8	Edusoft	State Analysis	Benchmark Exams	Teache <u>r Tools</u>	Curriculum	Admin
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_	As	sessments Test Results	Tools & Analysis Instruction	onal Resources		
Crea	ateTest - tmp			<u>Cc</u>	ontact Support	Library Logout ? Help
Cho	oose specific standa	rds:				CONTINUE >
	Number Sense					
	1.0 - Students	understand and use	e numbers up to 100	:		
	1.1 - Count, r	ead, and write whole	numbers to 100.			
	1.2 - Compar (<, =, >).	e and order whole nu	umbers to 100 by usin	g the symbols fo	r less than, equ	al to, or greater than
	1.3 - Represe number expre	ent equivalent forms of essions (to 20) (e.g.,	of the same number the same number the same number the same set of the same se	nrough the use o d as 4 + 4, 5 + 3,	f physical mode 2 + 2 + 2 + 2, 1	ls, diagrams, and 0 - 2, 11 - 3).
	1.4 - Count a	nd group object in on	ies and tens (e.g., thr	ee groups of 10 a	and 4 equals 34	, or 30 + 4).
	1.5 - Identify	and know the value c	of coins and show diff	erent combinatio	ns of coins that	equal the same value.
	2.0 - Students problems:	demonstrate the me	eaning of addition ar	nd subtraction a	and use these o	operations to solve
	2.1 - Know th memory.	e addition facts (sum	is to 20) and the corre	esponding subtra	ction facts and o	commit them to
2	2.2 - Use the	inverse relationship I	between addition and	subtraction to so	olve problems.	
	2.3 - Identify	one more than, one l	ess than, 10 more tha	in, and 10 less th	nan a given num	ıber.
2	2.4 - Count b	y 2s, 5s, and 10s to 1	100.			
	2.5 - Show th finding the dif	e meaning of addition fference).	n (putting together, in	creasing) and su	btraction (taking	away, comparing,
	2.6 - Solve ad	dition and subtractio	on problems with one-	and two-digit nu	mbers (e.g., 5 +	· 58 =).
	2.7 - Find the	sum of three one-dig	git numbers.			
	3.0 - Students use the ones, t	use estimation strat ens, and hundreds	tegies in computatic places:	n and problem	solving that in	volve numbers that
	3.1 - Make re	asonable estimates v	when comparing large	er or smaller num	bers.	
	Algebra and Functio	ns				
	1.0 - Students	use number senten	ces with operational	symbols and e	xpressions to a	solve problems:
	1.1 - Write an and subtraction	d solve number sent on.	ences from problem s	ituations that ex	press relationsh	ips involving addition
	1.2 - Underst	and the meaning of t	he symbols +, -, =.			
	1.3 - Create p	problem situations that	at might lead to given	number sentenc	es involving add	dition and subtraction.
	Measurement and G	eometry				
	1.0 - Students	use direct comparis	on and nonstandard	l units to descr	ibe themeasure	ements of objects:

1.1 - Compare the length, weight, and volume of two or more objects by using direct comparison or a nonstandard unit.					
1.2 - Tell time to the nearest half hour and relate time to events (e.g., before/after, shorter/longer).					
2.0 - Students identify common geometric figures, classify them by common attributes, and describe their relative position or their location in space:					
2.1 - Identify, describe, and compare triangles, rectangles, squares, and circles, including the faces of three- dimensional objects.					
2.2 - Classify familiar plane and solid objects by common attributes, such as color, position, shape, size, roundness, or number of corners, and explain which attributes are being used for classification.					
2.3 - Give and follow directions about location.					
2.4 - Arrange and describe objects in space by proximity, position, and direction (e.g., near, far, below, above, up, down, behind, in front of, next to, left or right of).					
Statistics, Data Analysis, and Probability					
1.0 - Students organize, represent, and compare data by category on simple graphs and charts:					
1.1 - Sort objects and data by common attributes and describe the categories.					
1.2 - Represent and compare data (e.g., largest, smallest, most often, least often) by using pictures, bar graphs, tally charts, and picture graphs.					
2.0 - Students sort objects and create and describe patterns by numbers, shapes, sizes, rhythms, or colors:					
2.1 - Describe, extend, and explain ways to get to a next element in simple repeating patterns (e.g., rhythmic, numeric, color, and shape).					
Mathematical Reasoning					
1.0 - Students make decisions about how to set up a problem:					
1.1 - Determine the approach, materials, and strategies to be used.					
1.2 - Use tools, such as manipulatives or sketches, to model problems.					
2.0 - Students solve problems and justify their reasoning:					
2.1 - Explain the reasoning used and justify the procedures selected.					
2.2 - Make precise calculations and check the validity of the results from the context of the problem.					
3.0 - Students note connections between one problem and another.					
CONTINUE >)					