(count forward to

(order 3 objects

by length)

120)

(use

nonstandard objects to estimate and measure length)

(represent and explain that whole numbers 1-99 are organized into tens and ones)

(read, write, and represent numbers to 100)

(count by 5s and 10s to 100)

(identify the number that is , 10 more, 10 less than a given two-digit number)

(count backward from 120)

(determine and explain if an equation within 10 is true)

(addition w/Commutative Property and explain that order of numbers does not change value)

(compose/decompose up to 20 in more than one way)

(compose/decompose numbers 1-99 in more than one way)

(identify/write value of coins

(count collection of like coins - pennies, nickels, dimes - not to exceed a dollar)

(sort pictures/objects into 3 or more categories)

(create survey, collect data, create charts and graphs, draw conclusions)

(compare representations of two numbers up to 100 using greater than, less than, equal to/same value as)

(add and subtract flexibly and accurately within 10)

(determine unknown number in addition/subtraction within 10)

(sum of two-digit/one-digit or two-digit/multiple of ten)

(find the difference between two multiples of 10 (10-90) and write equation)

(sort mixed set of polygons and describe reasoning)

(identify and describe 2D/3D shapes)

(identify and describe 2D/3D shapes

(create, describe, extend growing shape patterns)

(create, describe, extend repeating patterns to 3 terms)

(partition squares, rectangles, and circles into 2 or 4 equal parts and name halves and fourths)

(tell and record time - hour and half hour)

(solve addition/subtraction