1	[Math in Our World](#)
	
	(19 days)
		<u>K.NPV.1</u> Count to 100 by ones and tens; count forward by ones from any given
		<u>K.NPV.2</u> Count a set of objects up to 20 using one-to number up to 100. -one correspondence, demonstrating that the last number stated indicates the number of objects in the set regardless of the arrangement.
			<u>Testlets Corresponding to Standards in this Unit:</u>
			K.NPV.1 Count by 1s within 10
			          Count by 1s within 20
			          Count by 1s and 10s within 50
			          Count by 1s and 10s within 100
			K.NPV.2 Count objects within 10
			          Count objects within 20
			K.NPV.7 Compare numbers within 5
			          Compare numbers within 10

2	[Numbers 1-10](#)
	
	(23 days)
		<u>K.NPV.5</u> Read, write, and represent whole numbers from 0 to 20.	**<u>Testlets Corresponding to Standards in this Unit:</u>**
			K.NPV.1 Count by 1s within 10
			          Count by 1s within 20
			          Count by 1s and 10s within 50
			          Count by 1s and 10s within 100
			K.NPV.2 Count objects within 10
			          Count objects within 20
			K.NPV.5 Identify numbers within 10
			          Identify numbers within 20
			K.NPV.7 Compare numbers within 5
			          Compare numbers within 10
			K.NPV.8 Compare numbers within 5
			          Compare numbers within 1

3	[Flat Shapes All Around Us](#)
	
	(17 days)
		<u>K.GM.2</u> Name shapes correctly regardless of their orientation or overall size.
		• Shapes include: squares, circles, triangles, rectangles, hexagons, cubes, cones, cylinders, and spheres.
			<u>Testlets Corresponding to Standards in this Unit:</u>
			K.NPV.1 Count by 1s within 10
			          Count by 1s within 20
			          Count by 1s and 10s within 50
			          Count by 1s and 10s within 100
			K.NPV.2 Count objects within 10
			          Count objects within 20
			K.NPV.5 Identify numbers within 10
			          Identify numbers within 20
			K.NPV.7 Compare numbers within 5

			Compare numbers within 10
			K.NPV.8 Compare numbers within 5
			Compare numbers within 10
			K.GM.2 Identify 2D shapes
			Identify 3D shapes
4	[Understanding Addition & Subtraction](#) (18 days)	**K.CAR.3** Use a drawing or equation to find the number that makes 10 when added to a given number. **K.CAR.4** Use manipulatives and various strategies to fluently add and subtract within 10. **K.CAR.5** Solve real-world problems involving addition and subtraction within 10, using objects, drawings, or equations	**Testlets Corresponding to Standards in this Unit:** **K.NPV.1** Count by 1s within 10 Count by 1s within 20 Count by 1s and 10s within 50 Count by 1s and 10s within 100 **K.NPV.2** Count objects within 10 Count objects within 20 **K.NPV.5** Identify numbers within 10 Identify numbers within 20 **K.NPV.7** Compare numbers within 5 Compare numbers within 10 **K.NPV.8** Compare numbers within 5 Compare numbers within 10 **K.CAR.1** Add and subtract with strategies within 5 Add and subtract with strategies within 10 **K.CAR.3** Add and subtract with strategies within 5 Add and subtract with strategies within 10 **K.CAR.4** Add and subtract fluently within 5 Add and subtract fluently within 10 **K.CAR.5** Problem solving within 10
5	[Composing & Decomposing Numbers to 10](#) (24 days)	**K.CAR.2** Use objects or drawings to decompose numbers less than or equal to 10 into pairs in more than one way, recording each decomposition. **K.CAR.3** Use a drawing or equation to find the number that makes 10 when added to a given number.	**Testlets Corresponding to Standards in this Unit:** **K.NPV.1** Count by 1s within 10 Count by 1s within 20 Count by 1s and 10s within 50 Count by 1s and 10s within 100 **K.NPV.2** Count objects within 10 Count objects within 20 **K.NPV.5** Identify numbers within 10

			Identify numbers within 20 **K.CAR.1** Add and subtract with strategies within 5 Add and subtract with strategies within 10 **K.CAR.3** Add and subtract with strategies within 5 Add and subtract with strategies within 10 **K.CAR.4** Add and subtract fluently within 5 Add and subtract fluently within 10 **K.CAR.5** Problem solving within 10
6	[Numbers 0-20](#) (14 days)	<u>K.NPV.5</u> Use matching and counting strategies to compare the number of objects in one group to the number of objects in another group (0 to 10) using the terms greater than, less than, or equal. <u>K.NPV.6</u> Show equivalent forms of whole numbers up to 20 as groups of tens and ones, using manipulatives and drawings.	**Testlets Corresponding to Standards in this Unit:** **K.NPV.1** Count by 1s within 10 Count by 1s within 20 Count by 1s and 10s within 50 Count by 1s and 10s within 100 **K.NPV.2** Count objects within 10 Count objects within 20 **K.NPV.5** Identify numbers within 10 Identify numbers within 20 **K.NPV.6** Place value within 20
7	[Solid Shapes All Around Us](#) (19 days)	<u>K.GM.2</u> Name shapes correctly regardless of their orientation or overall size. • Shapes include: squares, circles, triangles, rectangles, hexagons, cubes, cones, cylinders, and spheres.	**Testlets Corresponding to Standards in this Unit:** **K.NPV.1** Count by 1s within 10 Count by 1s within 20 Count by 1s and 10s within 50 Count by 1s and 10s within 100 **K.NPV.5** Identify numbers within 10 Identify numbers within 20 **K.NPV.7** Compare numbers within 5 Compare numbers within 10 **K.NPV.8** Compare numbers within 5 Compare numbers within 10 **K.CAR.1** Add and subtract with strategies within 5 Add and subtract with strategies within 10 **K.CAR.3** Add and subtract with strategies within 5 Add and subtract with strategies within 10 **K.CAR.4** Add and subtract fluently within 5

			Add and subtract fluently within 10 **K.CAR.5** Problem solving within 10
8	[Putting It All Together](#) (17-23 days)	<u>**K.CAR.5**</u> Solve real-world problems involving addition and subtraction within 10, using objects, drawings, or equations	<u>**Testlets Corresponding to Standards in this Unit:**</u> All Kindergarten Testlets
		Essential Standard work progressing to next grade level	
	ATLAS Assessment Week		
		Essential standard work progressing to the next grade level	