School District of Jefferson Course

Course Title: Specialized direct instruction Math k-12+

Course Description:

Adopted Course Primary Resource	Supplementary Resources
• Number worlds	• Zearn • Boom Learning (boomcards) • Prodigy • Dreambox

Standards Addressed In The Course (Note Essential Standards)			Number Worlds curriculum lesson
Domain Kindergarten Mathematics Domain: Counting and Cardinality	Standard call # EE.K.CC.1. EE.K.CC.4. EE.K.CC.5 EE.K.CC.6.	Standard language *List all standards addressed and color all ELOs red. Starting with one, count to 10 by ones. Demonstrate one--to--one correspondence, pairing each object with one and only one number and each number with one and only one object. Count out up to three objects from a larger set, pairing each object with one and only one number name to tell how many. Identify whether the number of objects in one group is more or less than (when the quantities are clearly different) or equal to the number of objects in another group.	 Level A, Unit 1, Week 1, Lesson 1
Kindergarten Mathemati	EE.K.OA.1.	Represent addition as “putting together” or subtraction as “taking from” in everyday activities.	Level A, Unit 1, Week 26

cs Domain: Operations and Algebraic Thinking			
Kindergarten Mathematics Domain: Measurement and Data	EE.K.MD.1--3.	Classify objects according to attributes (big/small, heavy/light).	
Kindergarten Mathematics Domain: Geometry	EE.K.G.2–3	Match shapes of the same size and orientation (circle, square, rectangle, triangle).	
First Grade Mathematics Domain: Operations and Algebraic Thinking	EE.1.OA.1.a.	Represent addition and subtraction with objects, fingers, mental images, drawings, sounds (e.g., claps), or acting out situations	
	EE.1.OA.1.b.	Recognize two groups that have the same or equal quantity.	Level B Unit 1, Week 5 Lesson 1
	EE.1.OA.2.	Use “putting together” to solve problems with two sets.	
	EE.1.OA.5.a	Use manipulatives or visual representations to indicate the number that results when adding one more.	
	EE.1.OA.5.b.	Apply knowledge of “one less” to	

		subtract one from a number.	
First Grade Mathematics Domain: Number and Operations in Base Ten	EE.1.NBT.1.a	Count by ones to 30.	
	EE.1.NBT.1.b.	Count as many as 10 objects and represent the quantity with the corresponding numeral.	Level B, Unit 1 ,week 2, lesson 2
	EE.1.NBT.2.	Create sets of 10.	
	EE.1.NBT.3.	Compare two groups of 10 or fewer items when the number of items in each group is similar.	
	EE.1.NBT.4.	Compose numbers less than or equal to five in more than one way.	
	EE.1.NBT.6.	Decompose numbers less than or equal to five in more than one way.	
First Grade Mathematics Domain: Measurement and Data	EE.1.MD.1–2.	Compare lengths to identify which is longer/shorter, taller/shorter.	
	EE.1.MD.3.a.	Demonstrate an understanding of the terms tomorrow, yesterday, and today.	
	EE.1.MD.3.b.	Demonstrate an understanding of the terms morning, afternoon, day, and night.	
	EE.1.MD.3.c	Identify activities that come before, next, and after.	

	EE.1.MD.3.d.	Demonstrate an understanding that telling time is the same every day.	
	EE.1.MD.4	Organize data into categories by sorting.	
First Grade Mathematics Domain: Geometry	EE.1.G.1.	Identify the relative position of objects that are on, off, in, and out.	
	EE.1.G.2	Sort shapes of same size and orientation (circle, square, rectangle, triangle).	
	EE.1.G.3.	Put together two pieces to make a shape that relates to the whole (i.e., two semicircles to make a circle, two squares to make a rectangle).	
Second Grade MathematicsDomain: Operations and Algebraic Thinking	EE.2.OA.3. EE.2.OA.4.	Equally distribute even numbers of objects between two groups. Use addition to find the total number of objects arranged within equal groups up to a total of 10.	
Second Grade Mathematics: Number and Operations in Base Ten	EE.2.NBT.1 EE.2.NBT.2.a EE.2.NBT.2.b EE.2.NBT.3 EE.2.NBT.4	Represent numbers up to 30 with sets of tens and ones using objects in columns or arrays. Count from 1 to 30 (count with meaning; cardinality). Name the next number in a sequence between 1 and 10. Identify numerals 1 to 30. Compare sets of objects and numbers using appropriate vocabulary (more, less, equal). Identify the meaning of the “+” sign (i.e., combine, plus, add), “–” sign (i.e., separate, subtract, take), and the “=” sign (equal).	

	EE.2.NBT.5.a EE.2.NBT.5.b EE.2.NBT.6--7	Using concrete examples, compose and decompose numbers up to 10 in more than one way. Use objects, representations, and numbers (0–20) to add and subtract.	
Second Grade Mathematics Domain: Measurement and Data	EE.2.MD.1 EE.2.MD.3–4 EE.2.MD.5 EE.2.MD.6 EE.2.MD.7 EE.2.MD.8 EE.2.MD.9-10	Measure the length of objects using non-standard units. Order by length using non--standard units. Increase or decrease length by adding or subtracting unit(s). Use a number line to add one more unit of length. Identify on a digital clock the hour that matches a routine activity. Recognize that money has value. Create picture graphs from collected measurement data.	
Second Grade Mathematics Domain: Geometry	EE.2.G.1	Identify common two--dimensional shapes: square, circle, triangle, and rectangle.	
Third Grade Mathematics Domain: Operations and	EE.3.OA.1--2. EE.3.OA.4. EE.3.OA.8	Use repeated addition to find the total number of objects and determine the sum Solve addition and subtraction problems when the result is unknown, limited to operands and results within 20. Solve one--step real--world problems using addition or subtraction within 20.	

Algebraic Thinking	EE.3.OA.9.	Identify arithmetic patterns.	
Third Grade Mathematics Domain: Number and Operations in Base Ten	EE.3.NBT.1 EE.3.NBT.2. EE.3.NBT.3.	Use decade numbers (10, 20, 30) as benchmarks to demonstrate understanding of place value for numbers 0–30. Demonstrate understanding of place value to tens. Count by tens using models such as objects, base ten blocks, or money.	
Third Grade Mathematics Domain: Number and Operations—Fractions 12	EE.3.NF.1–3.	Differentiate a fractional part from a whole.	
Third Grade Mathematics Domain: Measurement and Data	EE.3.MD.1 EE.3.MD.2. EE.3.MD.3. EE.3.MD.4.	Tell time to the hour on a digital clock. Identify the appropriate measurement tool to solve one--step word problems involving mass and volume. Use picture or bar graph data to answer questions about data. Measure length of objects using standard tools, such as rulers, yardsticks, and meter sticks.	Level C, Unit 1, Week 31, Lesson 1
Third Grade	EE.3.G.1.	Describe attributes of two--dimensional shapes.	

Mathematics Domain: Geometry	EE.3.G.2	Recognize that shapes can be partitioned into equal areas.	
Fourth Grade Mathematics Domain: Operations and Algebraic Thinking	EE.4.OA.1-2. EE.4.OA.3. EE.4.OA.4. EE.4.OA.5.	Demonstrate the connection between repeated addition and multiplication. Solve one--step real--world problems using addition or subtraction within 100. Show one way to arrive at a product. Use repeating patterns to make predictions.	
Fourth Grade Mathematics Domain: Numbers and Operations in Base Ten 15	EE.4.NBT.2. EE.4.NBT.3. EE.4.NBT.4.	Compare whole numbers to 10 using symbols (<, >, =). Round any whole number 0--30 to the nearest ten. Add and subtract two--digit whole numbers.	
Fourth Grade Mathematics Domain: Number and Operations—Fractions 16	EE.4.NF.1-2. EE.4.NF.3.	Identify models of one half (1/2) and one fourth (1/4). Differentiate between whole and half.	
Fourth Grade	EE.4.MD.1.	Identify the smaller measurement unit that comprises a larger unit within a measurement system (inches/foot, centimeter/meter, minutes/hour).	Level C, Unit 1, Week 32, Unit 1

Mathematics Domain: Measurement and Data	EE.4.MD.2.a. EE.4.MD.2.b. EE.4.MD.2.d EE.4.MD.3 EE.4.MD.5. EE.4.MD.6. EE.4.MD.6.	Tell time using a digital clock. Tell time to the nearest hour using an analog clock. Measure mass or volume using standard tools. Use standard measurement to compare lengths of objects. Identify coins (penny, nickel, dime, quarter) and their values. Determine the area of a square or rectangle by counting units of measure (unit squares). Recognize angles in geometric shapes. Identify angles as larger and smaller.	Level F, Unit 5, Week 6, Lesson 4
Fourth Grade Mathematics Domain: Geometry	EE.4.G.1. EE.4.G.2. EE.4.G.3.	Recognize parallel lines and intersecting lines. Describe the defining attributes of two-- dimensional shapes. Recognize that lines of symmetry partition shapes into equal areas.	
Fifth Grade Mathematics Domain: Operations and Algebraic Thinking	EE.E.OA.3	Identify and extend numerical patterns.	
Fifth Grade Mathematics Domain: Number	EE.5.NBT.1 EE.5.NBT.2 EE.5.NBT.3	Compare numbers up to 99 using base ten models. Use the number of zeros in numbers that are powers of 10 to determine which values are equal, greater than, or less than. Compare whole numbers up to 100 using symbols (<, >, =).	

and Operations in Base Ten	EE.5.NBT.4 EE.5.NBT.5 EE.5.NBT.6-7	Round two--digit whole numbers to the nearest 10 from 0—90. Multiply whole numbers up to 5 × 5. Illustrate the concept of division using fair and equal shares.	
Fifth Grade Mathematics Domain: Number and Operations—Fractions	EE.5.NF.1 EE.5.NF.2	Identify models of halves (1/2, 2/2) and fourths (1/4, 2/4, 3/4, 4/4). Identify models of thirds (1/3. 2/3, 3/3) and tenths (1/10, 2/10, 3/10, 4/10, 5/10, 6/10, 7/10, 8/10, 9/10, 10/10).	
Fifth Grade Mathematics Domain: Measurement and Data	EE.5.MD.1.a EE.5.MD.1.b EE.5.MD.1.c EE.5.MD.2 EE.5.MD.3 EE.5.MD.4-5	Tell time using an analog or digital clock to the half or quarter hour. Use standard units to measure weight and length of objects. Indicate relative value of collections of coins. Represent and interpret data on a picture, line plot, or bar graph. Identify common three--dimensional shapes. Determine the volume of a rectangular prism by counting units of measure (unit cubes).	Level C, Unit 1, Week 31, Lesson 4
Fifth Grade Mathematics Domain: Geometry	EE.5.G.1--4	Sort two--dimensional figures and identify the attributes (angles, number of sides, corners, color) they have in common.	
Sixth Grade	EE.6.RP.1	Demonstrate a simple ratio relationship.	

Mathematics Domain: Ratios and Proportional Relationships			
Sixth Grade Mathematics Domain: The Number System	EE.6.NS.1 EE.6.NS.2 EE.6.NS.3 EE.6.NS. 5-8	Compare the relationships between two unit fractions. Apply the concept of fair share and equal shares to divide. Solve two-factor multiplication problems with products up to 50 using concrete objects and/or a calculator. Understand that positive and negative numbers are used together to describe quantities having opposite directions or values (e.g., temperature above/below zero).	EE.6.NS.1: Level H, Unit 1, Week 1 EE.6.NS.3: Level G, Unit 2, Weeks 2 & 3 Level F, Unit 3, Week 2-4
Sixth Grade Mathematics Domain: Expressions and Equations	EE.6.EE.1-2 EE.6.EE.3 EE.6.EE .5-7	Identify equivalent number sentences. Apply the properties of addition to identify equivalent numerical expressions. Match an equation to a real--world problem in which variables are used to represent numbers.	 EE.6.EE.5-7: Level I, Unit 3, Week 4
Sixth Grade Mathematics Domain: Geometry	EE.6.G.1 EE.6.G.2.	Solve real--world and mathematical problems about area using unit squares. Solve real--world and mathematical problems about volume using unit cubes.	

Sixth Grade Mathematics Domain: Statistics and Probability	EE.6.SP.1-2 EE.6.SP.5.	Display data on a graph or table that shows variability in the data. Summarize data distributions shown in graphs or tables.	
Seventh Grade Mathematics Domain: Ratios and Proportional Relationships	EE.7.RP.1–3.	Use a ratio to model or describe a relationship.	
Seventh Grade Mathematics Domain: The Number System	EE.7.NS.1. EE.7.NS.2.a. EE.7.NS.2.b. EE.7.NS.2.c–d. EE.7.NS.3.	Add fractions with like denominators (halves, thirds, fourths, and tenths) with sums less than or equal to one. Solve multiplication problems with products to 100. Solve division problems with divisors up to five and also with a divisor of 10 without remainders. Express a fraction with a denominator of 10 as a decimal. Compare quantities represented as decimals in real--world examples to tenths.	EE.7.NS.1: Level H, Unit 2, Week 3 Level F, Unit 2, Week 3, Lesson 2 EE.7.NS.2.a: Level G, Unit 2, Weeks 2 & 3
Seventh Grade	EE.7.EE.1.	Use the properties of operations as strategies to demonstrate that expressions are equivalent.	

Mathematics Domain: Expressions and Equations	EE.7.EE.2. EE.7.EE.4.	Identify an arithmetic sequence of whole numbers with a whole number common difference. Use the concept of equality with models to solve one--step addition and subtraction equations.	
Seventh Grade Mathematics Domain: Geometry	EE.7.G.1. EE.7.G.2 EE.7.G.3. EE.7.G4. EE.7.G.5. EE.7.G.6.	Match two similar geometric shapes that are proportional in size and in the same orientation. Recognize geometric shapes with given conditions. Match a two--dimensional shape with a three--dimensional shape that shares an attribute. Determine the perimeter of a rectangle by adding the measures of the sides. Recognize angles that are acute, obtuse, and right. Determine the area of a rectangle using the formula for length × width, and confirm the result using tiling or partitioning into unit squares.	
Seventh Grade Mathematics Domain: Statistics and Probability	EE.7.SP.1–2 EE.7.SP.3. EE.7.SP.5–7.	Answer a question related to the collected data from an experiment, given a model of data, or from data collected by the student. Compare two sets of data within a single data display such as a picture graph, line plot, or bar graph. Describe the probability of events occurring as possible or impossible.	
Eighth Grade Mathematics Domain: The Number System	EE.8.NS.1.	Subtract fractions with like denominators (halves, thirds, fourths, and tenths) with minuends less than or equal to one.	
	EE.8.NS.2.a.	0press a fraction with a denominator of KJJ as a decimal.	

	EE.8.NS.2.b.	compare quantities represented as decimals in real--world examples to hundredths.	
Eighth Grade Mathematics Domain: Expressions and Equations	EE.8.EE.1	Identify the meaning of an exponent (limited to exponents of 2 and 3).	
	EE.8.EE.2.	Identify a geometric sequence of whole numbers with a whole number common ratio.	
	E.8.EE.3–4.	Compose and decompose whole numbers up to 999.	
	EE.8.EE.5–6.	Graph a simple ratio by connecting the origin to a point representing the ratio in the form of y/x. For example, when given a ratio in standard form (2:1), convert to 2/1, and plot the point (1,2).	
	EE.8.EE.7	Solve simple algebraic equations with one variable using addition and subtraction.	
Eighth Grade Mathematics Domain: Functions	EE.8.F.1–3	Given a function table containing at least 2 complete ordered pairs, identify a missing number that completes another ordered pair (limited to linear functions).	
	EE.8.F.4.	Determine the values or rule of a function using a graph or a table.	
	EE.8.F.5	Describe how a graph represents a relationship between two quantities.	

Eighth Grade Mathematics Domain: Geometry	EE.8.G.1.	Recognize translations, rotations, and reflections of shapes.	
	EE.8.G.2.	Identify shapes that are congruent.	
	EE.8.G.4	Identify similar shapes with and without rotation.	
	EE.8.G.5.	Compare any angle to a right angle, and describe the angle as greater than, less than, or congruent to a right angle.	
	EE.8.G.9.	Use the formulas for perimeter, area, and volume to solve real--world and mathematical problems (limited to perimeter and area of rectangles and volume of rectangular prisms).	
Eighth Grade Mathematics Domain: Statistics and Probability	EE.8.SP.4.	Construct a graph or table from given categorical data, and compare data categorized in the graph or table	
High School Mathematics Domain: Number and Quantity—The Real Number System	EE.N-RN.1.	Determine the value of a quantity that is squared or cubed.	

High School Mathematics Domain: Number and Quantities	EE.N--Q.1–3	Express quantities to the appropriate precision of measurement.	
High School Mathematics Domain: Number and Quantity—The Complex Number System	EE.N-Cn.2.a. EE.N-CN.2.b. EE.N-CN.2.c.	Use the commutative, associative, and distributive properties to add, subtract, and multiply whole numbers. Solve real--world problems involving addition and subtraction of decimals, using models when needed. Solve real--world problems involving multiplication of decimals and whole numbers, using models when needed.	I, U2, W2
High School Mathematics Domain: Algebra—Seeing Structure in Expressions	EE.A--SSE.1 EE.A--SSE.3 EE.A--SSE.4	Identify an algebraic expression involving one arithmetic operation to represent a real--world problem. Solve simple algebraic equations with one variable using multiplication and division. Determine the successive term in a geometric sequence given the common ratio.	J, U2, W3-6
High School Mathematics Domain:	EE.A-CED.1. EE.A.CED.2-4.	Create an equation involving one operation with one variable, and use it to solve a real--world problem. Solve one--step inequalities.	J, U2, W3-6

Algebra—Creating Equations «			
High School Mathematics Domain: Algebra—Reasoning with Equations and Inequalities	EE.A--REI.10–12	Interpret the meaning of a point on the graph of a line. For example, on a graph of pizza purchases, trace the graph to a point and tell the number of pizzas purchased and the total cost of the pizzas.	
High School Mathematics Domain: Functions—Interpreting Functions	EE.F-IF.1-3. EE.F-IF.4-6.	Use the concept of function to solve problems. Construct graphs that represent linear functions with different rates of change and interpret which is faster/slower, higher/lower, etc.	J, U2, W5
High School Mathematics Domain: Functions—Building Functions	EE.F--BF.1 EE.F--BF.2	Select the appropriate graphical representation (first quadrant) given a situation involving constant rate of change. Determine an arithmetic sequence with whole numbers when provided a recursive rule.	
High School	EE.F-LE.1-3.	Model a simple linear function such as y = mx to show that these functions increase by equal amounts over equal intervals.	

Mathematics Domain: Functions—Linear, Quadratic, and Exponential Models «			
High School Mathematics Domain: Geometry—Congruence	EE.G-CO.1. EE.G-CO.6-8.	Know the attributes of perpendicular lines, parallel lines, and line segments; angles; and circles. Identify corresponding congruent and similar parts of shapes.	
High School Mathematics Domain: Geometry -- Expressing Geometric Properties with Equations	EE.G--GPE.7.	Find perimeters and areas of squares and rectangles to solve real--world problems.	
High School Mathematics Domain:	EE.G--GMD.1–3. EE.G--GMD.4.	Make a prediction about the volume of a container, the area of a figure, and the perimeter of a figure, and then test the prediction using formulas or models. Identify the shapes of two--dimensional cross--sections of three--dimensional objects.	

Geometry —Geometric Measurement and Dimension			
High School Mathematics Domain: Geometry —Modeling with Geometry	EE.G--MG.1–3	Use properties of geometric shapes to describe real--life objects.	J, U5, W5-6 I, U5, W1 F, U5, W4 E, U5, W5
High School Mathematics Domain: Statistics and Probability « —Interpreting Categorical and Quantitative Data	EE.S-ID.1-2. EE.S-ID.3. EE.S-ID.4.	Given data, construct a simple graph (line, pie, bar, or picture) or table, and interpret the data. Interpret general trends on a graph or chart. Calculate the mean of a given data set (limit the number of data points to fewer than five).	H, U4, W1-6
High School Mathematics Domain: Statistics	EE.S-IC.1-2.	Determine the likelihood of an event occurring when the outcomes are equally likely to occur.	

and Probability—Making Inferences and Justifying Conclusions			
High School Mathematics Domain: Statistics and Probability—Conditional Probability and the Rules of Probability	EE.S--CP.1–5	Identify when events are independent or dependent.	

Grade Level Equivalents	Number Worlds Level
Preschool	Level A
PreK-K	Level B
K–1	Level C
1–2	Level D
2–3	Level E
3–4	Level F
4–5	Level G
5–6	Level H
6–7	Level I
7–8	Level J