

## GRADE LEVEL EXPECTATIONS

### GRADE K-MATHEMATICS

GLE	QUARTER				STANDARD
	1	2	3	4	
Rote count to 100 & recognize numbers up to 31					MA 5 1.10
Recognize $\frac{1}{2}$ of a shape					MA 5 1.0
Use <u>concrete objects to compose and decompose</u> values up to 10					MA 1 1.6
Connect number words (orally) & quantities they represent					MA1 1.10
Recognize or repeat sequences of sounds or shapes					MA4 1.6
Create & continue patterns					MA4 1.6
<u>Model</u> situations that involve whole numbers, using pictures, objects or symbols					MA 1 1.6
Identify & describe 2- & 3-dimensional shapes using physical models (circle, rhombus, rectangle, triangle, sphere, rectangular prism, cylinder, pyramid) that represent shapes in their environment					MA2 1.10
Describe, name & interpret relative positions in space (above, below, front, behind)					MA2 1.10
Use manipulatives to recognize from different perspectives & orientations models of slides & turns					MA2 1.6
Compare & order objects according to their size or weight					MA2 1.8
Describe passage of time using terms such as today, yesterday, tomorrow					MA2 3.1
Identify & know the value of a penny, nickel, dime, & quarter					MA1 1.10
Measure objects by comparison of lengths (shorter, same, longer)					MA2 1.6
Sort items according to their <u>attributes</u>					MA2 1.8
Create graphs using physical objects					MA3 1.8

### STANDARDS CROSSWALK

#### COMMON CORE STANDARDS

Partial Alignment			Quarter			
			1	2	3	4
Grade-Specific Standard	GLE	Explanation				
Count to 100 by ones & by tens.	Rote count to 100 & recognize numbers up to 31.  Skip count by 2's, 5's & 10's	Partial alignment to GLE.  Partial alignment to				

		Grade 1 GLE				
Write numbers from 0 to 20. Represent a number of objects with a written numeral 0-20 (with 0 representing a count of no objects).	Read, write, & compare whole numbers less than 100.  Connect number words (orally) & quantities they represent.	Partial alignment to Grade 1 GLE.				
When counting objects, say the number names in the standard order, pairing each object with one & only 1 number name & each number name with 1 & only 1 object.	Connect number words (orally) & quantities they represent.					
Count to answer "how many?" questions about as many as 20 things arranged in a line, a rectangular array, or a circle, or as many as 10 things in a scattered configuration; given a number from 1-20, count out that many objects.	Model situations that involve whole numbers, using pictures, objects or symbols					
Identify whether the number of objects in 1 group is greater than, less than, or equal to the number of objects in another group, e.g., by using matching & counting strategies. Include groups with up to 10 objects.	Read, write, & compare whole numbers less than 100.	Partial alignment to Grade 1 GLE.				
Compare 2 numbers between 1 & 10 presented as written numerals.	Read, write & compare whole numbers less than 100.	Partial alignment to Grade 1 GLE.				
Represent addition & subtraction with objects, fingers, mental images, drawings, sounds (e.g., claps), acting out situations, verbal explanations, expressions, or equations. (Drawings need not show details, but should show the	Use concrete objects to compose & decompose values up to 10.  Represent/model a given situation involving addition & subtraction of whole numbers using pictures,	Partial alignment to Grade 1 GLE.				

mathematics in the problem.	objects, or symbols					
Solve addition & subtraction word problems, & add & subtract within 10, e.g. by using objects or drawings to represent the problem.	Represent/model a given situation involving addition & subtraction of whole numbers using pictures, objects, or symbols	Partial alignment to Grade 1 GLE.				
Decompose numbers less than or equal to 10 into pairs in more than one way, e.g., by using objects or drawings, & record each decomposition by a drawing or equation (e.g., $5=2+3$ & $5=4+1$ )	Use concrete objects to compose & decompose values up to 10  Represent/model a given situation involving addition & subtraction of whole numbers using pictures, objects, or symbols  Model situations that involve whole numbers, using pictures, objects or symbols.					
For any number from 1 to 9, find the number that makes 10 when added to the given number, e.g., by using objects or drawings, & record the answer with a drawing or equation.	Model situations that involve whole numbers, using pictures, objects or symbols.					
Compose & decompose numbers from 11 to 19 into 10's & 1's & some further ones, e.g., by using objects or drawings, & record each composition or decomposition by a drawing or equation (e.g., $18=10+8$ ); understand that these numbers are composed of ten ones & one, two, three, four, five, six, seven, eight, or nine ones.	Compose or decompose whole numbers up to 20 using multiple strategies such as known facts, doubles & close to doubles, tens, & one place value.  Model situations that involve whole numbers, using pictures, objects or symbols	Partial alignment to Grade 1 GLE.				
Directly compare 2 objects with a measurable attribute in common, to see which object has "more of"/"less of" the attribute, & describe the difference. For	Compare & order objects according to their size or weight  Measure objects by					

example, directly compare the heights of 2 children & describe 1 child as taller/shorter.	comparison of lengths (shorter, same, longer)				
Classify objects into given categories; count the numbers of objects in each category & sort the categories by count. Limit category counts to be less than or equal to 10.	Sort items according to their attributes  Sort & classify items according to their attributes.				
Describe objects in the environment using names of shapes, & describe the relative positions of these objects using terms such as above, below, beside, in front of, behind, & next to.	Identify & describe 2- & 3-dimensional shapes using physical models (circle, rhombus, rectangle, triangle, sphere, rectangular prism, cylinder, pyramid) that represent shapes in their environment  Describe, name & interpret relative positions in space (above, below, front, behind)				
Correctly name shapes regardless of their orientations or overall size.	Identify & describe 2- & 3-dimensional shapes using physical models (circle, rhombus, rectangle, triangle, sphere, rectangular prism, cylinder, pyramid) that represent shapes in their environment.				
Identify shapes as two-dimensional (lying in a plane, "flat") or three-dimensional ("solid").	Identify & describe 2- & 3-dimensional shapes using physical models (circle, rhombus, rectangle, triangle, sphere, rectangular prism, cylinder, pyramid) that represent shapes in their environment.				
Analyze & compare two- & three-dimensional shapes, in different sizes & orientations, using informal language to describe their	Compare & analyze 2-dimensional shapes by describing their attributes (circle, rectangle, rhombus,	Partial alignment to Grade 3 GLE.			

similarities, differences, parts (e.g., having sides of equal length.)	trapezoid, triangle)				
Compose simple shapes to form larger shapes. For example, "Can you join these 2 triangles with full sides touching to make a rectangle?"	Use models to compose & decompose 2-dimensional shapes.	Partial alignment to Grade 1 GLE.			

**STANDARDS CROSSWALK**

**COMMON CORE STANDARDS**

No Alignment			Quarter			
			1	2	3	4
Grade-Specific Standard	GLE	Explanation				
Count forward beginning from a given number within the known sequence (instead of having to begin at 1).						
Understand that the last number name said tells the number of objects counted. He number of objects is the same regardless of their arrangement or the order in which they were counted.						
Understand that each successive number name refers to a quantity that is one larger.						
Fluently add & subtract within 5.						
Describe measurable attributes of objects, such as length or weight. Describe several measurable attributes of a single object.						
Model shapes in the world by building shapes from components (e.g., sticks & clay balls) & drawing shapes.						