**Number Sense, Properties, and Operations**

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|  |  | **Qrt 1** | **Qrt 2** | **Qrt 3** | **Qrt 4** |
| CSSM1.F1a | Count to 120 |  |  |  |  |
| CSSM1.F1ai | Count starting at any number less than 120 |  |  |  |  |
| CSSM1.F1aiii | Within 120, read and write numerals and represent a number of objects with a written numeral |  |  |  |  |
| CSSM1.F1b | Represent use the digits of a two-digit number. |  |  |  |  |
| CSSM1.F1bi | Represent the digits of a two-digit number as tens and ones. |  |  |  |  |
| CSSM1.F1bii | Compare two two-digit numbers based on meanings of the tens and ones digits, recording the results of comparisons with the symbols >, =, and <. |  |  |  |  |
| CSSM1.F1biii | Compare two sets of objects, including pennies, up to at least 25 using language such as "three more or three fewer" |  |  |  |  |
| CSSM1.F1c | Use place value and properties of operations to add and subtract |  |  |  |  |
| CSSM1.F1ci | Add within 100, including adding a two-digit number and a one-digit number and adding a two-digit number and a multiple of ten, using concrete models or drawings, and/or the relationship between addition and subtraction. |  |  |  |  |
| CSSM1.F1cii | Identify coins and find the value of a collection of two coins |  |  |  |  |
| CSSM1.F1ciii | Mentally find 10 more or 10 less than any two-digit number, without counting;  explain the reasoning used |  |  |  |  |
| CSSM1.F1civ | Subtract multiples of 10 in the range 10-90 from multiples of 10 in the range  10-90 (positive or zero differences), using concrete models or drawings and  strategies based on place value, properties of operations, and/or the  relationship between addition and subtraction. |  |  |  |  |
| CSSM1.F1cv | Relate addition and subtraction strategies to a written method and explain the reasoning used |  |  |  |  |
| CSSM1.F2a, CSSM1.F2ai, CSSM1.F2aii | Represent and use addition and subtraction to solve number sentences and word problems with numerals 0 – 20. |  |  |  |  |
| CSSM1.F2b,  CSSM1.F2bi, CSSM1.F2bii | Apply properties of operations as strategies to add and subtract and relate subtraction to unknown-addend problem to understand relationship between addition and subtraction. |  |  |  |  |
| CSSM1.F2c, CSSM1.F2cii, CSSM1.F2ciii | Add and subtract with numerals 0 – 20 using multiple strategies. |  |  |  |  |
| CSSM1.F2ci | Relate counting to addition and subtraction. |  |  |  |  |
| CSSM1.F2d, CSSM1.F2di | Use the equal sign, addition, and subtraction equations to show number relationships |  |  |  |  |
| CSSM1.F2dii | Determine the unknown whole number in an addition or subtraction equation relating three whole numbers |  |  |  |  |

**Data Analysis, Statistics, and Probability**

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|  |  | **Qrt 1** | **Qrt 2** | **Qrt 3** | **Qrt 4** |
| CSSM3.F1a CSSM3.F1ai | Organize, represent, and interpret data with up to three categories. |  |  |  |  |
| CSSM3.F1aii | Ask and answer questions about the total number of data points how many in each category, and how many more or less are in one category than in another |  |  |  |  |

**Shape, Dimension, and Geometric Relationships**

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|  |  | **Qrt 1** | **Qrt 2** | **Qrt 3** | **Qrt 4** |
| CSSM4.F1a | Distinguish between defining attributes1 versus non-defining attributes. |  |  |  |  |
| CSSM4.F1b | Build and draw shapes to possess defining attributes. |  |  |  |  |
| CSSM4.F1c | Compose 2-d or 3-d shapes to create a composite shape, and compose new shapes from the composite shape |  |  |  |  |
| CSSM4.F1d | Partition circles and rectangles into two and four equal shares. |  |  |  |  |
| CSSM4.F1di | Describe shares using the words halves, fourths, and quarters, and use the phrases half of, fourth of, and quarter of. |  |  |  |  |
| CSSM4.F1dii | Describe the whole as two of, or four of the equal shares. |  |  |  |  |
| CSSM4.F2a | Measure lengths indirectly and by iterating length units |  |  |  |  |
| CSSM4.F2ai | Order three objects by length; compare the lengths of two objects indirectly by using a third object. |  |  |  |  |
| CSSM4.F2aii | Express the length of an object as a whole number of length units. |  |  |  |  |
| CSSM4.F2bi | Tell and write time in hours and half-hours using analog anddigital clocks. |  |  |  |  |