



SCOPE & SEQUENCE

Common Core State Standards Learning Progressions & Skills Trace







Master the Common Core State Standards for Math!



Scope & Sequence

This overview shows Learning Progressions in the Common Core State Standards (CCSS) by tracing concepts and skills within and across grade levels. *MathCoach® Interactive* was built on the CCSS Learning Progressions and the program provides an abundance of engaging CCSS-aligned instruction and skills practice, opportunities to use CCSS mathematical practices, and reports on CCSS mastery.

Ge	Geometry		GRADE 1	GRADE 2	GRADE 3	GRADE 4	GRADE 5
position		K.G1					
2-d shapes	identify and describe	K.G2	1.G1				
2-d shapes	distinguish from 3-d	K.G3					
2-d and 3-d	compare and contrast	K.G4					
2-d and 3-d	model and draw	K.G5	1.G2	2.G1			
2-d and 3-d	compose	K.G6	1.G2				
2-d shapes	equal parts		1.G3	2.G3	3.G2		
2-d shapes	partition into arrays			2.G2			
2-d shapes	reason about attributes				3.G1	4.G2	5.G3
2-d shapes	classify				3.G1	4.G2	5.G4
2-d shapes	symmetry					4.G3	
2-d shapes	point, line, segment, ray					4.G1	
area	concept			2.G2	3.MD5		
area	measure by counting				3.MD6		
area	formula for rectangles				3.MD7	4.MD3	
perimeter	compute				3.MD8	4.MD3	
coordinate plane	name points						5.G1
coordinate plane	graph points						5.G2



Numbers a	nd Counting	GRADE K	GRADE 1	GRADE 2	GRADE 3	GRADE 4	GRADE 5
Count		to 100	to 120	to 1,000	to 1,000	to 10,000	to any numbe
in order		K.CC1	1.NBT1	10 1,000	10 1,000	10 10,000	to arry marrise
on from any number		K.CC2	1.NBT1	2.NBT2			
skip count	by 10	K.CC1	1.NBT5	2.NBT2			
skip count	to mentally add/sub 10	10.001	1.NBT5	2.NBT8	3.NBT2		
skip count	by 5		1.1015	2.NBT2	J.11D12		
skip count	to mentally add/sub 100			2.NBT2			
skip count	relate to computation		1.OA5	2.NBT8	3.NBT2		
Odd and Even Numbers	relate to computation		1.0A3	2.0A3	3.OA9 (apply)	4.OA5 (apply)	
Compare				2.0/3	5.0A5 (apply)	4.0A3 (apply)	
whole numbers	to 10 with objects	K.CC6					
whole numbers	to 10 with numerals	K.CC7					
whole numbers	2-digit numbers	K.CC7	1.NBT3				
	(using =, <, >)		1.1013				
whole numbers	3-digit numbers (using =, <, >)			2.NBT4			
whole numbers	multi-digit numbers (using =, <, >)					4.NBT2	
fractions					3.NF3d	4.NF2	
decimals						4.NF7	5.NBT3
Order							
whole numbers	on a number line			2.MD6			
fractions	on a number line				3.NF3d		
decimals	on a number line					4.NBT6	
Place Value							
whole numbers	to 20 (teen numbers)	K.NBT1					
whole numbers	to 120 (tens and ones)		1.NBT2				
whole numbers	to 1000			2.NBT1			
Wildle Hambers	(hundreds, tens, ones)			2			
whole numbers	to 10,000					4.NBT1	
round	whole numbers				3.NBT1	4.OA3	5.NBT4
round	decimals						5.NBT4
relationships between places	whole numbers					4.NBT1	5.NBT1
relationships between places	decimals						5.NBT1
and computation	explain why addition and			2.NBT9			
Model	subtraction algorithms work						
whole numbers	with objects and/or pictures	K.CC4,	1.NBT1				
hala a	(a	K.CC5	1.011	2.044			
whole numbers	in computation	K.OA2	1.OA1	2.OA1	O NEO		
fractions	on a number line				3.NF2	4 NICE	
decimals	and fraction equivalents					4.NF5	
decimals	on a number line					4.NF 6	
Write	le de contra	W.C.C.3	4 NET4	2 11572			
standard notation	whole numbers	K.CC3	1.NBT1	2.NBT3		4 1/272	
expanded notation	whole numbers			2.NBT3		4.NBT2	
expanded notation	fractions					4.NF3b	
expanded notation	decimals						5.NBT3
expressions for	numbers to 10	K.OA3					
Factors and Multiples						4.0A4	

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	Add and Subtract Whole Numbers		GRADE 1 within 100	GRADE 2 2-digit and 3-digit	GRADE 3 3-digit	GRADE 4 any whole number	GRADE 5 any whole number
Addition							
Addition	decompose in different ways	K.OA3					
Addition	with models	K.OA1	1.OA6;1.NBT4	2.NBT7			
Addition	basic facts fluency	K.OA5 (within 5)	1.OA6 (within 10)	2.OA2 (within 20)		4.NBT4	
Addition	2-digit numbers			2.NBT5			
Addition	3-digit numbers				3.NBT2		
Addition	know and use properties		1.OA3	2.NBT5	3.NBT2		
Addition	missing operand	K.OA4	1.OA8	2.OA1	3.OA8		
Addition	3 or more addends		1.OA7	2.NBT6 (2-digit)			
Addition	mental math:10 more/less		1.NBT5	2.NBT8			
Addition	mental math:100 more/less			2.NBT8			
Addition	relate to subtraction		1.OA5	2.NBT5			
Addition	repeated using arrays			2.OA4			
Addition	word problems	K.OA2	1.OA1	2.OA1	3.OA8	4.OA3; 4.MD2	
Addition	word problems involving length in whole units			2.MD5			
Addition	word problems with three addends (sums w/i 20)		1.OA2				
Addition	patterns				3.OA9		
Addition	applications in other strands			2.MD8 (money)	3.MD8 (perimeter)	4.MD2	
Addition	multi-step word problems			(money)	(регипетет)	4.AO3	
Subtraction							
Subtraction	with models	K.OA1	1.OA6; 1.NBT4	2.NBT7			
Subtraction	basic facts fluency	K.OA5 (within 5)	1.OA6 (within 10)	2.OA2 (within 20)			
Subtraction	relate to addition	,	1.OA5	2.NBT5			
Subtraction	2-digit numbers			2.NBT5			
Subtraction	3-digit numbers				3.NBT2		
Subtraction	know and use properties				3.NBT2		
Subtraction	mental math:10 more/less		1.NBT5	2.NBT8			
Subtraction	multiples of 10		1.NBT6	2.NBT8			
Subtraction	mental math:100 more/less			2.NBT8			
Subtraction	missing operand	K.OA4	1.OA4; 1.OA8	2.OA1			
Subtraction	word problems	K.OA2	1.OA6	2.OA1	3.OA8	4.OA3	
Subtraction	word problems involving length in whole units			2.MD5			
Subtraction	applications in other strands			2.MD8 (money)			
Subtraction	multi-step word problems					4.AO3	

	ply and Divide ole Numbers	GRADE K	GRADE 1	GRADE 2	GRADE 3	GRADE 4	GRADE 5
Multiplication							
Multiplication	readiness (repeated addition)			2.OA4			
Multiplication	in context				3.OA1		
Multiplication	missing operand				3.OA4		
Multiplication	relate to division				3.OA4		
Multiplication	properties				3.OA5		
Multiplication	basic facts fluency				3.OA7		
Multiplication	write equations in words and word phrases as equations				3.OA1	4.OA1	
Multiplication	word problems				3.OA3; 3.OA8	4.OA2; 4.OA3	
Multiplication	patterns				3.OA9		
Multiplication	1-digit by multiple of 10				3.NBT3		
Multiplication	1-digit by up to 4-digits					4.NBT5	5.NBT5
Multiplication	2-digit by multi-digit						5.NBT5
Multiplication	applications in other strands				3.MD7 (area)	4.MD2; 4.MD3	
Division							
Division	in context				3.OA2		
Division	missing operand				3.OA4; 3.OA6		
Division	relate to multiplication				3.OA6		
Division	properties				3.OA7; 3.OA9	4.NBT6	
Division	basic facts fluency				3.OA7		
Division	word problems				3.0A3; 3.0A8	4.0A2	
Division	multi-step word problems, interpret remainders					4.OA3	
Division	1-digit divisors with remainders					4.NBT6	
Division	with models					4.NBT6	
Division	applications in other strands					4.MD2, 4.MD3	
Division	2-digit divisors with remainders						5.NBT6



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Fractions a	nd Decimals	GRADE K	GRADE 1	GRADE 2	GRADE 3	GRADE 4	GRADE 5
oncepts							
partition equal area	half and quarters		1.G3	2.G3	3.G2		
partition equal area	thirds			2.G3	3.G2		
understand concept	numerically				3.NF1		
on a number line					3.NF2		
visual model					3.NF3	4.NF3b	
equivalent	using models				3.NF3	4.NF1	5.NF1
equivalent	with denominators of 10 and 100					4.NF5	
and decimals						4.NF6	
as division							5.NF3
ompare							
like denominators					3.NF3d		
unlike denominators						4.NF2	
omputation							
decompose						4.NF3b	
add/sub	like denominators					4.NF3c	
add/sub	unlike denominators						5.NF1
multiply	by whole number					4.NF4	5.NF4
word problems	add/subtract					4.NF3d	5.NF2
word problems	multiply					4.NF4c	5.NF6
word problems	divide						5.NF7
ixed Numbers							
forms of	as improper fractions						5.NF3
add/sub	like denominators					4.NF3	
add/sub	unlike denominators						5.NF1
multiply	by whole number					4.NF4	5.NF4
multiply	by fraction						5.NF5a
multiply	by mixed number						5.NF5b
word problems	add/sub					4.NF3d	5.NF2
word problems	multiply					4.NF4c	5.NF6
word problems	divide						5.NF7
ecimals							
fractions and						4.NF5	
on a number line						4.NF6	
compare						4.NF7	
add, subtract, multiply, divide							5.NBT7





Measureme	ent and Data	GRADE K	GRADE 1	GRADE 2	GRADE 3	GRADE 4	GRADE
Measurement							
concept	describe measurable attributes (length, weight, size, capacity)	K.MD1					
length	compare	K.MD2	1.MD1	2.MD2			
length	order		1.MD1				
length	compare and calculate difference			2.MD4			
length	measure to collect data			2.MD9			
length	estimate			2.MD3			
length	measure		1.MD2	2.MD1			
length	measure to fraction of inch				3.MD4		
length	distance					4.MD2	
length	convert units					4.MD1	5.MD
length	solve word problems					4.MD2	5.MD
weight	measure				3.MD2		
weight	solve word problems				3.MD2	4.MD2	
liquid volume (capacity)	measure				3.MD2		
liquid volume (capacity)	solve word problems				3.MD2	4.MD2	5.MD
volume of solids	concept						5.MD
volume of solids	measure						5.MD
volume of solids	find using formula						5.MD
time	hour and half-hour		1.MD3				
time	5-min and a.m./p.m.			2.MD7	3.MD1		
time	solve word problems				3.MD1	4.MD2	
time	elapsed				3.MD1	4.MD2	
money	know values of coins			2.MD8			
money	know \$ and ¢ symbols			2.MD8			
money	count value of collection			2.MD8			
money	solve word problems			2.MD8		4.MD2	
angles	understand					4.MD5	
angles	measure					4.MD6	
angles	add measures					4.MD7	
ata							
data	sort, classify, count	K.MD3					
data	organize, represent, interpret		1.MD4				
data	measure to collect data			2.MD9			
graph	bar, make			2.MD10			
graph	bar, ask and answer questions about			2.MD10			
graph	picture, make scaled 1:1			2.MD10			
graph	picture, scaled 1:x		No.		3.MD3		
graph	line plot, make				3.MD4	4.MD4	5.MD

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