<table>
<thead>
<tr>
<th>OCS Code:</th>
<th>Strand: Counting and Cardinality (CC)</th>
<th>Rating</th>
</tr>
</thead>
<tbody>
<tr>
<td>K.SMC.CC.1</td>
<td>Know number names and the count sequence.</td>
<td>Priority</td>
</tr>
<tr>
<td>K.SMC.CC.1.1.a</td>
<td>Count to 100 by ones and by tens</td>
<td></td>
</tr>
<tr>
<td>K.SMC.CC.1.2.b</td>
<td>Count forward beginning from a given number within a known sequence</td>
<td></td>
</tr>
<tr>
<td>K.SMC.CC.1.3-1.b</td>
<td>Write numbers from 0 to 20</td>
<td></td>
</tr>
<tr>
<td>K.SMC.CC.1.3-2.c</td>
<td>Represent a number of objects with a written numeral 0-20</td>
<td></td>
</tr>
<tr>
<td>K.SMC.CC.2</td>
<td>Count to tell the number of objects.</td>
<td>Priority</td>
</tr>
<tr>
<td>K.SMC.CC.2.1-1.c</td>
<td>Relate counting to a quantity</td>
<td></td>
</tr>
<tr>
<td>K.SMC.CC.2.1-2.a</td>
<td>Count each object in a series of objects by pairing it with only one number name</td>
<td></td>
</tr>
<tr>
<td>K.SMC.CC.2.1-3.b</td>
<td>Show that the last number name counted tells the number of objects</td>
<td></td>
</tr>
<tr>
<td>K.SMC.CC.2.1-4.b</td>
<td>Show that each successive number name refers to a quantity that is one larger</td>
<td></td>
</tr>
<tr>
<td>K.SMC.CC.2.2.c</td>
<td>Count up to 20 objects arranged in a line, a rectangular array, a circle, or a scattered configuration</td>
<td></td>
</tr>
<tr>
<td>K.SMC.CC.3</td>
<td>Compare numbers.</td>
<td>Priority</td>
</tr>
<tr>
<td>K.SMC.CC.3.1.b</td>
<td>Determine whether the number of objects in one group is greater than, less than, or equal to the number of objects in another group</td>
<td></td>
</tr>
<tr>
<td>K.SMC.CC.3.2.b</td>
<td>Compare two numbers between 1 and 10 presented as written numerals</td>
<td></td>
</tr>
</tbody>
</table>

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<thead>
<tr>
<th>OCS Code:</th>
<th>Strand: Operations and Algebraic Thinking (OA)</th>
<th>Rating</th>
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<tbody>
<tr>
<td>K.SMC.OA.1</td>
<td>Understand addition as putting together and adding to, and understand subtraction as taking apart and taking from.</td>
<td>Priority</td>
</tr>
<tr>
<td>K.SMC.OA.1.1.b</td>
<td>Represent addition and subtraction with objects and actions</td>
<td></td>
</tr>
<tr>
<td>K.SMC.OA.1.2.c</td>
<td>Solve addition and subtraction word problems with numbers up to 10</td>
<td></td>
</tr>
<tr>
<td>K.SMC.OA.1.3.c</td>
<td>Decompose numbers less than or equal to 10 into pairs in more than one way</td>
<td></td>
</tr>
<tr>
<td>K.SMC.OA.1.4.c</td>
<td>Find any number from 1 to 9 that makes 10 when added to a given number</td>
<td></td>
</tr>
<tr>
<td>K.SMC.OA.1.5.c</td>
<td>Add and subtract numbers up to 5 fluently</td>
<td></td>
</tr>
</tbody>
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<thead>
<tr>
<th>OCS Code:</th>
<th>Strand: Number and Operations in Base Ten (NBT)</th>
<th>Rating</th>
</tr>
</thead>
<tbody>
<tr>
<td>K.SMC.NBT.1</td>
<td>Work with numbers 11–19 to gain foundations for place value.</td>
<td>Priority</td>
</tr>
<tr>
<td>K.SMC.NBT.1.1-1.c</td>
<td>Compose numbers from 11 to 19 into groups of 10 and remainders</td>
<td></td>
</tr>
<tr>
<td>K.SMC.NBT.1.1-2.c</td>
<td>Decompose numbers from 11 to 19 into groups of 10 and remainders</td>
<td></td>
</tr>
</tbody>
</table>

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<tr>
<th>OCS Code:</th>
<th>Strand: Measurement and Data (MD)</th>
<th>Rating</th>
</tr>
</thead>
<tbody>
<tr>
<td>K.SMC.MD.1</td>
<td>Describe and compare measurable attributes.</td>
<td>Priority</td>
</tr>
<tr>
<td>K.SMC.MD.1.1.b</td>
<td>Describe measurable attributes of one or more objects</td>
<td></td>
</tr>
<tr>
<td>K.SMC.MD.1.2.b</td>
<td>Compare two objects with a measurable attribute in common, to see which has more or less of the attribute</td>
<td></td>
</tr>
<tr>
<td>K.SMC.MD.2</td>
<td>Classify objects and count the number of objects in each category.</td>
<td>Priority</td>
</tr>
<tr>
<td>K.SMC.MD.2.1.b</td>
<td>Classify and count objects into given categories</td>
<td></td>
</tr>
</tbody>
</table>

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<tr>
<th>OCS Code:</th>
<th>Strand: Geometry (G)</th>
<th>Rating</th>
</tr>
</thead>
<tbody>
<tr>
<td>K.SMC.G.1</td>
<td>Identify and describe shapes (squares, circles, triangles, rectangles, hexagons, cubes, cones, cylinders, and spheres).</td>
<td>Priority</td>
</tr>
<tr>
<td>K.SMC.G.1.1-1.a</td>
<td>Name the shapes of common objects found in the environment</td>
<td></td>
</tr>
<tr>
<td>K.SMC.G.1.1-2.b</td>
<td>Describe the relative position of an object to another object</td>
<td></td>
</tr>
<tr>
<td>K.SMC.G.1.2.b</td>
<td>Name shapes of differing orientations and sizes</td>
<td></td>
</tr>
<tr>
<td>K.SMC.G.1.3.a</td>
<td>Identify shapes as two-dimensional or three-dimensional</td>
<td></td>
</tr>
<tr>
<td>K.SMC.G.2</td>
<td>Analyze, compare, create, and compose shapes.</td>
<td>Priority</td>
</tr>
<tr>
<td>K.SMC.G.2.1.c</td>
<td>Describe the similarities, differences, and parts of two- and three-dimensional shapes</td>
<td></td>
</tr>
<tr>
<td>K.SMC.G.2.2.c</td>
<td>Create shapes from components by modeling shapes found in the world</td>
<td></td>
</tr>
<tr>
<td>K.SMC.G.2.3.c</td>
<td>Combine simple shapes to form larger shapes</td>
<td></td>
</tr>
</tbody>
</table>

**DOMIAN: Standards for Mathematical Practices**

<table>
<thead>
<tr>
<th>OCS Code:</th>
<th>Strand: Solve Problems (MP1)</th>
<th>Rating</th>
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Code consists of Grade (K-8), Domain (2-3 character alpha code), Strand (1-3 character alpha code), Standard (1-9), Benchmark Number (1 or 1-1 and up), and Complexity (a, b, c).
## Benchmark Report
**Mathematics Grade K**

<table>
<thead>
<tr>
<th>K.SMP.1</th>
<th>1. Make sense of problems and persevere in solving them.</th>
<th>Priority</th>
</tr>
</thead>
<tbody>
<tr>
<td>K.SMP.1.1-1.c</td>
<td>Make sense of your problem</td>
<td></td>
</tr>
<tr>
<td>K.SMP.1.1-2.c</td>
<td>Reflect on your thinking as you solve your problem</td>
<td></td>
</tr>
<tr>
<td>K.SMP.1.1-3.c</td>
<td>Keep trying when your problem is hard</td>
<td></td>
</tr>
<tr>
<td>K.SMP.1.1-4.c</td>
<td>Check whether your answer makes sense</td>
<td></td>
</tr>
<tr>
<td>K.SMP.1.1-5.c</td>
<td>Solve problems in more than one way</td>
<td></td>
</tr>
<tr>
<td>K.SMP.1.1-6.c</td>
<td>Compare the strategies you and others use</td>
<td></td>
</tr>
<tr>
<td><strong>OCS Code:</strong></td>
<td>Strand: <strong>Reason (MP2)</strong></td>
<td><strong>Rating</strong></td>
</tr>
</tbody>
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<table>
<thead>
<tr>
<th>K.SMP.2</th>
<th>2. Reason abstractly and quantitatively.</th>
<th>Priority</th>
</tr>
</thead>
<tbody>
<tr>
<td>K.SMP.2.1-1.c</td>
<td>Create mathematical representations using numbers, words, pictures, symbols, gestures, tables, graphs, and concrete objects</td>
<td></td>
</tr>
<tr>
<td>K.SMP.2.1-2.c</td>
<td>Make sense of the representations you and others use</td>
<td></td>
</tr>
<tr>
<td>K.SMP.2.1-3.c</td>
<td>Make connections between representations</td>
<td></td>
</tr>
<tr>
<td><strong>OCS Code:</strong></td>
<td>Strand: <strong>Construct Arguments (MP3)</strong></td>
<td><strong>Rating</strong></td>
</tr>
</tbody>
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<table>
<thead>
<tr>
<th>K.SMP.3</th>
<th>3. Construct viable arguments and critique the reasoning of others.</th>
<th>Supporting</th>
</tr>
</thead>
<tbody>
<tr>
<td>K.SMP.3.1-1.c</td>
<td>Make mathematical conjectures and arguments</td>
<td></td>
</tr>
<tr>
<td>K.SMP.3.1-2.c</td>
<td>Make sense of others’ mathematical thinking</td>
<td></td>
</tr>
<tr>
<td><strong>OCS Code:</strong></td>
<td>Strand: <strong>Model (MP4)</strong></td>
<td><strong>Rating</strong></td>
</tr>
</tbody>
</table>

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<thead>
<tr>
<th>K.SMP.4</th>
<th>4. Model with mathematics.</th>
<th>Priority</th>
</tr>
</thead>
<tbody>
<tr>
<td>K.SMP.4.1-1.c</td>
<td>Model real-world situations using graphs, drawings, tables, symbols, numbers, diagrams, and other representations</td>
<td></td>
</tr>
<tr>
<td>K.SMP.4.1-2.c</td>
<td>Use mathematical models to solve problems and answer questions</td>
<td></td>
</tr>
<tr>
<td><strong>OCS Code:</strong></td>
<td>Strand: <strong>Use Tools (MP5)</strong></td>
<td><strong>Rating</strong></td>
</tr>
</tbody>
</table>

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<thead>
<tr>
<th>K.SMP.5</th>
<th>5. Use appropriate tools strategically.</th>
<th>Priority</th>
</tr>
</thead>
<tbody>
<tr>
<td>K.SMP.5.1-1.c</td>
<td>Choose appropriate tools</td>
<td></td>
</tr>
<tr>
<td>K.SMP.5.1-2.c</td>
<td>Use tools effectively and make sense of your results</td>
<td></td>
</tr>
<tr>
<td><strong>OCS Code:</strong></td>
<td>Strand: <strong>Attend to Precision (MP6)</strong></td>
<td><strong>Rating</strong></td>
</tr>
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<thead>
<tr>
<th>K.SMP.6</th>
<th>6. Attend to precision.</th>
<th>Priority</th>
</tr>
</thead>
<tbody>
<tr>
<td>K.SMP.6.1-1.c</td>
<td>Explain your mathematical thinking clearly and precisely</td>
<td></td>
</tr>
<tr>
<td>K.SMP.6.1-2.c</td>
<td>Use an appropriate level of precision for your problem</td>
<td></td>
</tr>
<tr>
<td>K.SMP.6.1-3.c</td>
<td>Use clear labels, units, and mathematical language</td>
<td></td>
</tr>
<tr>
<td>K.SMP.6.1-4.c</td>
<td>Think about accuracy and efficiency when you count, measure, and calculate</td>
<td></td>
</tr>
<tr>
<td><strong>OCS Code:</strong></td>
<td>Strand: <strong>Use Structure (MP7)</strong></td>
<td><strong>Rating</strong></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>K.SMP.7</th>
<th>7. Look for and make use of structure.</th>
<th>Supporting</th>
</tr>
</thead>
<tbody>
<tr>
<td>K.SMP.7.1-1.c</td>
<td>Look for mathematical structures such as categories, patterns, and properties</td>
<td></td>
</tr>
<tr>
<td>K.SMP.7.1-2.c</td>
<td>Use structures to solve problems and answer questions</td>
<td></td>
</tr>
<tr>
<td><strong>OCS Code:</strong></td>
<td>Strand: <strong>Express Regularity (MP8)</strong></td>
<td><strong>Rating</strong></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>K.SMP.8</th>
<th>8. Look for and express regularity in repeated reasoning.</th>
<th>Priority</th>
</tr>
</thead>
<tbody>
<tr>
<td>K.SMP.8.1.c</td>
<td>Use context to self-correct words by rereading words that were not recognized</td>
<td></td>
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