

BENCHMARK REPORT

MATHEMATICS GRADE K



DOMAIN: Standards for Mathematical Content		
Status:	OCS Code:	Strand: <i>Counting and Cardinality (CC)</i>
	K.SMC.CC.1	Know number names and the count sequence.
Supporting	K.SMC.CC.1.1.a	Count to 100 by ones and by tens
Supporting	K.SMC.CC.1.2.b	Count forward beginning from a given number within a known sequence
Supporting	K.SMC.CC.1.3-1.b	Write numbers from 0 to 20
Supporting	K.SMC.CC.1.3-2.c	Represent a number of objects with a written numeral 0-20
	K.SMC.CC.2	Count to tell the number of objects.
Supporting	K.SMC.CC.2.1-1.c	Relate counting to a quantity
Supporting	K.SMC.CC.2.1-2.a	Count each object in a series of objects by pairing it with only one number name
Supporting	K.SMC.CC.2.1-3.b	Show that the last number name counted tells the number of objects
Supporting	K.SMC.CC.2.1-4.b	Show that each successive number name refers to a quantity that is one larger
Supporting	K.SMC.CC.2.2.c	Count up to 20 objects arranged in a line, a rectangular array, a circle, or a scattered configuration
	K.SMC.CC.3	Compare numbers.
Supporting	K.SMC.CC.3.1.b	Determine whether the number of objects in one group is greater than, less than, or equal to the number of objects in another group
Supporting	K.SMC.CC.3.2.b	Compare two numbers between 1 and 10 presented as written numerals
Status:	OCS Code:	Strand: <i>Operations and Algebraic Thinking (OA)</i>
	K.SMC.OA.1	Understand addition as putting together and adding to, and understand subtraction as taking apart and taking from.
Supporting	K.SMC.OA.1.1.b	Represent addition and subtraction with objects and actions
Supporting	K.SMC.OA.1.2.c	Solve addition and subtraction word problems with numbers up to 10
Supporting	K.SMC.OA.1.3.c	Decompose numbers less than or equal to 10 into pairs in more than one way
Supporting	K.SMC.OA.1.4.c	Find any number from 1 to 9 that makes 10 when added to a given number
Supporting	K.SMC.OA.1.5.c	Add and subtract numbers up to 5 fluently
Status:	OCS Code:	Strand: <i>Number and Operations in Base Ten (NBT)</i>
	K.SMC.NBT.1	Work with numbers 11–19 to gain foundations for place value.
Supporting	K.SMC.NBT.1.1-1.c	Compose numbers from 11 to 19 into groups of 10 and remainders
Supporting	K.SMC.NBT.1.1-2.c	Decompose numbers from 11 to 19 into groups of 10 and remainders
Status:	OCS Code:	Strand: <i>Measurement and Data (MD)</i>
	K.SMC.MD.1	Describe and compare measurable attributes.
Supporting	K.SMC.MD.1.1.b	Describe measurable attributes of one or more objects
Supporting	K.SMC.MD.1.2.b	Compare two objects with a measurable attribute in common, to see which has more or less of the attribute
	K.SMC.MD.2	Classify objects and count the number of objects in each category.
Supporting	K.SMC.MD.2.1.b	Classify and count objects into given categories
Status:	OCS Code:	Strand: <i>Geometry (G)</i>
	K.SMC.G.1	Identify and describe shapes (squares, circles, triangles, rectangles, hexagons, cubes, cones, cylinders, and spheres).
Supporting	K.SMC.G.1.1-1.a	Name the shapes of common objects found in the environment
Supporting	K.SMC.G.1.1-2.b	Describe the relative position of an object to another object
Supporting	K.SMC.G.1.2.b	Name shapes of differing orientations and sizes
Supporting	K.SMC.G.1.3.a	Identify shapes as two-dimensional or three-dimensional
	K.SMC.G.2	Analyze, compare, create, and compose shapes.
Supporting	K.SMC.G.2.1.c	Describe the similarities, differences, and parts of two- and three-dimensional shapes
Supporting	K.SMC.G.2.2.c	Create shapes from components by modeling shapes found in the world
Supporting	K.SMC.G.2.3.c	Combine simple shapes to form larger shapes
DOMAIN: Standards for Mathematical Practices		
Status:	OCS Code:	Strand: <i>Solve Problems (MP1)</i>
	K.SMP.1	1. Make sense of problems and persevere in solving them.
Supporting	K.SMP.1.1-1.c	Make sense of your problem
Supporting	K.SMP.1.1-2.c	Reflect on your thinking as you solve your problem

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Supporting	K.SMP.1.1-3.c	Keep trying when your problem is hard
Supporting	K.SMP.1.1-4.c	Check whether your answer makes sense
Supporting	K.SMP.1.1-5.c	Solve problems in more than one way
Supporting	K.SMP.1.1-6.c	Compare the strategies you and others use
Status:	OCS Code:	Strand: Reason (MP2)
	K.SMP.2	2. Reason abstractly and quantitatively.
Supporting	K.SMP.2.1-1.c	Create mathematical representations using numbers, words, pictures, symbols, gestures, tables, graphs, and concrete objects
Supporting	K.SMP.2.1-2.c	Make sense of the representations you and others use
Supporting	K.SMP.2.1-3.c	Make connections between representations
Status:	OCS Code:	Strand: Construct Arguments (MP3)
	K.SMP.3	3. Construct viable arguments and critique the reasoning of others.
Supporting	K.SMP.3.1-1.c	Make mathematical conjectures and arguments
Supporting	K.SMP.3.1-2.c	Make sense of others' mathematical thinking
Status:	OCS Code:	Strand: Model (MP4)
	K.SMP.4	4. Model with mathematics.
Supporting	K.SMP.4.1-1.c	Model real-world situations using graphs, drawings, tables, symbols, numbers, diagrams, and other representations
Supporting	K.SMP.4.1-2.c	Use mathematical models to solve problems and answer questions
Status:	OCS Code:	Strand: Use Tools (MP5)
	K.SMP.5	5. Use appropriate tools strategically.
Supporting	K.SMP.5.1-1.c	Choose appropriate tools
Supporting	K.SMP.5.1-2.c	Use tools effectively and make sense of your results
Status:	OCS Code:	Strand: Attend to Precision (MP6)
	K.SMP.6	6. Attend to precision.
Supporting	K.SMP.6.1-1.c	Explain your mathematical thinking clearly and precisely
Supporting	K.SMP.6.1-2.c	Use an appropriate level of precision for your problem
Supporting	K.SMP.6.1-3.c	Use clear labels, units, and mathematical language
Supporting	K.SMP.6.1-4.c	Think about accuracy and efficiency when you count, measure, and calculate
Status:	OCS Code:	Strand: Use Structure (MP7)
	K.SMP.7	7. Look for and make use of structure.
Supporting	K.SMP.7.1-1.c	Look for mathematical structures such as categories, patterns, and properties
Supporting	K.SMP.7.1-2.c	Use structures to solve problems and answer questions
Status:	OCS Code:	Strand: Express Regularity (MP8)
	K.SMP.8	8. Look for and express regularity in repeated reasoning.
Supporting	K.SMP.8.1.c	Use context to self-correct words by rereading words that were not recognized