Math Standards

Common Core Mathematics Standards	***Tools of the Mind* activities**	
Counting and Cardinality		
Counts to tell the number of objects		
1. Count to 100 by ones and by tens	**•Exploring Concept of Ten** **•I Have,Who Has? Math** **•Market Farm I & II** **•Number Line Activities** **•Number Line Hopscotch I & II**	**•Number Line Word Problems** **•Numerals Game I & II** **•Place Value** **•Timeline Calendar**
2. Count forward beginning from a given number within the known sequence 9 instead of having to begin at 1.	**• Exploring the Concept of Ten** **• Exploring Place Value** **• Graphics Practice** **• Market Farm II** **• Math Magic I & II** **• Number Line Activities** **• Number Line Hopscotch I & II**	**• Number Line Word Problems** **• Numerals Game I & II** **• Tallying** **• Timeline Calendar** **• Science Observation Station** **• Weather Graphing**
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)	**• Exploring Concept of Ten** **• Exploring Place Value** **• Math Magic** **• Market Farm I & II** **• Mystery Math Games I & II** **• Number Line Activities**	**• Number Line Hopscotch I & II** **• Number Line Word Problems** **• Numerals game I & II** **• Science Observation Station** **• Tallying**

4. Understand the relationship between numbers and quantities; connect counting to cardinality. a. 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. b. 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. c. Understand that each successive number name refers to a quantity that is one larger.	• **Exploring Concept of Ten** • **Exploring Place Value** • **Guess My Number I ,II s** • **Market Farm I & II** • **Math Magic** • **Mystery Math Games I & II** • **Number Line Activities** • **Number Line Hopscotch I & II** • **Number Line Word Problems**	• **Numerals Game I & II** • **Physical Self Regulation Games** • **Science Observation Station** • **Stackers I & II** • **Tallying** • **Timeline Calendar** • **Venger Measurement Problems** • **Weather Graphing**
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.	• **Exploring Ten's Triangles** • **Exploring Place value** • **Guess My Number I & II** • **Market Farm I & II** • **Math Magic** • **Mystery Math Games I & II** • **Number Line Hopscotch I & II** • **Number Line Activities** • **Number Line Word Problems**	• **Numerals Game I & II** • **Pattern Guessing** • **Science Observation Station** • **Tallying** • **Timeline Calendar** • **Venger Measurement Problems** • **Weather Graphing**

Common Core Mathematics Standards	***Tools of the Mind* activities**	
Counting and Cardinality		
Compare Numbers		
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., by using matching and counting strategies	**•Exploring Concept of Ten** **•Exploring Place Value** **•Guess My Number II** **•Market farm I & II** **•Math Magic** **•Mystery Math Games I & II** **•Number Line Activities** **•Number Line Hopscotch** **•Numerals Game I & II**	**•Pattern Guessing** **•Physical Self Regulation Games** **•Science Observation Station** **•Tallying** **•Timeline Calendar** **•Venger Measurement Problems** **•Weather Graphing**
7. Compare two numbers between 1 and 10 presented as written numerals	**• Exploring the Concept of Ten** **• Exploring Place Value** **• Market Farm I & II** **• Math Magic** **• Mystery Math Games** **• Numerals Game I & II**	**• Number Line Activities** **• Number Line Hopscotch** **• Tallying** **• Timeline Calendar** **• Venger Measurement**

Common Core Mathematics Standards	***Tools of the Mind* activities**	
Operations and Algebraic Thinking		
Understand addition as putting together and adding to, and understand subtraction as taking apart and taking from.		
1. Represent addition and subtraction with objects, fingers, mental images, drawings, sounds (e.g. claps), acting out situations, verbal explanations, expressions, or equations	**• Exploring Concept of Ten** **• Exploring Place Value** **• Guess My Number I, II** **• I Have, Who Has? Math** **• Literacy Memory Game** **• Market Farm I & II** **• Math Magic** **• Mystery Math Games** **• Number Line Activities** **• Number Line Hopscotch I & II**	**• Number Line Word Problems** **• Numerals Game I & II** **• Science Observation Station** **• Self Regulation Transition Activities** **• Tallying** **• Timeline Calendar** **• Venger Measurement Problems** **• Weather Graphing**

2. Solve addition and. subtraction word problems and add and subtract within 10 e.g., by using objects or drawings to represent the problems	•**Exploring Concept of Ten** •**Exploring Place Value** •**Market Farm I & II** •**Math Magic** •**Mystery Math Games** •**Number Line Activities**	•**Number Line Hopscotch I & II** •**Number Line Word Problems** •**Numerals Game I & II** •**Timeline Calendar** •**Venger Measurement Problems**
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.g., 5 = 2 + 3 and 5 = 4 + 1).	• **Exploring Concept of Ten** • **Exploring Place Value** • **Market Farm I & II** • **Math Magic** • **MysteryMath Games**	• **Number Line Activities** • **Number Line Hopscotch** • **Number Line Word Problems** • **Numerals Game I & II**
4. Represent addition and subtraction with objects, fingers, mental images, drawings, sounds (e.g., claps), acting out situations, verbal explanations, expressions, or equations	• **Exploring Concept of Ten** • **Exploring Place Value** • **Mystery Math Games** • **Number Line Activities**	• **Number Line Hopscotch** • **Number Line Word Problems** • **Numerals Game I & II**
5. Fluently add and subtract within 5.	• **100's Number Line Activities** • **I Have, Who Has? Math** • **Mystery Math Games**	• **Number Line Hopscotch** • **Number Line Word Problems** • **Science Observation Station**

Common Core Mathematics Standards	***Tools of the Mind* activities**	
Number and Operations in Base 10		
Works with numbers 11-19 to gain foundations for place value		
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 (e.g., 18 = 10 +8); understand that these numbers are composed of ten ones and one, two, three, four, five, six, seven, eight, or nine ones.	• **Exploring Concept of Ten** • **Exploring Place Value** • **Market Farm I & II** • **Mystery Math Games** • **Number Line Activities**	• **Number Line Hopscotch** • **Number Line Word Problems** • **Numerals Game I & II** • **Timeline Calendar**

Common Core Mathematics Standards	***Tools of the Mind* activities**	
Measurement and Data		
Describe and compare measurable attributes		
1. Describe measurable attributes of objects, such as length or weight. Describe several measurable attributes of a single object.	• **Find Peanut** • **Mystery Math Games** • **Science Observation Station** • **Stackers I & II** • **Tallying**	• **Treasure Hunt** • **Venger Collage** • **Venger Drawing** • **Venger Measurement Problems**
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.	• **Find Peanut** • **Mystery Math Games** • **Science Observation Station** • **Tallying** • **Timeline Calendar** • **Treasure Hunt**	• **Venger Measurement Problems** • **Weather Graphing**
3. Classify Objects into given categories;count the number of objects in each category and sort the category by count.	•**Exploring Concept of Ten** •**Exploring Place Value** •**I Have Who Has? Math** •**Market Farm I & II** •**Number Line Word Problems** •**Numerals Game I & II** •**Pattern Guessing**	•**Science Observation Station** •**Tallying** •**Timeline Calendar** •**Venger Measurement** •**Weather Graphing**

Common Core Mathematics Standards	***Tools of the Mind* activities**	
Geometry		
Identify and describe shapes (squares, circles, triangles, rectangles, hexagons, cubes, cones, cylinders, and spheres).		
1. Describe objects in the environment using names of shapes, and describe the relative positions of these objects using terms such as above, below, beside, in front of, behind, and next to.	• **Graphics Practice** • **Literacy Memory Games** • **Pattern Guessing** • **Physical Self Regulation Games** • **Self Regulation Transition Activities** • **Stackers I & II**	• **Treasure Hunt** • **Science Observation Station** • **Venger Collage** • **Venger Drawing**

2. Correctly name shapes regardless of their orientations or overall size.	•**Find Peanut** •**Graphics Practice** •**I Have Who Has? Math** •**Mystery Math Games**	•**Tallying** •**Treasure Hunt** •**Venger Drawing**
3. Identify shapes as two-dimensional (lying in a plane, "flat") or three dimensional ("solid").	• **Graphics Practice** • **Treasure Hunt**	
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/"corners") and other attributes (e.g., having sides of equal length).	• **Find Peanut** • **Mystery Math Games** • **Stackers I & II** • **Tallying**	• **Treasure Hunt** • **Venger Collage** • **Venger Drawing**
5. Model shapes in the world by building shapes from components (e.g., sticks and clay balls) and drawing shapes.	• **Dramatization—Prop-making** • **Science Observation Station** • **Treasure Hunt**	• **Venger Drawing** • **Venger Collage II**
6. Compose simple shapes to form larger shapes. For example, "Can you join these two triangles with full sides touching to make a rectangle?"	• **Mystery Math Games** • **Treasure Hunt**	• **Venger Collage** • **Venger Drawing**

Common Core Mathematics Standards	Tools of the Mind Activities	
Mathematical Practices		
1. Make Sense of problems and persevere in solving them	**•Exploring Concept of Ten** **•Exploring Place Value** **•Find Peanut** **•Market Farm I & II** **•Math Magic** **•Mystery Math Games** **•Number Line Activities** **•Number Line Hopscotch I & II**	**•Number Line Word Problems** **•Numerals Game I & II** **•Tallying** **•Treasure Hunt** **•Venger Measurement** **•Weather Graphing**
2. Reason abstractly and quantitatively	**• Exploring Concept of Ten** **• Exploring Place Value** **• Find Peanut** **• Guess My Number I, II** **• Market Farm I & II** **• Math Magic** **• Mystery Math Games** **• Number Line Activities** **• Number Line Hopscotch I & II**	**• Number Line Word Problems** **• Numerals Game I & II** **• Science Observation Station** **• Tallying** **• Treasure Hunt** **• Venger Collage** **• Venger Drawing** **• Venger Measurement**
3. Construct viable arguments and critique the reasoning of others	**•Exploring Concept of Ten** **•Exploring Place Value** **•Find Peanut** **•Market Farm I & II** **•Math Magic** **•Mystery Math Games** **•Number Line Activities** **•Number Line Hopscotch I & II**	**•Numerals Game I & II** **•Stackers** **•Tallying** **•Treasure Hunt** **•Science Observation Station** **•Number Line Word Problems** **•Venger Measurement** **•Weather Graphing**
4. Model with Mathematics	**• Exploring Concept of Ten** **• Exploring Place Value** **• Market Farm I & II** **• Math Magic** **• Numerals Game I & II** **• Number Line Activities** **• Number Line Hopscotch** **• Number Line Word Problems**	**• Tallying** **• Timeline Calendar** **• Treasure Hunt** **• Science Observation Station** **• Venger Measurement** **• Weather Graphing**

5. Use appropriate tools strategically	• **Guess My Number II** • **Tallying** • **Timeline Calendar** • **Treasure Hunt** • **Venger Measurement** • **Weather Graphing**	
6. Attend to precision	• **Exploring Concept of Ten** • **Exploring Place Value** • **Find Peanut** • **Guess My Number I & II** • **I Have Who Has? Math** • **Market Farm I & II** • **Math Magic** • **Number Line Activities**	• **Numerals Game I & II** • **Number Line Hopscotch I & II** • **Stackers** • **Tallying** • **Timeline Calendar** • **Venger Measurement** • **Weather Graphing**
7. Look for and make use of structure	• **Exploring Concept of Ten** • **Exploring Place Value** • **I Have Who Has ? Math Counting by 10's,5's ,2's, 3's; Categories; Addition & Subtraction** • **Market Farm I & II** • **Math Magic** • **Mystery Math Games** • **Number Line Activities**	• **Number Line Hopscotch** • **Numerals Game I & II** • **Physical Self Regulation Games** • **Tallying** • **Timeline Calendar** • **Venger Collage** • **Venger Drawing** • **Weather Graphing**
8. Look for and express regularity in repeated reasoning	• **Exploring Concept of Ten** • **Exploring Place Value** • **I Have Who Has ? Math** • **Market Farm I & II** • **Number Line Activities**	• **Number Line Hopscotch** • **Numerals Game I & II** • **Pattern Guessing** • **Tallying** • **Weather Graphing**