Standards								
Approximate Time Frame								
Go Math Chapters		CH 1	Ch. 2 & 4	Ch. 3 & 5	Ch. 4 6, 8, 10	Ch. 6, 7, 8, 11	Ch. 9 & 10	
Cou	nting and (Cardinality						
K.CC.A Know num	ber names	and the co	unt sequen	ce				
K.CC.A.1 Count to 100 by ones and by tens.	♦	♦	0	♦	0	♦	0	
K.CC.A.2 Count forward beginning from a given number within the known sequence (instead of having to begin at 1).	0	0				0		
K.CC.A.3 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).				0	0			
K.CC.B Count to tell the number of objects								
K.CC.B.4a Understand the relationship between numbers and quantities; connect counting to cardinality. When counting objects, say the number names in the standard order, pairing each object with one and only one number name and each number name with one and only one object.	*	*	*	*	*	*	*	
K.CC.B.4b Understand the relationship between numbers and quantities; connect counting to cardinality. Understand that the last number name said tells the number of objects counted. The number of objects is the same regardless of their arrangement or the order in which they were counted.	*	*	*	*	*	*	*	
K.CC.B.4c Understand the relationship between numbers and quantities; connect counting to cardinality. Understand that each successive number name refers to a quantity that is one larger.	*	0	*	*	*	*	*	
K.CC.B.5 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.		0		0				
K.CC.C Compare Numbers								
K.CC.C.6 Identify whether the number of objects in one group is greater than, less than, or equal to the number of objects in another group, e.g.,			0		0			

 $[\]diamond =$ Standard taught in daily number sense routines $\ \ ^{\circ}$ Standard taught and assessed

Standards								
Approximate Time Frame								
Go Math Chapters		CH 1	Ch. 2 & 4	Ch. 3 & 5	Ch. 4 6, 8, 10	Ch. 6, 7, 8, 11	Ch. 9 & 10	
Counting and Cardinality								
by using matching and counting strategies.								
K.CC.C.7 Compare two numbers between 1 and 10 presented as written numerals.		0			0			

Standards	Unit 1	Unit 2	Unit 3	Unit 4	Unit 5	Unit 6	Unit 7
Approximate Time Frame							
Go Math Chapters							
Operations	and Algebr	aic Thinkin	g (OA)				
K.OAA Understand addition as putting together and	adding to, a	ınd understa	ınd subtracti	on as taking	apart and t	aking from.	
K.OA.A.1 Represent addition and subtraction with objects, fingers, mental images, drawings, sounds (e.g., claps), acting out situations, verbal explanations, expressions, or equations.							0
K.OA.A.2 Solve addition and subtraction word problems, add and subtract within 10, e.g., by using objects or drawings to represent the problem.							0
K.OA.A.3 Decompose numbers less than or equal to 10 into pairs in more than one way, e.g., by using objects or drawings and record each decomposition by a drawing or equation (e.a., 5 = 3 + 2 and 5 + 4 + 1).			0				0
K.OA.A.4 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, and record the answer with a drawing or equation.							0
K.OA.A.5 Fluently add and subtract within 5.							0

Standards	Unit 1	Unit 2	Unit 3	Unit 4	Unit 5	Unit 6	Unit 7	
Approximate Time Frame								
Go Math Chapters								
Number and Operations in Base Ten								
K.NBT.A Work with numbers 11-19 to gain foundations for place value.								
K.NBT.A.1 Compose and decompose numbers from 11 to 19 into ten ones and some further ones, e.g., by using objects or drawings, and record each composition or decomposition by a drawing or equation (such as 18 = 10 + 8); understand that these numbers are composed of ten ones and one, two, three, four, five, six, seven eight, or nine ones.				0				

Standards	Unit 1	Unit 2	Unit 3	Unit 4	Unit 5	Unit 6	Unit 7	
Approximate Time Frame								
Go Math Chapters								
Measurement & Data								
K.MD.A Describe and compare measurable attributes.								
K.MD.A.1 Describe measurable attributes of objects, such as length or weight. Describe several measurable attributes of a single object.					0			
K.MD.A.2 Directly compare two objects with a measurable attribute in common, to see which object has "more of"/ "less of" the attribute, and describe the difference. For example, directly compare the heights of two children and describe one child as taller/shorter.					0			
K.MD.B Classify objects and count the number of objects in each category.								
K.MD.B.3 Classify objects into given categories; count the number of objects in each category and sort the categories by count					0			

Standards	Unit 1	Unit 2	Unit 3	Unit 4	Unit 5	Unit 6	Unit 7
Approximate Time Frame							
Go Math Chapters							
	Geome	try					
K.G.A Ide	ntify and d	escribe sha	ipes.				
K.G.A.1 Describe objects in the environment using names of shapes, and describe the relative positions of these objects using terms such as <i>above</i> , <i>below</i> , <i>in front of</i> , <i>behind</i> , <i>and next to</i> .	0						
K.G.A.2 Correctly name shapes regardless of their orientations or overall size.						0	
K.G.A.3 Identify shapes as two-dimensional (lying in a plane, "flat) or three-dimensional ("solid").						0	
K.G.B Analyze, co	mpare crea	te, and con	pose shap	es			
K.G 8.4 Analyze and compare two- and three-dimensional shapes, in different sizes and orientations, using informal language to describe their similarities, differences, parts (e.g., number of sides and vertices/'comers") and other attributes (e.g., having sides of equal length).						0	
K.G.B.5 Model shapes in the world by building shapes from components (e.g., sticks and clay balls) and drawing shapes.						0	
K.G.B.6 Compose simple shapes to form larger shapes. For example, 'Can you join these two triangles with full sides touching to make a rectangle?"						0	