8

Lesson 15: Trains
 • Relate *more or fewer* to length.
PK.CC.DP8

Lesson 16: Are There Enough?
 • Determine if groups have the same amount.
PK.CC.DP8

Lesson 17: Let's Count and Compare!
 • Compare groups by using the words *more than*, *fewer than*, and *the same number as*.
PK.CC.DP8, MP7

Topic E: Reason About Comparisons

Lesson 18: How Many Crayons?
 • Discuss a representation of data.
PK.CC.DP8, MP4

Lesson 19: Compare Groups
 • Organize data and compare the number of objects in each category.
PK.CC.DP8

Lesson 20: Explore Area (Optional)
 • Compare areas by using written numbers.
PK.CC.DP8

Module 5

Lesson 12: Match Game: Make 4
 • Compose a number in more than one way.
PK.OA.DP3

Lesson 13: Turtle Time
 • Sort objects shown in a picture in more than one way.
PK.OA.DP3, MP7

Lesson 14: Sorting Apples
 • Create, analyze, and represent a small data set.
PK.OA.DP3

Topic D: Represent Subtraction Stories

Lesson 15: Under the Sea
 • Model *take from with result unknown* story problems.
PK.OA.DP1

Lesson 16: Show and Hide Fingers
 • Use fingers to represent subtraction.
PK.CC.DP7, PK.OA.DP1

Lesson 17: Draw Math Stories: Subtraction
 • Draw to represent *take from with result unknown* stories.
PK.OA.DP1

Lesson 18: Represent Puffins at the Sea
 • Choose a math tool to solve subtraction story problems.
PK.OA.DP2, MP5

Lesson 19: Mental Movies: Subtraction
 • Visualize to solve subtraction story problems.
PK.OA.DP1, PK.OA.DP2

Module 6

Module 1

Topic E: Sort to Decompose

Lesson 20: Character Sort

- Sort the same characters in more than one way.

PK.MD.DP1

Lesson 21: How Many Ways?

- Decompose the same number in more than one way.

PK.CC.DP3, PK.MD.DP1

Lesson 22: Animal Sort

- Represent a sort with written numbers.

PK.CC.DP3, PK.MD.DP1, MP8

Lesson 23: Story Cards

- Sort objects shown in a picture in more than one way.

PK.MD.DP1

Lesson 24: Mystery Eggs

- Model story problems to decompose a number.

PK.CC.DP6, PK.MD.DP1

Topic F: Match Written Numbers with Sets of Up to 10 Objects

Lesson 25: More Written Numbers

- Match written numbers 6, 7, 8, 9, and 10 to quantities.

PK.CC.DP1, PK.CC.DP3

Lesson 26: Count on the Rekenrek

- Count to 10 on the rekenrek.

PK.CC.DP1

Lesson 27: 5-Groups

- Count objects in a 5-group configuration.

PK.CC.DP1

Module 2

Module 3

Lesson 22: Red Light, Green Light!

- Record a real-world pattern that occurs over time.

PK.OA.DP4, MP4



Module 4

Lesson 21: How Many Scoops? (Optional)

- Compare capacities by using written numbers.

PK.CC.DP8, PK.MD.DP2

Lesson 22: Compare Attributes

- Compare several measurable attributes of objects.

PK.MD.DP2



Module 5

Lesson 20: Train Stories: Subtraction

- Tell subtraction stories to match a video.

PK.OA.DP1, PK.OA.DP2, MP2

Topic E: Extend and Create Patterns

Lesson 21: Create Patterns

- Create and extend patterns and describe them with ordinal concepts.

PK.CC.DP9, PK.OA.DP4, MP7, MP8

Lesson 22: Music and Movement

- Analyze patterns in music and movement.

PK.OA.DP4

Lesson 23: Patterns Everywhere

- Analyze and create patterns.

PK.OA.DP4

Lesson 24: Let's Count and Record!

- Organize, count, and record a collection of objects.

PK.CC.DP1



Module 6

Module 1

Module 2

Module 3

Module 4

Module 5

Module 6

Lesson 28: Counting with Puppet

- Answer *how many* questions about objects in varied configurations.

PK.CC.DP6, MP6

Lesson 29: Match Game

- Match written numbers 6, 7, 8, 9, and 10 to quantities.

**PK.CC.DP2, PK.CC.DP3,
PK.CC.DP6, MP4**

Lesson 30: Let’s Count and Record!

- Organize, count, and record a collection of objects.

**PK.CC.DP1, PK.CC.DP4,
PK.CC.DP5, PK.CC.DP6**

**Topic G: Count Out a Set of
Up to 10 Objects**

Lesson 31: Match or No Match?

- Count out a group to match a written number.

PK.CC.DP3, PK.CC.DP7

Lesson 32: Make It Match

- Count out a group of objects to match a written number and record.

PK.CC.DP3, PK.CC.DP7

Lesson 33: Dinosaur World

- Count out groups to model *add to with result unknown* math stories.

PK.CC.DP7, MP2

Lesson 34: Culminating Activity

- Sort objects into groups and label them with written numbers.

**PK.CC.DP3, PK.CC.DP6,
PK.MD.DP1, MP1**



Module 1 Counting and Cardinality	Module 2 Two- and Three-Dimensional Shapes	Module 3 Comparison	Module 4 Composition and Decomposition	Module 5 Addition and Subtraction	Module 6 Place Value Foundations
<p>Topic A: Classify to Make Categories and Count</p> <p>Lesson 1: Compare objects based on their attributes. K.MD.B.3, MP6, K.Mod1.AD10</p> <p>Lesson 2: Classify objects into two categories. K.MD.B.3, MP2, K.Mod1.AD10</p> <p>Lesson 3: Classify objects into two categories and count. K.CC.B.5, K.MD.B.3, MP7, K.Mod1.AD8, K.Mod1.AD10</p> <p>Lesson 4: Classify objects into three categories and count. K.CC.A.1, K.MD.B.3, MP4, K.Mod1.AD1, K.Mod1.AD10</p> <p>Lesson 5: Classify objects into three categories, count, and match to a numeral. K.CC.A.3, K.MD.B.3, MP3, K.Mod1.AD3, K.Mod1.AD10</p>	<p>Topic A: Analyze and Name Two-Dimensional Shapes</p> <p>Lesson 1: Find and describe attributes of flat shapes. K.G.B.4, MP6, K.Mod2.AD5</p> <p>Lesson 2: Classify shapes as triangles or nontriangles. K.G.A.1, K.G.A.2, K.G.B.4, MP3, MP6, K.Mod2.AD1, K.Mod2.AD3, K.Mod2.AD5</p> <p>Lesson 3: Classify shapes as circles, hexagons, or neither. K.G.A.1, K.G.A.2, K.G.B.4, MP7, K.Mod2.AD1, K.Mod2.AD3, K.Mod2.AD5, K.Mod2.AD6</p> <p>Lesson 4: Classify shapes as rectangles or nonrectangles, with square rectangles as a special case. K.G.A.1, K.G.A.2, K.G.B.4, MP3, MP6, K.Mod2.AD1, K.Mod2.AD3, K.Mod2.AD5, K.Mod2.AD6</p>	<p>Topic A: Compare Heights and Lengths</p> <p>Lesson 1: Align endpoints to compare lengths by using <i>taller than</i> and <i>shorter than</i>. K.MD.A.1, K.MD.A.2, MP6, K.Mod3.AD3, K.Mod3.AD4</p> <p>Lesson 2: Compare lengths of simple straight objects by using <i>longer than</i>, <i>shorter than</i>, and <i>about the same length as</i>. K.MD.A.1, K.MD.A.2, MP6, K.Mod3.AD3, K.Mod3.AD4</p> <p>Lesson 3: Compare lengths of complex objects by using <i>longer than</i>, <i>shorter than</i>, and <i>about the same length as</i>. K.MD.A.2, MP1, K.Mod3.AD4</p> <p>Lesson 4: Compare the lengths of cube sticks to flat shapes. K.MD.A.2, MP6, K.Mod3.AD4</p> <p>Lesson 5: Compare the lengths of two cube sticks.</p>	<p>Topic A: Explore Composition and Decomposition</p> <p>Lesson 1: Compose flat shapes and count the parts. K.G.B.6, MP3, K.Mod4.AD5</p> <p>Lesson 2: Decompose flat shapes and count the parts. K.G.B.6, MP6, K.Mod4.AD5</p> <p>Lesson 3: Decompose a group to identify parts and total. K.OA.A.1, MP4, K.Mod4.AD1</p> <p>Lesson 4: Decompose a group and record parts and total by using a number bond. K.OA.A.1, MP5, K.Mod4.AD1</p> <hr/> <p>Topic B: Record Composition and Decomposition</p>	<p>Topic A: Represent Addition</p> <p>Lesson 1: Represent <i>add to with result unknown</i> story problems by using drawings and numbers. K.OA.A.1, MP2, K.Mod5.AD2</p> <p>Lesson 2: Relate number sentences and number bonds through story problems. K.OA.A.1, MP7, K.Mod5.AD2</p> <p>Lesson 3: Represent and solve <i>add to with result unknown</i> story problems. K.OA.A.1, K.OA.A.2, MP5, K.Mod5.AD2, K.Mod5.AD4, K.Mod5.AD6</p> <p>Lesson 4: Represent decomposition situations by using number bonds and addition sentences. K.OA.A.1, K.OA.A.3, MP6, K.Mod5.AD2, K.Mod5.AD7</p> <p>Lesson 5: Represent <i>take apart with both addends unknown</i> situations with a number sentence.</p>	<p>Topic A: Count and Write Teen Numbers</p> <p>Lesson 1: Describe teen numbers as 10 ones and ___ ones. K.CC.B.5, K.NBT.A.1, MP5, K.Mod6.AD5, K.Mod6.AD8</p> <p>Lesson 2: Find 10 ones in a teen number. K.CC.A.1, K.NBT.A.1, MP7, K.Mod6.AD1, K.Mod6.AD8</p> <p>Lesson 3: Write numerals 11–20. K.CC.A.3, K.NBT.A.1, MP8, K.Mod6.AD2, K.Mod6.AD3, K.Mod6.AD8</p> <p>Lesson 4: Order numerals 0–20. K.CC.B.4.c, K.NBT.A.1, MP7, K.Mod6.AD4, K.Mod6.AD8, K.Mod6.AD9</p> <p>Lesson 5: Reason about a number’s position in the number sequence. K.CC.A.1, K.CC.A.2, MP3, K.Mod5.AD1, K.Mod6.AD1</p>

Module 1

Topic B: Answer *How Many* Questions with Up to 5 Objects

Lesson 6: Organize, count, and represent a collection of objects. K.CC.A.1, K.CC.B.4.a, K.CC.B.4.b, K.CC.B.5, MP1, K.Mod1.AD1, K.Mod1.AD4, K.Mod1.AD5, K.Mod1.AD8

Lesson 7: Practice counting accurately. K.CC.A.3, K.CC.B.4.a, K.CC.B.4.b, K.CC.B.5, MP2, K.Mod1.AD3, K.Mod1.AD4, K.Mod1.AD5, K.Mod1.AD8

Lesson 8: Count sets in linear, array, and scattered configurations. K.CC.B.5, MP2, K.Mod1.AD8

Lesson 9: Conserve number regardless of the arrangement of objects. K.CC.B.4.b, MP 8, K.Mod1.AD6

Topic C: Write Numerals and Create Sets of Up to 5 Objects

Lesson 10: Count out a group of objects to match a numeral. K.CC.B.5, MP2, K.Mod1.AD9

Lesson 11: Write numerals 1–3 to answer *how many* questions. K.CC.A.3, MP6, K.Mod1.AD2

Module 2

Lesson 5: Communicate the position of flat shapes by using position words. K.G.A.1, MP7, K.Mod2.AD2

Topic B: Analyze and Name Three-Dimensional Shapes

Lesson 6: Distinguish between flat and solid shapes. K.G.A.3, MP7, K.Mod2.AD4

Lesson 7: Name solid shapes and discuss their attributes. K.G.A.2, K.G.B.4, MP2, K.Mod2.AD3, K.Mod2.AD5, K.Mod2.AD6

Lesson 8: Classify solid shapes based on the ways they can be moved. K.G.B.4, MP7, K.Mod2.AD5, K.Mod2.AD6

Lesson 9: Match solid shapes to their two-dimensional faces. K.G.A.3, K.G.B.4, MP1, K.Mod2.AD4, K.Mod2.AD5, K.Mod2.AD6

Topic C: Construct Shapes

Lesson 10: Construct a circle. K.G.B.4, K.G.B.5, MP7, K.Mod2.AD5, K.Mod2.AD6, K.Mod2.AD7

Lesson 11: Construct and classify polygons. K.G.A.2, K.G.B.5, MP3, K.Mod2.AD3, K.Mod2.AD7

Module 3

K.MD.A.2, MP4, K.Mod3.AD4

Lesson 6: Compose cube sticks that are the same length. K.MD.A.2, MP2, K.Mod3.AD4

Topic B: Compare Weights

Lesson 7: Compare weights by using *heavier than*, *lighter than*, and *about the same weight as*. K.MD.A.1, K.MD.A.2, MP5, K.Mod3.AD3, K.Mod3.AD5

Lesson 8: Use a balance scale to compare two objects. K.MD.A.2, MP3, K.Mod3.AD5

Lesson 9: Use a balance scale to compare an object to a group of cubes. K.MD.A.2, MP2, K.Mod3.AD5

Lesson 10: Use a balance scale to compare an object to different units. K.MD.A.2, MP4, K.Mod3.AD5

Lesson 11: Observe conservation of weight on the balance scale. K.MD.A.2, MP8, K.Mod3.AD5

Topic C: Compare Sets Within 10

Lesson 12: Relate *more* and *fewer* to length. K.CC.C.6, K.MD.A.1, K.MD.A.2, MP6, K.Mod3.AD1, K.Mod3.AD3, K.Mod3.AD4

Module 4

Lesson 5: Sort to decompose a number in more than one way. K.OA.A.3, MP4, K.Mod4.AD4

Lesson 6: Decompose a number in more than one way and record. K.OA.A.1, K.OA.A.3, MP8, K.Mod4.AD1, K.Mod4.AD4

Lesson 7: Find partners to 5. K.OA.A.1, K.OA.A.3, MP6, K.Mod4.AD1, K.Mod4.AD4

Lesson 8: Find partners to 10. K.OA.A.3, MP4, K.Mod4.AD4

Lesson 9: Compose shapes in more than one way. K.G.B.6, MP6, MP7, K.Mod4.AD5

Lesson 10: Sort and record the decomposition with a number bond. K.OA.A.1, MP4, K.Mod4.AD1

Topic C: Model Composition and Decomposition in Story Problems

Lesson 11: Model *put together with total unknown* story problems. K.OA.A.1, K.OA.A.2, MP5, K.Mod4.AD1, K.Mod4.AD2

Lesson 12: Draw to represent *put together with total unknown* story problems. K.OA.A.2, MP4, K.Mod4.AD2

Lesson 13: Choose a math tool to solve *put together with total unknown* story problems.

Module 5

K.OA.A.1, MP2, K.Mod5.AD2

Lesson 6: Tell addition story problems starting from number sentence models. K.OA.A.1, MP3, K.Mod5.AD2

Lesson 7: Find the total in an addition sentence. K.OA.A.1, K.OA.A.5, MP5, K.Mod5.AD2, K.Mod5.AD9

Topic B: Represent Subtraction

Lesson 8: Understand taking away as a type of subtraction. K.OA.A.1, MP8, K.Mod5.AD3

Lesson 9: Represent *take from with result unknown* story problems by using drawings and numbers. K.OA.A.1, MP2, K.Mod5.AD3

Lesson 10: Represent and solve *take from with result unknown* story problems. K.OA.A.1, K.OA.A.2, MP5, K.Mod5.AD3, K.Mod5.AD4, K.Mod5.AD6

Lesson 11: Represent decomposition situations by using number bonds and subtraction sentences. K.OA.A.1, MP7, K.Mod5.AD3

Lesson 12: Relate parts to total in subtraction situations. K.OA.A.1, K.OA.A.2, MP4, K.Mod5.AD3, K.Mod5.AD4, K.Mod5.AD6

Module 6

Lesson 6: Count out a group of objects to match a numeral. K.NBT.A.1, MP5, MP7, K.Mod6.AD6, K.Mod6.AD8, K.Mod6.AD9

Topic B: Compose and Decompose Teen Numbers

Lesson 7: Decompose numbers 10–20 with 10 as a part. K.CC.B.5, K.NBT.A.1, MP8, K.Mod6.AD5, K.Mod6.AD8, K.Mod6.AD9

Lesson 8: Represent teen number compositions and decompositions as addition sentences. K.OA.A.2, K.NBT.A.1, MP2, K.Mod6.AD7, K.Mod6.AD8, K.Mod6.AD9

Lesson 9: Represent teen number decompositions as subtraction sentences. K.OA.A.2, K.NBT.A.1, MP4, K.Mod6.AD7, K.Mod6.AD8, K.Mod6.AD9

Lesson 10: Make sense of word problems involving teen numbers. K.OA.A.2, K.NBT.A.1, MP1, K.Mod6.AD7, K.Mod6.AD8, K.Mod6.AD9

Lesson 11: Represent teen number decompositions as 10 ones and some ones and find a hidden part. K.OA.A.2, K.NBT.A.1, MP4, MP5, K.Mod6.AD7, K.Mod6.AD8, K.Mod6.AD9

Module 1

Lesson 12: Write numerals 4 and 5 to answer how many questions.
K.CC.A.1, K.CC.A.3, MP2, K.Mod1.AD1, K.Mod1.AD2

Lesson 13: Count out enough objects and write the numeral.
K.CC.B.4.a, K.CC.B.4.b, MP3, K.Mod1.AD4, K.Mod1.AD5

Topic D: Decompose Numbers

Lesson 14: Understand the meaning of zero and write the numeral.
K.CC.A.3, MP2, K.Mod1.AD2, K.Mod1.AD3

Lesson 15: Sort the same group of objects in more than one way and count.
K.MD.B.3, K.OA.A.3, MP6, K.Mod1.AD10

Lesson 16: Decompose a set shown in a picture.
K.MD.B.3, K.OA.A.3, MP5, K.Mod1.AD10

Lesson 17: Model story problems.
MP4, MP5

Lesson 18: Model story problems and identify the numeral referents.
MP2

Topic E: Answer How Many Questions with Up to 10 Objects

Module 2

Lesson 12: Construct solid shapes by using a square base.
K.G.B.4, K.G.B.5, MP6, K.Mod2.AD5, K.Mod2.AD6, K.Mod2.AD7

Lesson 13: Draw flat shapes.
K.G.B.4, K.G.B.5, MP5, K.Mod2.AD5, K.Mod2.AD6, K.Mod2.AD8

Lesson 14: Compose flat shapes.
K.G.A.1, K.G.A.2, MP6, K.Mod2.AD2, K.Mod2.AD3

Lesson 15: Compose solid shapes to create a structure that can fit a toy inside.
K.G.B.4, MP1, K.Mod2.AD5, K.Mod2.AD6

Lesson 16: Organize, count, and represent a collection of objects. (Optional)
MP4



Module 3

Lesson 13: Compare sets by using *more than*, *fewer than*, and *the same number as*.
K.CC.C.6, K.Mod3.AD1

Lesson 14: Use number to compare sets with like units.
K.CC.C.6, MP5, K.Mod3.AD1

Lesson 15: Classify flat shapes into groups and compare the number of shapes in each group.
K.MD.B.3, MP3, K.Mod3.AD6

Lesson 16: Count and compare sets with unlike units.
K.CC.C.6, MP2, K.Mod3.AD1

Lesson 17: Count and compare sets in pictures.
K.CC.C.6, MP1, K.Mod3.AD1

Topic D: Compare Numbers Within 10

Lesson 18: Compare the capacity of containers by using numerals.
K.CC.C.7, MP2, K.Mod3.AD2

Lesson 19: Compare numbers by using *greater than*, *less than*, and *equal to*.
K.CC.C.7, MP6, K.Mod3.AD2

Lesson 20: Compare two numbers in story situations.
K.CC.C.7, MP3, K.Mod3.AD2

Lesson 21: Describe and compare several measurable attributes of objects and sets.

Module 4

K.OA.A.2, MP4, MP5, K.Mod4.AD2

Lesson 14: Model *take apart with both addends unknown* situations.
K.OA.A.2, MP1, K.Mod4.AD3

Lesson 15: Choose a math tool to solve *take apart with both addends unknown* situations.
K.OA.A.1, K.OA.A.2, MP2, K.Mod4.AD1, K.Mod4.AD3

Lesson 16: Compose and decompose numbers and shapes.
K.OA.A.2, MP7, K.Mod4.AD2, K.Mod4.AD3

Lesson 17: Organize, count, and represent a collection of objects. (Optional)
MP7

Lesson 18: Use the structure of 5 and 10 to build a rekenrek. (Optional)
K.OA.A.3, MP5, MP7, K.Mod4.AD4



Module 5

Lesson 13: Tell subtraction story problems starting from number sentence models.
K.OA.A.1, MP3, K.Mod5.AD3

Lesson 14: Find the difference in a subtraction sentence.
K.OA.A.1, K.OA.A.5, MP5, K.Mod5.AD3, K.Mod5.AD10

Topic C: Make Sense of Problems

Lesson 15: Identify the action in a problem to represent and solve it.
K.OA.A.1, K.OA.A.2, MP1, K.Mod5.AD2, K.Mod5.AD3, K.Mod5.AD4, K.Mod5.AD6

Lesson 16: Relate addition and subtraction through word problems.
K.OA.A.1, K.OA.A.2, MP7, K.Mod5.AD2, K.Mod5.AD3, K.Mod5.AD4, K.Mod5.AD6

Lesson 17: Reason about different units to solve story problems.
K.OA.A.2, MP1, K.Mod5.AD4, K.Mod5.AD6

Lesson 18: Count starting from a number other than 1 to find the total.
K.CC.A.2, MP8, K.Mod5.AD1

Lesson 19: Represent and solve *take apart with change unknown* problems.
K.OA.A.1, MP4, K.Mod5.AD2, K.Mod5.AD3

Module 6

Lesson 12: Investigate different ways to decompose teen numbers. (Optional)
K.CC.B.5, MP7, K.Mod6.AD5

Topic C: Count to 100

Lesson 13: Organize, count, and represent a collection of objects.
MP7

Lesson 14: Count by tens.
K.CC.A.1, MP6, K.Mod6.AD1

Lesson 15: Count by tens by using math tools.
K.CC.A.1, MP5, K.Mod6.AD1

Lesson 16: Use the structure of ten to count to 100.
K.CC.A.1, K.CC.A.2, MP7, K.Mod5.AD1, K.Mod6.AD1

Lesson 17: Use patterns in the number sequence to count by ones within 100.
K.CC.A.1, K.CC.A.2, K.CC.A.3, MP7, K.Mod5.AD1, K.Mod6.AD1, K.Mod6.AD3

Lesson 18: Count within and across decades when counting by ones, part 1.
K.CC.A.1, K.CC.A.2, MP3, K.Mod5.AD1, K.Mod6.AD1

Lesson 19: Count within and across decades when counting by ones, part 2.
K.CC.A.1, K.CC.A.2, MP5, K.Mod5.AD1, K.Mod6.AD1

Module 1

Lesson 19: Organize, count, and represent a collection of objects.

K.CC.A.1, K.CC.B.4.a, K.CC.B.4.b, K.CC.B.5, MP5, K.Mod1.AD1, K.Mod1.AD4, K.Mod1.AD5, K.Mod1.AD8

Lesson 20: Count objects in 5-group and array configurations and match to a numeral.

K.CC.B.4.b, K.CC.B.5, K.CC.A.3, MP7, K.Mod1.AD5, K.Mod1.AD8

Lesson 21: Count sets in circular configurations and match to a numeral.

K.CC.A.3, K.CC.B.5, MP6, K.Mod1.AD3, K.Mod1.AD8

Lesson 22: Count sets in scattered configurations and match to a numeral.

K.CC.A.3, K.CC.B.5, MP2, K.Mod1.AD3, K.Mod1.AD8

Lesson 23: Conserve number regardless of the order in which objects are counted.

K.CC.B.4.b, MP8, K.Mod1.AD6

Topic F: Write Numerals and Create Sets of Up to 10 Objects

Lesson 24: Count out a group of objects to match a numeral.

K.CC.B.5, MP4, K.Mod1.AD9

Lesson 25: Write numerals 6 and 7.

K.CC.A.3, MP2, K.Mod1.AD2

Module 2

Module 3

K.CC.C.6, K.MD.A.1, K.MD.A.2, MP1, K.Mod3.AD1, K.Mod3.AD3, K.Mod3.AD4, K.Mod3.AD5

Lesson 22: Organize, count, and represent a collection of objects. (Optional)

MP5



Module 4

Module 5

Lesson 20: Find the number that makes 10 and record with a number sentence.

K.OA.A.4, MP3, K.Mod5.AD8

Lesson 21: Organize drawings to solve problems efficiently.

K.OA.A.1, MP2, MP4, K.Mod5.AD2, K.Mod5.AD3

Topic D: Make Use of Structure

Lesson 22: Identify and extend linear patterns.

K.CC.A.2, MP7, K.Mod5.AD1

Lesson 23: Use a pattern to make a prediction.

K.CC.A.2, MP2, MP7, MP8, K.Mod5.AD1

Lesson 24: Solve story problems by using repeated reasoning.

K.OA.A.1, MP7, MP8, K.Mod5.AD2

Lesson 25: Extend growing patterns.

K.G.B.6, MP7, K.Mod5.AD5

Lesson 26: Reason about numbers to add and subtract.

K.OA.A.1, K.OA.A.4, MP8, K.Mod5.AD2, K.Mod5.AD3, K.Mod5.AD8

Lesson 27: Organize, count, and represent a collection of objects. (Optional)

MP7



Module 6

Topic D: Compare

Lesson 20: Compare totals in story situations. (Optional)

K.CC.C.6, MP3, K.Mod3.AD1

Lesson 21: Count and compare sets with more than 10 objects. (Optional)

K.CC.C.6, MP5, K.Mod3.AD1

Lesson 22: Compare area by comparing number. (Optional)

K.CC.C.6, MP6, K.Mod3.AD1

Lesson 23: Compare lengths of objects by using 10-sticks and cubes. (Optional)

K.CC.C.6, MP7, K.Mod3.AD1

Lesson 24: Organize, count, and represent a collection of objects.

MP7



Module 1

Module 2

Module 3

Module 4

Module 5

Module 6

Lesson 26: Write numeral 8.
K.CC.A.1, K.CC.A.3, MP7,
K.Mod1.AD1, K.Mod1.AD2

Lesson 27: Write numerals 9 and 10.
K.CC.A.3, MP5, K.Mod1.AD2

Lesson 28: Order numerals 1–10
and reason about an unknown
number in the number sequence.
K.CC.A.1, MP7, K.Mod1.AD1

**Topic G: Analyze the Count
Sequence**

Lesson 29: Model the pattern of 1
more in the forward count sequence.
K.CC.B.4.c, MP8, K.Mod1.AD7

Lesson 30: Build number stairs to
show the pattern of 1 more in the
forward count sequence.
K.CC.B.4.c, MP7, K.Mod1.AD7

Lesson 31: Model the pattern of 1
less in the backward count sequence.
K.CC.B.4.c, MP8, K.Mod1.AD7

Lesson 32: Build number stairs to
show the pattern of 1 less in the
backward count sequence.
K.CC.B.4.c, MP7, K.Mod1.AD7

Lesson 33: Organize, count, and
represent a collection of objects.
K.CC.A.1, K.CC.B.4.a,
K.CC.B.4.b, K.CC.B.5, MP4,
K.Mod1.AD1, K.Mod1.AD4,
K.Mod1.AD5, K.Mod1.AD8



Module 1	Module 2	Module 3	Module 4	Module 5	Module 6: Part 1	Module 6: Part 2
Counting, Comparison, and Addition	Addition and Subtraction Relationships	Properties of Operations to Make Easier Problems	Comparison and Composition of Length Measurements	Place Value Concepts to Compare, Add, and Subtract	Attributes of Shapes	Advancing Place Value, Addition, and Subtraction
<p>Topic A: Count and Compare with Data</p> <p>Lesson 1: Organize to find how many and compare. MP6</p> <p>Lesson 2: Organize and represent data to compare two categories. 1.NBT.B.3, 1.MD.C.4, MP2, 1.Mod1.AD8, 1.Mod1.AD9</p> <p>Lesson 3: Sort to represent and compare data with three categories. 1.NBT.B.3, 1.MD.C.4, MP4, 1.Mod1.AD8, 1.Mod1.AD9</p> <p>Lesson 4: Find the total number of data points and compare categories in a picture graph. 1.NBT.B.3, 1.MD.C.4, MP6, 1.Mod1.AD8, 1.Mod1.AD9</p>	<p>Topic A: Reason About Take From Situations</p> <p>Lesson 1: Represent <i>result unknown</i> problems and record as addition or subtraction number sentences. 1.OA.A.1, MP2, 1.Mod2.AD1</p> <p>Lesson 2: Subtract all or subtract 0. 1.OA.C.5, 1.OA.C.6, MP3, MP8, 1.Mod2.AD4, 1.Mod2.AD5</p> <p>Lesson 3: Subtract 1 or subtract 1 less than the total. 1.OA.C.5, 1.OA.C.6, MP3, MP8, 1.Mod2.AD4, 1.Mod2.AD5</p> <p>Lesson 4: Use fingers to subtract 4, 5, and 6 efficiently. 1.OA.C.5, 1.OA.C.6, MP5, MP7, 1.Mod2.AD4, 1.Mod2.AD5</p>	<p>Topic A: Make Easier Problems with Three Addends</p> <p>Lesson 1: Group to make ten when there are three parts. 1.OA.B.3, 1.OA.C.6, MP7, 1.Mod3.AD2</p> <p>Lesson 2: Make ten with three addends. 1.OA.A.2, 1.OA.B.3, MP7, 1.Mod3.AD1</p> <p>Lesson 3: Represent and solve three-addend word problems. 1.OA.A.2, 1.OA.B.3, MP2, 1.Mod3.AD1</p> <p>Lesson 4: Use properties of addition to make three-addend expressions easier. 1.OA.B.3, 1.OA.C.6, MP7, 1.Mod3.AD2, 1.Mod3.AD3</p>	<p>Topic A: Direct and Indirect Length Comparison</p> <p>Lesson 1: Compare and order objects by length. 1.MD.A.1, MP6, 1.Mod4.AD4</p> <p>Lesson 2: Reason to order and compare heights. 1.MD.A.1, MP3, 1.Mod4.AD4</p> <p>Lesson 3: Compare the lengths of two objects indirectly by using a third object. 1.MD.A.1, MP5, MP3, 1.Mod4.AD5</p> <hr/> <p>Topic B: Length Measurement and Comparison</p> <p>Lesson 4: Measure accurately with centimeter cubes. 1.MD.A.2, MP5, MP6, 1.Mod4.AD7</p>	<p>Topic A: Grouping Units in Tens and Ones</p> <p>Lesson 1: Tell time to the hour and half hour using digital and analog clocks. 1.MD.B.3, MP6, 1.Mod5.AD10</p> <p>Lesson 2: Count a collection and record the total in units of tens and ones. 1.NBT.A.1, 1.NBT.B.2.a, 1.NBT.B.2, MP4, 1.Mod5.AD1, 1.Mod5.AD3</p> <p>Lesson 3: Recognize the place value of digits in a two-digit number. 1.NBT.A.1, 1.NBT.B.2.a, 1.NBT.B.2, MP7, 1.Mod5.AD1, 1.Mod5.AD3</p> <p>Lesson 4: Represent a number in multiple ways by trading 10 ones for a ten. 1.NBT.B.2, 1.NBT.B.2.b, 1.NBT.B.2.c, MP2, 1.Mod5.AD2, 1.Mod5.AD3</p>	<p>Topic A: Attributes of Shapes</p> <p>Lesson 1: Name two-dimensional shapes based on the number of sides. 1.G.A.1, MP7, 1.Mod6.AD2</p> <p>Lesson 2: Sort and name two-dimensional shapes based on attributes. 1.G.A.1, MP7, 1.Mod6.AD2</p> <p>Lesson 3: Draw two-dimensional shapes and identify defining attributes. 1.G.A.1, MP4, 1.Mod6.AD2, 1.Mod6.AD3</p> <p>Lesson 4: Name solid shapes and describe their attributes. 1.G.A.1, MP7, 1.Mod6.AD2</p> <p>Lesson 5: Reason about the functionality of three-dimensional shapes based on their attributes. 1.G.A.1, MP6, 1.Mod6.AD2</p>	<p>Topic D: Count and Represent Numbers Beyond 100</p> <p>Lesson 16: Count and record totals for a collection above 100. 1.NBT.A.1, MP6, 1.Mod6.AD8</p> <p>Lesson 17: Read, write and represent numbers greater than 100. 1.NBT.A.1, MP7, 1.Mod6.AD8, 1.Mod6.AD10</p> <p>Lesson 18: Count up and down across 100. 1.NBT.A.1, MP7, 1.Mod6.AD10</p> <p>Lesson 19: Write totals for collections larger than 100 shown in various groups of tens and ones. 1.NBT.A.1, MP3, 1.Mod6.AD8, 1.Mod6.AD9</p>

Module 1

Lesson 5: Organize and represent categorical data.
1.MD.C.4, MP1, 1.Mod1.AD9

Lesson 6: Use tally marks to represent and compare data.
1.NBT.B.3, 1.MD.C.4, MP5, 1.Mod1.AD8, 1.Mod1.AD9

Topic B: Count On from a Visible Part

Lesson 7: Count all or count on to solve *put together with total unknown* situations.
1.OA.C.5, MP8, 1.Mod1.AD2

Lesson 8: Count on from a known part and identify both parts in a total.
1.OA.C.5, MP6, 1.Mod1.AD2

Lesson 9: Count on from both parts and record part–total relationships.
1.OA.B.3, 1.OA.C.5, MP2, 1.Mod1.AD1, 1.Mod1.AD2

Lesson 10: Count on from 5 within a set.
1.OA.C.5, MP7, 1.Mod1.AD2

Lesson 11: See any part in a set and count on.
1.OA.C.5, MP3, 1.Mod1.AD2

Lesson 12: Count on from 10 to find an unknown total.
1.OA.C.5, 1.NBT.B.2, 1.NBT.B.2.b, MP7, 1.Mod1.AD2, 1.Mod1.AD7

Module 2

Topic B: Relate and Distinguish Addition and Subtraction

Lesson 5: Use the Read–Draw–Write process to solve *result unknown* problems.
1.OA.A.1, MP2, 1.Mod2.AD1

Lesson 6: Represent and solve related addition and subtraction *result unknown* problems.
1.OA.A.1, MP4, 1.Mod2.AD1

Lesson 7: Count on or count back to solve related addition and subtraction problems.
1.OA.A.1, 1.OA.C.5, 1.OA.C.6, MP7, 1.Mod2.AD1, 1.Mod2.AD4

Topic C: Find an Unknown Part in Change Unknown Problems

Lesson 8: Interpret and find an unknown change.
1.OA.A.1, MP1, 1.Mod2.AD1

Lesson 9: Represent and solve *add to with change unknown* problems.
1.OA.A.1, MP4, 1.Mod2.AD1

Lesson 10: Represent and find an unknown addend in equations.
1.OA.D.8, MP5, 1.Mod2.AD7

Module 3

Topic B: Make Easier Problems to Add

Lesson 5: Make ten when an addend is 5.
1.OA.B.3, 1.OA.C.6, MP7, 1.Mod3.AD3

Lesson 6: Make ten when the first addend is 9.
1.OA.B.3, 1.OA.C.6, MP2, 1.Mod3.AD3

Lesson 7: Make ten when the first addend is 8 or 9.
1.OA.B.3, 1.OA.C.6, MP3, 1.Mod3.AD3

Lesson 8: Make ten when the second addend is 8 or 9.
1.OA.B.3, 1.OA.C.6, MP7, 1.Mod3.AD3

Lesson 9: Make ten with either addend.
1.OA.B.3, 1.OA.C.6, MP3, 1.Mod3.AD3

Lesson 10: Make ten when there are three addends.
1.OA.B.3, 1.OA.C.6, MP1, 1.Mod2.AD2

Topic C: Make Easier Addition Problems with a Linear Model

Module 4

Lesson 5: Measure and compare lengths.
1.NBT.B.3, 1.MD.A.1, 1.MD.A.2, MP2, MP6, 1.Mod4.AD3

Lesson 6: Measure and order lengths.
1.MD.A.1, 1.MD.A.2, MP2, MP6, 1.Mod4.AD6

Lesson 7: Use 10-centimeter sticks and centimeter cubes to measure.
1.MD.A.2, MP5, MP7, 1.Mod4.AD7

Lesson 8: Draw to represent a length measurement.
1.NBT.B.2, 1.NBT.B.2.a, 1.NBT.B.2.b, 1.MD.A.2, MP4, 1.Mod4.AD2, 1.Mod4.AD7

Lesson 9: Represent a total length as units of tens and ones.
1.NBT.B.2, 1.NBT.B.2.a, 1.NBT.B.2.b, 1.MD.A.2, MP6, 1.Mod4.AD2, 1.Mod4.AD7

Topic C: Comparison Word Problems with Measurement

Lesson 10: Compare to find how much longer.
1.OA.A.1, 1.MD.A.2, MP7, 1.Mod4.AD1, 1.Mod4.AD7

Lesson 11: Compare to find how much shorter.

Module 5

Lesson 5: Reason about equivalent representations of a number.
1.NBT.A.1, 1.NBT.B.2, NBT.B.2.a, NBT.B.2.b, 1.NBT.B.2.c, MP3, 1.Mod5.AD1, 1.Mod5.AD2, 1.Mod5.AD3

Lesson 6: Add 10 or take 10 from a two-digit number.
1.NBT.C.5, MP8, 1.Mod5.AD9

Topic B: Use Place Value to Compare

Lesson 7: Use place value reasoning to compare two quantities.
1.NBT.B.3, MP7, 1.Mod5.AD4

Lesson 8: Use place value reasoning to write and compare 2 two-digit numbers.
1.NBT.B.2, 1.NBT.B.3, MP3, 1.Mod5.AD3, 1.Mod5.AD4

Lesson 9: Compare two quantities and make them equal.
1.NBT.B.3, MP3, 1.Mod5.AD4

Topic C: Addition of One-Digit and Two-Digit Numbers

Lesson 10: Add the ones first.
1.NBT.C.4, MP7, 1.Mod5.AD7

Lesson 11: Add the ones to make the next ten.
1.NBT.C.4, MP8, 1.Mod5.AD7

Module 6: Part 1

Topic B: Composition of Shapes

Lesson 6: Create composite shapes and identify shapes within two- and three-dimensional composite shapes.
1.G.A.2, MP2, 1.Mod6.AD4

Lesson 7: Create new composite shapes by adding a shape.
1.G.A.2, MP8, 1.Mod6.AD4

Lesson 8: Combine identical composite shapes.
1.G.A.2, MP1, 1.Mod6.AD4

Lesson 9: Relate the size of a shape to how many are needed to compose a new shape.
1.G.A.2, MP8, 1.Mod6.AD4

Topic C: Halves and Fourths

Lesson 10: Reason about equal and not equal shares.
1.G.A.3, MP4, 1.Mod6.AD5

Lesson 11: Name equal shares as halves or fourths.
1.G.A.3, MP5, 1.Mod6.AD5

Lesson 12: Partition shapes into halves, fourths, and quarters.
1.G.A.3, MP3, 1.Mod6.AD5

Module 6: Part 2

Topic E: Deepening Problem Solving

Lesson 20: Represent and solve *put together* and *take apart* word problems.
1.OA.A.1, MP4, 1.Mod6.AD7

Lesson 21: Represent and solve *add to* and *take from* word problems.
1.OA.A.1, MP2, 1.Mod6.AD7

Lesson 22: Represent and solve *add to* and *take from with start unknown* word problems.
1.OA.A.1, MP4, 1.Mod6.AD7

Lesson 23: Represent and solve comparison word problems.
1.OA.A.1, MP7, 1.Mod6.AD7

Lesson 24: Reason with non-standard measurement units.
1.OA.A.1, MP6, 1.Mod6.AD7

Lesson 25: Solve non-routine problems. (Optional)
1.OA.A.1, MP1, 1.Mod6.AD7

Topic F: Extending Addition to 100

Lesson 26: Make a total in more than one way.
1.NBT.C.4, MP7, 1.Mod6.AD12

Module 1**Topic C: Count On to Add**

Lesson 13: Count on from an addend in *add to with result unknown* situations.
1.OA.C.5, MP5, 1.Mod1.AD2

Lesson 14: Count on to find the total of an addition expression.
1.OA.C.5, 1.OA.C.6, MP3, 1.Mod1.AD3

Lesson 15: Use the commutative property to count on from the larger addend.
1.OA.B.3, MP7, 1.Mod1.AD1

Lesson 16: Use the commutative property to find larger totals.
1.OA.B.3, MP3, 1.Mod1.AD1

Lesson 17: Add 0 and 1 to any number.
1.OA.C.5, 1.OA.C.6, MP8, 1.Mod1.AD3, 1.Mod1.AD4

Topic D: Make the Same Total in Varied Ways

Lesson 18: Determine whether number sentences are true or false.
1.OA.D.7, MP2, 1.Mod1.AD6

Lesson 19: Reason about the meaning of the equal sign.

Module 2

Lesson 11: Represent and solve *take from with change unknown* problems.
1.OA.A.1, MP4, 1.Mod2.AD1

Lesson 12: Represent and find an unknown subtrahend in equations.
1.OA.D.8, MP3, 1.Mod2.AD7

Lesson 13: Represent and solve *add to* and *take from with change unknown* problems.
1.OA.A.1, 1.OA.D.8, MP7, 1.Mod2.AD1, 1.Mod2.AD7

Topic D: Find an Unknown Part by Using Addition and Subtraction

Lesson 14: Represent and solve *put together/take apart with addend unknown* problems.
1.OA.A.1, MP1, 1.Mod2.AD1

Lesson 15: Relate counting on and counting back to find an unknown part.
1.OA.D.8, MP2, 1.Mod2.AD7

Lesson 16: Compare the efficiency of counting on and counting back to subtract.
1.OA.C.5, 1.OA.C.6, MP3, 1.Mod2.AD4

Lesson 17: Use related addition facts to subtract from 10.
1.OA.B.4, MP7, 1.Mod2.AD3

Module 3

Lesson 11: Represent and compare related situation equations, part 1.
1.OA.A.1, 1.OA.A.2, 1.OA.B.3, MP7, 1.Mod2.AD1, 1.Mod3.AD1

Lesson 12: Represent and compare related situation equations, part 2.
1.OA.A.1, 1.OA.A.2, 1.OA.B.3, MP1, MP4, 1.Mod2.AD1, 1.Mod3.AD1

Lesson 13: Count on to make ten within 20.
1.OA.B.3, 1.OA.C.6, MP3, MP5, 1.Mod3.AD3

Lesson 14: Count on to make the next ten within 100.
1.OA.B.3, 1.OA.C.6, MP8, 1.Mod3.AD3

Topic D: Reason About Ten as a Unit to Add or Subtract

Lesson 15: Count and record a collection of objects.
1.NBT.A.1, 1.NBT.B.2, 1.NBT.B.2.a, MP4, 1.Mod3.AD7

Lesson 16: Identify ten as a unit.
1.NBT.A.1, 1.NBT.B.2, 1.NBT.B.2.a, 1.NBT.B.2.b, 1.NBT.B.2.c, MP6, 1.Mod3.AD7, 1.Mod3.AD8

Module 4

1.O.A.1, 1.MD.A.2, MP4, 1.Mod4.AD1, 1.Mod4.AD7

Lesson 12: Find the unknown longer length.
1.OA.A.1, MP5, 1.Mod4.AD1

Lesson 13: Find the unknown shorter length.
1.OA.A.1, MP2, 1.Mod4.AD1

Lesson 14: Measure to find patterns. (Optional)
1.MD.A.2, MP1, MP8, 1.Mod4.AD7

**Module 5**

Lesson 12: Decompose an addend to make the next ten.
1.NBT.C.4, MP4, 1.Mod5.AD7

Lesson 13: Reason about related problems that make the next ten.
1.NBT.C.4, MP3, 1.Mod5.AD7

Lesson 14: Determine which equations make the next ten.
1.NBT.C.4, MP7, MP8, 1.Mod5.AD7

Topic D: Addition and Subtraction of Tens

Lesson 15: Count on and back by tens to add and subtract.
1.NBT.C.4, 1.NBT.C.6, MP5, 1.Mod5.AD5

Lesson 16: Use related single-digit facts to add and subtract multiples of ten.
1.NBT.C.4, 1.NBT.C.6, MP2, 1.Mod5.AD5

Lesson 17: Use tens to find an unknown part.
1.NBT.C.4, 1.NBT.C.6, MP7, 1.Mod5.AD5

Lesson 18: Determine if number sentences involving addition and subtraction are true or false.
1.OA.D.7, 1.NBT.C.4, 1.NBT.C.6, MP3, 1.Mod5.AD5, 1.Mod1.AD6

Module 6: Part 1

Lesson 13: Relate the number of equal shares to the size of the shares.
1.G.A.3, MP8, 1.Mod6.AD6

Lesson 14: Tell time to the half hour using the term *half past*.
1.MD.B.3, MP3, 1.Mod6.AD1

Lesson 15: Reason about the location of the hour hand to tell time. (Optional)
1.MD.B.3, MP7, 1.Mod6.AD1

**Module 6: Part 2**

Lesson 27: Add two-digit numbers in various ways, part 1.
1.NBT.C.4, MP3, 1.Mod6.AD11, 1.Mod6.AD12

Lesson 28: Add two-digit numbers in various ways, part 2.
1.NBT.C.4, MP7, 1.Mod6.AD11, 1.Mod6.AD12

Lesson 29: Add tens to make 100. (Optional)
1.NBT.C.4, MP8, 1.Mod6.AD12

Lesson 30: Make the next 10, add tens to make 100.
1.NBT.C.4, MP7, 1.Mod6.AD11, 1.Mod6.AD12

Lesson 31: Add to make 100.
1.NBT.C.4, MP5, 1.Mod6.AD11, 1.Mod6.AD12



Module 1

1.OA.D.7, MP3, MP5, 1.Mod1.AD6

Lesson 20: Find all two-part expressions equal to 6.
1.OA.C.6, MP6, 1.Mod1.AD4, 1.Mod1.AD5

Lesson 21: Find all two-part expressions equal to 7 and 8.
1.OA.C.6, MP8, 1.Mod1.AD4, 1.Mod1.AD5

Lesson 22: Find all two-part expressions equal to 9 and 10.
1.OA.C.6, MP7, 1.Mod1.AD4, 1.Mod1.AD5

Lesson 23: Find the totals of doubles +1 facts.
1.OA.C.5, 1.OA.C.6, MP8, 1.Mod1.AD3

Lesson 24: Use known facts to make easier problems.
1.OA.C.5, 1.OA.C.6, 1.OA.D.7, MP3, 1.Mod1.AD3, 1.Mod1.AD6

Lesson 25: Organize, count, and record a collection of objects. (Optional)
MP4

**Module 2**

Lesson 18: Use related addition facts to subtract.
1.OA.B.4, MP7, 1.Mod2.AD3

Lesson 19: Determine the value of the unknown in various positions.
1.OA.B.4, 1.OA.D.8, MP3, 1.Mod2.AD3, 1.Mod2.AD7

Topic E: Represent and Solve Comparison Problems

Lesson 20: Add or subtract to make groups equal.
1.OA.D.7, MP6, 1.Mod2.AD6

Lesson 21: Represent and solve *compare with difference unknown* problems, part 1.
1.OA.A.1, MP4, 1.Mod2.AD2

Lesson 22: Represent and solve *compare with difference unknown* problems, part 2.
1.OA.A.1, MP2, 1.Mod2.AD2

Lesson 23: Compare categories in a graph to figure out how many more.
1.MD.C.4, MP6, 1.Mod2.AD8

**Module 3**

Lesson 17: Add a two-digit number and a one-digit number.
1.OA.C.6, 1.NBT.2, 1.NBT.B.2.b, 1.NBT.B.2.c, MP7, 1.Mod3.AD5, 1.Mod3.AD8

Lesson 18: Subtract a one-digit number from a two-digit number.
1.OA.C.6, 1.NBT.B.2, 1.NBT.B.2.b, 1.NBT.B.2.c, MP8, 1.Mod3.AD6, 1.Mod3.AD8

Lesson 19: Solve *take from with change unknown* problems with totals in the teens.
1.OA.A.1, 1.NBT.B.2, 1.NBT.B.2.b, 1.NBT.B.2.c, MP2, 1.Mod2.AD1, 1.Mod3.AD8

Topic E: Make Easier Problems to Subtract

Lesson 20: Use strategies to subtract from a teen number.
1.OA.C.6, MP4, 1.Mod3.AD4

Lesson 21: Take from ten to subtract from a teen number, part 1.
1.OA.C.6, MP7, 1.Mod3.AD4

Lesson 22: Take from ten to subtract from a teen number, part 2.
1.OA.C.6, MP5, 1.Mod3.AD4

Module 4**Module 5**

Lesson 19: Add tens to a two-digit number.
1.NBT.C.4, MP8, 1.Mod5.AD6

Lesson 20: Add ones and multiples of ten to any number.
1.NBT.C.4, MP7, 1.Mod5.AD6, 1.Mod.AD7

Topic E: Addition of Two-Digit Numbers

Lesson 21: Use varied strategies to add 2 two-digit addends.
1.NBT.C.4, MP1, 1.Mod5.AD8

Lesson 22: Decompose both addends and add like units.
1.OA.D.7, 1.NBT.C.4, MP7, 1.Mod1.AD6, 1.Mod5.AD8

Lesson 23: Decompose an addend and add tens first.
1.OA.D.7, 1.NBT.C.4, MP5, 1.Mod1.AD6, 1.Mod5.AD8

Lesson 24: Decompose an addend to make the next ten.
1.OA.D.7, 1.NBT.C.4, MP3, 1.Mod1.AD6, 1.Mod5.AD8

Lesson 25: Compare equivalent expressions used to solve two-digit addition equations.
1.OA.D.7, 1.NBT.C.4, MP3, 1.Mod1.AD6, 1.Mod5.AD8

**Module 6: Part 1****Module 6: Part 2**

Module 1

Module 2

Module 3

Module 4

Module 5

Module 6: Part 1

Module 6: Part 2

Lesson 23: Subtract by counting on.
1.OA.C.6, MP2, 1.Mod3.AD4

Lesson 24: Decompose the subtrahend to count back.
1.OA.C.6, MP6, 1.Mod3.AD4

Lesson 25: Choose a strategy to make an easier problem.
1.OA.C.6, MP5, 1.Mod3.AD4

Lesson 26: Pose and solve varied word problems.
1.OA.A.1, 1.OA.A.2, 1.OA.B.3, MP1, MP4, 1.Mod2.AD1, 1.Mod3.AD1



Module 1 Place Value Concepts Through Metric Measurement and Data · Place Value, Counting, and Comparing Within 1,000	Module 2 Addition and Subtraction Within 200	Module 3 Shapes and Time with Fraction Concepts	Module 4 Addition and Subtraction Within 1,000	Module 5 Money, Data, and Customary Measurement	Module 6 Multiplication and Division Foundations
<p>Topic A: Represent Data to Solve Problems</p> <p>Lesson 1: Draw and label a picture graph to represent data. 2.MD.D.10, MP6, 2.Mod1.AD8</p> <p>Lesson 2: Draw and label a bar graph to represent data. 2.MD.D.10, MP8, 2.Mod1.AD8</p> <p>Lesson 3: Use information presented in a bar graph to solve <i>put together</i> and <i>take apart</i> problems. 2.MD.D.10, MP2, 2.Mod1.AD8, 2.Mod1.AD9</p> <p>Lesson 4: Use information presented in a bar graph to solve <i>compare</i> problems. 2.MD.D.10, MP7, 2.Mod1.AD8, 2.Mod1.AD9</p>	<p>Topic A: Simplifying Strategies for Addition</p> <p>Lesson 1: Reason about addition with four addends. 2.NBT.B.6, MP3, 2.Mod2.AD2</p> <p>Lesson 2: Break apart and add like units. 2.NBT.B.7, MP7, 2.Mod2.AD3</p> <p>Lesson 3: Use compensation to add within 100. 2.NBT.B.7, MP2, 2.Mod2.AD3</p> <p>Lesson 4: Use compensation to add within 200. 2.NBT.B.7, MP5, 2.Mod2.AD3</p> <p>Lesson 5: Make a ten to add within 100. 2.NBT.B.7, MP8, 2.Mod2.AD3</p> <p>Lesson 6: Make a ten to add within 200.</p>	<p>Topic A: Attributes of Geometric Shapes</p> <p>Lesson 1: Determine the defining attributes of a polygon. 2.G.A.1, MP6, 2.Mod3.AD4</p> <p>Lesson 2: Use attributes to identify, build, and describe two-dimensional shapes. 2.G.A.1, MP7, 2.Mod3.AD4, 2.Mod3.AD5</p> <p>Lesson 3: Identify, build, and describe right angles and parallel lines. 2.G.A.1, MP6, 2.Mod3.AD4, 2.Mod3.AD5</p> <p>Lesson 4: Use attributes to identify, classify, and compose different quadrilaterals. 2.G.A.1, MP3, 2.Mod3.AD4, 2.Mod3.AD5</p>	<p>Topic A: Mental Place Value Strategies</p> <p>Lesson 1: Organize, count, and represent a collection of objects. 2.NBT.B.8, MP3, 2.Mod4.AD8, 2.Mod4.AD9</p> <p>Lesson 2: Mentally add and subtract multiples of 10 and 100 with unknowns in various positions. 2.NBT.B.8, MP7, 2.Mod4.AD8, 2.Mod4.AD9</p> <p>Lesson 3: Solve multi-step word problems and reason about equal expressions. 2.OA.A.1, 2.NBT.B.8, MP2, 2.Mod4.AD1, 2.Mod4.AD8, 2.Mod4.AD9</p> <p>Lesson 4: Represent and solve <i>compare with bigger unknown</i> word problems.</p>	<p>Topic A: Problem Solving with Coins and Bills</p> <p>Lesson 1: Organize, count, and represent a collection of coins. 2.MD.C.8, MP7, 2.Mod5.AD6</p> <p>Lesson 2: Use the fewest number of coins to make a given value. 2.MD.C.8, MP6, 2.Mod5.AD6</p> <p>Lesson 3: Solve one- and two-step word problems to find the total value of a group of coins. 2.MD.C.8, MP4, 2.Mod5.AD6</p> <p>Lesson 4: Solve one- and two-step word problems to find the total value of a group of bills. 2.MD.C.8, MP2, 2.Mod5.AD6</p> <p>Lesson 5: Use different strategies to make 1 dollar or to make change from 1 dollar. 2.MD.C.8, MP3, 2.Mod5.AD6</p>	<p>Topic A: Count and Problem Solve with Equal Groups</p> <p>Lesson 1: Compose equal groups and write repeated addition equations. 2.OA.A.1, 2.OA.C.4, MP2, 2.Mod6.AD1, 2.Mod6.AD4</p> <p>Lesson 2: Organize, count, and represent a collection of objects. 2.OA.C.4, MP7, 2.Mod6.AD4</p> <p>Lesson 3: Use math drawings to represent equal groups and relate them to repeated addition. 2.OA.C.4, MP8, 2.Mod6.AD4</p> <p>Lesson 4: Represent equal groups with a tape diagram. 2.OA.A.1, 2.OA.C.4, MP4, 2.Mod6.AD1, 2.Mod6.AD4</p>

Module 1

Topic B: Metric Measurement and Concepts About the Ruler

Lesson 5: Connect measurement to physical units by iterating a centimeter cube.
2.MD.A.1, MP6, 2.Mod1.AD1

Lesson 6: Make a 10 cm ruler and measure objects.
2.MD.A.1, MP2, 2.Mod1.AD1

Lesson 7: Measure lengths and relate 10 cm and 1 cm.
2.MD.A.1, MP7, 2.Mod1.AD1

Lesson 8: Make a meter stick and measure with various tools.
2.MD.A.1, MP5, 2.Mod1.AD1

Lesson 9: Relate 1 cm, 10 cm, and 100 cm.
2.NBT.A.1, MP3

Lesson 10: Reason about the relationship between the size of the unit and the number of units needed to measure.
2.MD.A.2, MP8

Topic C: Estimate, Measure, and Compare Lengths

Lesson 11: Estimate and compare lengths.
2.MD.A.3, 2.MD.A.4, MP3, 2.Mod1.AD2, 2.Mod1.AD3

Module 2

2.NBT.B.7, MP7, 2.Mod2.AD3

Lesson 7: Solve word problems by using simplifying strategies for addition.

2.OA.A.1, 2.NBT.B.7, MP5, 2.Mod2.AD1, 2.Mod2.AD3

Topic B: Strategies for Composing a Ten and a Hundred to Add

Lesson 8: Use concrete models to compose a ten.
2.NBT.B.7, MP8, 2.Mod2.AD3, 2.Mod2.AD5

Lesson 9: Use place value drawings to compose a ten and relate to written recordings.
2.NBT.B.7, MP6, 2.Mod2.AD3, 2.Mod2.AD5

Lesson 10: Use concrete models to compose a hundred.
2.NBT.B.7, MP4, 2.Mod2.AD3, 2.Mod2.AD5

Lesson 11: Use math drawings to compose a hundred and relate to written recordings.
2.NBT.B.7, MP6, 2.Mod2.AD3, 2.Mod2.AD5

Lesson 12: Use place value drawings to compose a ten and a hundred with two- and three-digit addends. Relate to written recordings.
2.NBT.B.7, MP3, 2.Mod2.AD3, 2.Mod2.AD5

Module 3

Lesson 5: Relate the square to the cube and use attributes to describe a cube.

2.G.A.1, MP7, 2.Mod3.AD4, 2.Mod3.AD5

Topic B: Composite Shapes and Fraction Concepts

Lesson 6: Recognize that a whole polygon can be decomposed into smaller parts and the parts can be composed to make a whole.
2.G.A.1, MP7, 2.Mod3.AD4, 2.Mod3.AD5

Lesson 7: Combine shapes to create a composite shape and create a new shape from composite shapes.
2.G.A.1, MP3, 2.Mod3.AD4, 2.Mod3.AD5

Lesson 8: Create composite shapes by using equal parts and name them as halves, thirds, and fourths.
2.G.A.3, MP5, 2.Mod3.AD6

Lesson 9: Interpret equal shares in composite shapes as halves, thirds, and fourths.
2.G.A.3, MP3, 2.Mod3.AD6

Topic C: Halves, Thirds, and Fourths of Circles and Rectangles

Lesson 10: Partition circles and rectangles into equal parts and describe those parts as halves.
2.G.A.3, MP7, 2.Mod3.AD6

Module 4

2.OA.A.1, 2.NBT.B.5, MP5, 2.Mod4.AD1, 2.Mod4.AD4

Topic B: Strategies for Composing Tens and Hundreds Within 1,000

Lesson 5: Use the associative property to make a benchmark number to add within 1,000.
2.NBT.B.5, 2.NBT.B.7, 2.NBT.B.9, MP3, 2.Mod4.AD4, 2.Mod4.AD6, 2.Mod4.AD10

Lesson 6: Use compensation to add within 1,000.
2.NBT.B.5, 2.NBT.B.7, 2.NBT.B.9, MP1, 2.Mod4.AD4, 2.Mod4.AD6, 2.Mod4.AD10

Lesson 7: Use concrete models to add and relate them to written recordings.
2.OA.B.2, 2.NBT.B.7, MP6, 2.Mod4.AD2, 2.Mod4.AD6

Lesson 8: Use place value drawings to represent addition and relate them to written recordings, part 1.
2.OA.B.2, 2.NBT.B.7, MP7, 2.Mod4.AD2, 2.Mod4.AD6

Lesson 9: Use place value drawings to represent addition and relate them to written recordings, part 2.
2.OA.B.2, 2.NBT.B.7, MP6, 2.Mod4.AD2, 2.Mod4.AD6

Lesson 10: Choose and defend efficient solution strategies for addition.

Module 5

Lesson 6: Solve word problems by using different ways to make change from 1 dollar.
2.MD.C.8, MP3, 2.Mod5.AD6

Lesson 7: Solve word problems by using bills and coins. (Optional)
2.MD.C.8, MP1, 2.Mod5.AD6

Topic B: Use Customary Units to Measure and Estimate Length

Lesson 8: Iterate an inch tile to create a unit ruler and measure to the nearest inch.
2.MD.A.1, MP6, 2.Mod5.AD1

Lesson 9: Use an inch ruler and a yard stick to estimate and measure the length of various objects.
2.MD.A.1, 2.MD.A.3, MP5, 2.Mod5.AD1, 2.Mod5.AD3

Lesson 10: Measure an object twice by using different length units, and compare and relate measurement to unit size.
2.MD.A.2, MP6, 2.Mod5.AD2

Lesson 11: Measure to compare differences in lengths.
2.MD.A.4, MP5, 2.Mod5.AD4

Lesson 12: Identify unknown numbers on a number line by using the interval as a reference point.
2.MD.B.6, MP7, 2.Mod1.AD5

Module 6

Topic B: Arrays and Equal Groups

Lesson 5: Compose arrays with rows and columns and use a repeated count to find the total.
2.OA.C.3, 2.OA.C.4, MP8, 2.Mod6.AD3, 2.Mod6.AD4

Lesson 6: Decompose arrays into rows and columns and relate them to repeated addition.
2.OA.C.3, 2.OA.C.4, MP7, 2.Mod6.AD3, 2.Mod6.AD4

Lesson 7: Distinguish between rows and columns and use math drawings to represent arrays.
2.OA.C.3, 2.OA.C.4, MP7, 2.Mod6.AD3, 2.Mod6.AD4

Lesson 8: Use square tiles to create arrays with gaps.
2.OA.C.3, 2.OA.C.4, MP7, 2.Mod6.AD3, 2.Mod6.AD4

Topic C: Rectangular Arrays as a Foundation for Multiplication and Division

Lesson 9: Determine the attributes of a square array.
2.OA.C.3, 2.OA.C.4, MP8, 2.Mod6.AD3

Lesson 10: Use math drawings to compose a rectangle.
2.OA.C.3, 2.OA.C.4, MP7, 2.Mod6.AD3

Module 1

Lesson 12: Model and reason about the difference in length.
2.MD.A.4, MP4, 2.Mod1.AD3

Lesson 13: Estimate and measure height to model metric relationships.
2.MD.A.1, 2.MD.A.3, MP5, 2.Mod1.AD1, 2.Mod1.AD2

Lesson 14: Represent and compare students' heights.
2.MD.A.4, MP2, 2.Mod1.AD3

Topic D: Solve Compare Problems by Using the Ruler as a Number Line

Lesson 15: Use a measuring tape as a number line to add efficiently.
2.MD.B.6, MP7, 2.Mod1.AD5, 2.Mod1.AD6

Lesson 16: Use a measuring tape as a number line to subtract efficiently.
2.MD.B.6, MP2, 2.Mod1.AD5, 2.Mod1.AD7

Lesson 17: Represent and solve comparison problems by using measurement contexts.
2.MD.B.5, 2.MD.B.6, MP5, 2.Mod1.AD4, 2.Mod1.AD6, 2.Mod1.AD7

Lesson 18: Solve *compare with difference unknown* word problems by using measurement contexts.
2.MD.B.5, 2.MD.B.6, MP2, MP5, 2.Mod1.AD4, 2.Mod1.AD6, 2.Mod1.AD7

Module 2

Topic C: Simplifying Strategies for Subtraction

Lesson 13: Represent and solve *take from* word problems.
2.OA.A.1, MP3, 2.Mod2.AD1

Lesson 14: Use addition and subtraction strategies to find an unknown part.
2.NBT.B.7, MP7, 2.Mod2.AD4

Lesson 15: Use compensation to subtract within 100.
2.NBT.B.7, MP2, 2.Mod2.AD4

Lesson 16: Use compensation to subtract within 200.
2.NBT.B.7, MP8, 2.Mod2.AD4

Lesson 17: Take from a ten to subtract within 200.
2.NBT.B.7, MP6, 2.Mod2.AD4

Lesson 18: Take from a hundred to subtract within 200.
2.NBT.B.7, MP7, 2.Mod2.AD4

Lesson 19: Solve word problems with simplifying strategies for subtraction.
2.OA.A.1, 2.NBT.B.7, MP3, 2.Mod2.AD1, 2.Mod2.AD4

Topic D: Strategies for Decomposing a Ten and a Hundred to Subtract

Lesson 20: Reason about when to unbundle a ten to subtract.

Module 3

Lesson 11: Partition circles and rectangles into equal parts, and describe those parts as halves, thirds, or fourths.
2.G.A.3, MP6, 2.Mod3.AD6

Lesson 12: Describe a whole by the number of equal parts in halves, thirds, and fourths.
2.G.A.3, MP3, 2.Mod3.AD6

Lesson 13: Recognize that equal parts of an identical rectangle can be different shapes.
2.G.A.3, MP4, 2.Mod3.AD7

Topic D: Application of Fractions to Tell Time

Lesson 14: Distinguish between a.m. and p.m.
2.MD.C.7, MP6, 2.Mod3.AD3

Lesson 15: Recognize time as measurement units.
2.MD.C.7, MP7

Lesson 16: Use a clock to tell time to the half hour or quarter hour.
2.MD.C.7, MP3, 2.Mod3.AD2

Lesson 17: Relate the clock to a number line to count by fives.
2.NBT.A.2, 2.MD.C.7, MP2, 2.Mod3.AD1, 2.Mod3.AD2

Lesson 18: Tell time to the nearest 5 minutes.
2.NBT.A.2, 2.MD.C.7, MP6, 2.Mod3.AD1, 2.Mod2.AD2

Module 4

2.OA.B.2, 2.NBT.B.5, 2.NBT.B.7, 2.NBT.B.9, MP8, 2.Mod4.AD2, 2.Mod4.AD4, 2.Mod4.AD6, 2.Mod4.AD10

Lesson 11: Choose and defend efficient solution strategies to add up to four two-digit numbers.
2.OA.B.2, 2.NBT.B.5, 2.NBT.B.6, 2.NBT.B.9, MP4, 2.Mod4.AD2, 2.Mod4.AD4, 2.Mod2.AD2, 2.Mod4.AD10

Topic C: Simplifying Strategies for Subtracting Within 1,000

Lesson 12: Take from a ten or a hundred to subtract.
2.NBT.B.5, 2.NBT.B.7, 2.NBT.B.9, MP7, 2.Mod4.AD5, 2.Mod4.AD7, 2.Mod4.AD11

Lesson 13: Use compensation to subtract within 1,000.
2.NBT.B.5, 2.NBT.B.7, 2.NBT.B.9, MP3, 2.Mod4.AD5, 2.Mod4.AD7, 2.Mod4.AD11

Lesson 14: Use compensation to keep a constant difference by adding the same amount to both numbers.
2.NBT.B.7, 2.NBT.B.9, MP2, 2.Mod4.AD7, 2.Mod4.AD11

Lesson 15: Use compensation to keep a constant difference by subtracting the same amount from both numbers.

Module 5

Topic C: Use Measurement and Data to Solve Problems

Lesson 13: Solve word problems that involve measurements and reason about estimates.
2.MD.B.5, MP6, 2.Mod5.AD5

Lesson 14: Solve addition and subtraction two-step word problems that involve length.
2.MD.B.5, MP4, 2.Mod5.AD5

Lesson 15: Use measurement data to create a line plot.
2.MD.D.9, MP7, 2.Mod5.AD7

Lesson 16: Create a line plot to represent data and ask and answer questions.
2.MD.D.9, 2.Mod5.AD7



Module 6

Lesson 11: Decompose an array to find the total efficiently.
2.OA.C.3, 2.OA.C.4, 2.G.A.2, MP7, 2.Mod6.AD3, 2.Mod6.AD5

Lesson 12: Reason about how equal arrays can be composed differently.
2.OA.C.3, 2.OA.C.4, 2.G.A.2, MP3, 2.Mod6.AD3, 2.Mod6.AD5

Lesson 13: Decompose an array and relate it to a number bond.
2.OA.C.3, 2.OA.C.4, 2.G.A.2, MP4, 2.Mod6.AD3, 2.Mod6.AD5

Topic D: The Meaning of Even and Odd Numbers

Lesson 14: Relate doubles to even numbers and write equations to express the sums.
2.OA.C.3, MP8, 2.Mod6.AD2

Lesson 15: Pair objects and skip-count to determine whether a number is even or odd.
2.OA.C.3, MP7, 2.Mod6.AD2

Lesson 16: Use rectangular arrays to investigate combinations of even and odd numbers.
2.OA.C.3, MP3, 2.Mod6.AD2

Lesson 17: Solve word problems that involve equal groups and arrays.
2.OA.A.1, 2.OA.C.3, 2.OA.C.4, MP4, 2.Mod6.AD1, 2.Mod6.AD3, 2.Mod6.AD4

Lesson 18: Use various strategies to fluently add and subtract within 100

Module 1

Lesson 19: Solve compare with difference unknown word problems in various contexts.

2.MD.B.5, 2.MD.B.6, MP1,
2.Mod1.AD4, 2.Mod1.AD6,
2.Mod1.AD7

Topic E: Understand Place Value Units

Lesson 20: Count and bundle ones, tens, and hundreds to 1,000.

2.NBT.A.1.a, MP8, 2.Mod1.AD12

Lesson 21: Count efficiently within 1,000 by using ones, tens, and hundreds.

2.NBT.A.2, MP4, 2.Mod1.AD13

Lesson 22: Use counting strategies to solve *add to with change unknown* word problems.

2.OA.A.1, 2.NBT.A.2, MP1,
2.Mod1.AD10, 2.Mod1.AD13

Lesson 23: Organize, count, and record a collection of objects.

2.NBT.A.1.a, 2.NBT.A.2,
2.NBT.A.3, MP1, 2.Mod1.AD12,
2.Mod1.AD13, 2.Mod1.AD15

Topic F: Three-Digit Numbers in Different Forms

Lesson 24: Count up to 1,000 by using place value units.

2.NBT.A.1, 2.NBT.A.1.b,
2.NBT.A.2, MP7, 2.Mod1.AD11,
2.Mod1.AD13

Module 2

2.NBT.B.7, MP7, 2.Mod2.AD4,
2.Mod2.AD6

Lesson 21: Use concrete models to decompose a ten with two-digit totals.

2.NBT.B.7, MP8, 2.Mod2.AD6

Lesson 22: Use place value drawings to decompose a ten and relate them to written recordings.

2.NBT.B.7, MP7, 2.Mod2.AD4,
2.Mod2.AD6

Lesson 23: Use concrete models and drawings to decompose a hundred.

2.NBT.B.7, MP2, 2.Mod2.AD4,
2.Mod2.AD6

Lesson 24: Use place value drawings to decompose a hundred and relate them to written recordings.

2.NBT.B.7, MP8, 2.Mod2.AD4,
2.Mod2.AD6

Lesson 25: Use place value drawings to subtract with two decompositions.

2.NBT.B.7, MP1, 2.Mod2.AD4,
2.Mod2.AD6

Lesson 26: Solve *add to* and *take from with start unknown* word problems.

2.OA.A.1, MP4, 2.Mod2.AD1

Lesson 27: Solve two-step word problems within 100.

2.OA.A.1, MP2

Module 3

Lesson 19: Solve elapsed time problems. (Optional)
MP8



Module 4

2.NBT.B.7, 2.NBT.B.9, MP5,
2.Mod4.AD7, 2.Mod4.AD11

Topic D: Strategies for Decomposing Tens and Hundreds Within 1,000

Lesson 16: Use concrete models to subtract and relate them to written recordings.

2.OA.B.2, 2.NBT.B.7, MP6,
2.Mod4.AD3, 2.Mod4.AD7

Lesson 17: Use place value drawings to represent subtraction with one decomposition and relate them to written recordings.

2.OA.B.2, 2.NBT.B.7, MP5,
2.Mod4.AD3, 2.Mod4.AD7

Lesson 18: Use place value drawings to represent subtraction with up to two decompositions and relate them to written recordings.

2.OA.B.2, 2.NBT.B.7, MP4,
2.Mod4.AD3, 2.Mod4.AD7

Lesson 19: Use place value drawings to represent subtraction from numbers with 0 in the tens and/or ones place and relate to a written recording.

2.OA.B.2, 2.NBT.B.7, MP3,
2.Mod4.AD3, 2.Mod4.AD7

Lesson 20: Subtract by using multiple strategies and defend an efficient strategy.

2.OA.B.2, 2.NBT.B.5, 2.NBT.B.7,
2.NBT.B.9, MP3, 2.Mod4.AD3,
2.Mod4.AD5, 2.Mod4.AD7,
2.Mod4.AD11

Module 5

Module 6

and know all sums and differences within 20 from memory. (Optional)
2.OA.B.2



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Lesson 25: Write three-digit numbers in unit form and show the value that each digit represents.
2.NBT.A.1, 2.NBT.A.1.b, MP7, 2.Mod1.AD11

Lesson 26: Write base-ten numbers in expanded form.
2.NBT.A.3, MP7, 2.Mod1.AD15

Lesson 27: Read, write, and relate base-ten numbers in all forms.
2.NBT.A.1, 2.NBT.A.1.b, 2.NBT.A.3, MP3, 2.Mod1.AD11, 2.Mod1.AD15

Topic G: Model Base-Ten Numbers Within 1,000 with Money

Lesson 28: Use place value understanding to count and exchange \$1, \$10, and \$100 bills.
2.NBT.A.1, 2.NBT.A.1.b, 2.NBT.A.1.a, MP6, 2.Mod1.AD11, 2.Mod1.AD12

Lesson 29: Count by \$1, \$10, and \$100.
2.NBT.A.2, MP8, 2.Mod1.AD13, 2.Mod1.AD14

Lesson 30: Determine how many \$10 bills are equal to \$1,000.
2.NBT.A.1, 2.NBT.A.1.a, 2.NBT.A.1.b, 2.NBT.A.2, MP1, 2.Mod1.AD11, 2.Mod1.AD12, 2.Mod1.AD13

Topic E: Apply Efficient Addition and Subtraction Strategies

Lesson 21: Apply strategies to find sums and differences and relate addition to subtraction.
2.NBT.B.7, 2.NBT.B.9, MP7, 2.Mod4.AD6, 2.Mod4.AD7, 2.Mod4.AD10, 2.Mod4.AD11

Lesson 22: Solve *compare with smaller unknown* word problems.
2.OA.A.1, 2.NBT.B.5, MP1, 2.Mod4.AD1, 2.Mod4.AD4, 2.Mod4.AD5

Lesson 23: Solve two-step addition and subtraction word problems.
2.OA.A.1, 2.NBT.B.5, MP5, 2.Mod4.AD1, 2.Mod4.AD4, 2.Mod4.AD5

Lesson 24: Organize, count, and represent a collection of objects.
2.NBT.B.7, MP6, 2.Mod4.AD6, 2.Mod4.AD7



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Topic H: Compose and Decompose with Place Value Disks

Lesson 31: Count the total value of ones, tens, and hundreds with place value disks.

2.NBT.A.1, 2.NBT.A.1.b, 2.NBT.A.3, MP6, 2.Mod1.AD11, 2.Mod1.AD15

Lesson 32: Exchange 10 ones for 1 ten, 10 tens for 1 hundred, and 10 hundreds for 1 thousand.

2.NBT.A.1, 2.NBT.A.1.a, 2.NBT.A.1.b, MP7, 2.Mod1.AD11, 2.Mod1.AD12

Lesson 33: Model numbers with more than 9 ones or 9 tens.

2.NBT.A.1, 2.NBT.A.1.b, MP5, 2.Mod1.AD11

Lesson 34: Problem solve in situations with more than 9 ones or 9 tens.

2.NBT.A.1, 2.NBT.A.1.a, 2.NBT.A.1.b, MP3, 2.Mod1.AD11, 2.Mod1.AD12

Topic I: Compare Two Three-Digit Numbers in Different Forms

Lesson 35: Compare three-digit numbers by using $>$, $=$, and $<$.

2.NBT.A.4, MP6, 2.Mod1.AD16

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Lesson 36: Apply place value understanding to compare by using $>$, $=$, and $<$.
2.NBT.A.4, MP8, 2.Mod1.AD16

Lesson 37: Organize, count, represent, and compare a collection of objects.
2.NBT.A.2, 2.NBT.A.4, MP1, 2.Mod1.AD13, 2.Mod1.AD16

Lesson 38: Compare numbers in different forms. (Optional)
2.NBT.A.3, 2.NBT.A.4, MP7, 2.Mod1.AD15, 2.Mod1.AD16

