



Correlation of the Understanding Numeration 2008© and Understanding Math 2008© Programs With the Next Generation Sunshine State Standards for Mathematics Grade: K

The Understanding Numeration 2008© program consists of the following five concepts written for kindergarten through third grade:

<i>Counting</i>	<i>Place Value</i>
<i>Operations</i>	<i>Problem Solving</i>
<i>Comparing and Ordering</i>	

The program is designed for use in a variety of teaching and learning environments ranging from a teacher-centered approach with one computer to a student-centered lab approach. The lessons may also be used in remediation, tutorials, intervention, resource, and fast tracking.

Each concept in the program covers several skills. Every skill has up to four different levels of difficulty with corresponding lessons for each level. The lessons are sequenced to build an understanding of concepts. Each concept also has the following:

- 1) an interactive concept introduction, usually with a variety of graphic approaches;
- 2) a number of particular examples;
- 3) a skill test with random questions and tracking;
- 4) worksheets with visual demonstrations on how to complete each worksheet;
- 5) teaching strategies including Math Circles Overview, Flight Plan Overview, Flight Plan Roles, and Flight Plan Navigation Sheet may be found on our website (www.neufeldmath.com).

The Understanding Math 2008© series of programs consists of the following nine programs written for fourth to tenth grade:

<i>Understanding Whole Numbers and Integers</i>	<i>Understanding Equations</i>
<i>Understanding Measurement and Geometry</i>	<i>Understanding Probability</i>
<i>Understanding Fractions</i>	<i>Understanding Algebra</i>
<i>Understanding Graphing</i>	<i>Understanding Exponents</i>
<i>Understanding Percent</i>	

The programs are designed for use in a variety of teaching and learning environments ranging from a teacher-centered approach with one computer to a student-centered lab approach. The lessons may also be used in remediation, tutorials, intervention, resource, and fast tracking.



Each program contains several sections with several topics. Every topic has the following:

- 1) an interactive concept introduction, usually with a variety of graphic approaches;
- 2) a number of particular examples;
- 3) practice questions with random questions, but specific feedback;
- 4) a topic test with random questions and tracking;
- 5) on-line worksheets selected from our website (www.neufeldmath.com).

Each of the Big Ideas and Support Ideas have been correlated to the Understanding Math 2008© and the Understanding Math 2008© programs and lessons. The page numbers where each Idea may be found is listed below:

Big Idea 1	(pages 3 -6)
Big Idea 2	(pages 6 - 6)
Big Idea 3	(pages 6 - 6)
Supporting Idea 4 Algebra	(pages 7 - 7)
Supporting Idea 5 Geometry and Measurement	(pages 7 - 7)

Ideas that are ***not included*** in the current Understanding Math 2008© programs are noted in the Understanding Math 2008© Program/Sections/Lessons column as *not yet correlated*.

For lesson planning purposes, there is space in the chart for notes, material lists, links, resources etc.



**Next Generation Sunshine State Standards Correlated to Understanding Numeration © and Understanding Math 2008 ©
Grade: K**

BIG IDEA 1 - Represent, compare, and order whole numbers and join and separate sets.

MA.K.A.1.1 Represent quantities with numbers up to 20, verbally, in writing, and with manipulatives.

	Notes
<p>Understanding Numeration: Counting</p> <p>Skill 1: Reading and Printing Numerals</p> <p>Level A 1) Introduction - Counting 1 to 10</p> <p>2) Joining up to 10 Dots</p> <p>3) Things in a Square #1</p> <p>4) Building a number line</p> <p>5) Building a Vertical number line</p> <p>Do Skill Test - 10 questions (randomly generated)</p> <p>Level B 1) Counting 1-20</p> <p>2) Joining up to 20 Dots</p> <p>3) Things in a Square #2</p> <p>Do Skill Test - 10 questions (randomly generated)</p> <p>Skill 2: Associating Numbers in a Real World Context</p> <p>Level A 1)The Street Scene</p> <p>2)The Zoo</p> <p>Do Skill Test - 5 questions (randomly generated)</p> <p>Skill 3: 1 to 1 Correspondence of #s to Objects</p> <p>Level A 1) Keep Track by Marking</p> <p>Do Skill Test - 5 questions (randomly generated)</p> <p>Skill 6: Recognize and Count Solids</p> <p>Level B 1) Counting Solids #1</p> <p>Level C 1) Counting Solids #2</p> <p>Skill 14: Count on from a Given Number</p> <p>Level A 1) Show, Cover Up, Count On</p> <p>2) Cover Up, Count On</p> <p>Do Skill Test - 5 questions (randomly generated)</p> <p>Skill 15: Recognize and Count two-Dimensional Figures</p> <p>Level B 1) Counting 2-D Figures #1</p> <p>Level C 1) Counting 2-D Figures #2</p>	

MA.K.A.1.2 Solve problems including those involving sets by counting, by using cardinal and ordinal numbers, by comparing, by ordering, and by creating sets up to 20.

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	<p>4) Building a number line 5) Building a Vertical number line Do Skill Test - 10 questions (randomly generated)</p> <p>Level B 1) Counting 1-20 2) Joining up to 20 Dots 3) Things in a Square #2 Do Skill Test - 10 questions (randomly generated)</p> <p>Skill 2: Associating Numbers in a Real World Context Level A 1)The Street Scene 2)The Zoo Do Skill Test - 5 questions (randomly generated)</p> <p>Skill 3: 1 to 1 Correspondence of #s to Objects Level A 1) Keep Track by Marking Do Skill Test - 5 questions (randomly generated)</p> <p>Skill 6: Recognize and Count Solids Level B 1) Counting Solids #1 Level C 1) Counting Solids #2</p> <p>Skill 14: Count on from a Given Number Level A 1) Show, Cover Up, Count On 2) Cover Up, Count On Do Skill Test - 5 questions (randomly generated)</p> <p>Skill 15: Recognize and Count two-Dimensional Figures Level B 1) Counting 2-D Figures #1 Level C 1) Counting 2-D Figures #2</p> <p>Understanding Numeration: Operations</p> <p>Skill 1: Introduce Addition... Concretely... "in all" and "altogether" Level A 1) Addition Using Gumballs #1 2) Addition Using Beans #1 3) Add the Number of Sides of Shapes #1 Do Skill Test - 10 questions (randomly generated)</p> <p>Skill 2: Introduce Addition... concretely... "and" Level A 1) Addition Using Gumballs #2 2) Addition Using Beans #2 3) Add the Number of Sides of Shapes #2 Do Skill Test - 10 questions (randomly generated)</p> <p>Skill 18: Introduce Subtraction Concretely... "Take Away" Level A 1) Introduction to Subtraction #1 2) Introduction to Subtraction #2 Do Skill Test - 5 questions (randomly generated)</p> <p>Understanding Numeration: Comparing & Ordering</p> <p>Skill 1: Locate Numbers on a number line Level A 1) Find One Missing Number 2) Find two Missing Numbers Do Skill Test - 5 questions (randomly generated)</p>	<p>Notes</p> <p>Notes</p>
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	<p>Skill 5: Make a Graph Level A,B,C,D 1) Classroom Shoes 2) Animals</p>
<p>BIG IDEA 2 - Describe shapes and space.</p>	
<p>MA.K.G.2.1 Describe, sort and re-sort objects using a variety of attributes such as shape, size, and position.</p>	
	<p>Not yet correlated</p>
<p>MA.K.G.2.2 Identify, name, describe and sort basic two-dimensional shapes such as squares, triangles, circles, rectangles, hexagons, and trapezoids.</p>	
	<p>Understanding Numeration: Counting Notes Skill 15: Recognize and Count two-Dimensional Figures Level B 1) Counting 2-D Figures #1 Do Skill Test - 5 questions (randomly generated) Level C 1) Counting 2-D Figures #2 Do Skill Test - 5 questions (randomly generated)</p>
<p>MA.K.G.2.3 Identify, name, describe, and sort three-dimensional shapes such as spheres, cubes and cylinders.</p>	
	<p>Understanding Numeration: Counting Notes Skill 6: Recognize and Count Solids Level B 1) Counting Solids #1 Do Skill Test - 5 questions (randomly generated) Level C 1) Counting Solids #2 Do Skill Test - 5 questions (randomly generated)</p>
<p>MA.K.G.2.4 Interpret the physical world with geometric shapes, and describe it with corresponding vocabulary.</p>	
	<p>Not yet correlated</p>
<p>MA.K.G.2.5 Use basic shapes, spatial reasoning, and manipulatives to model objects in the environment and to construct more complex shapes.</p>	
	<p>Not yet correlated</p>
<p>BIG IDEA 3 - Order objects by measurable attributes.</p>	
<p>MA.K.G.3.1 Compare and order objects indirectly or directly using measurable attributes such as length, height, and weight.</p>	
	<p>Understanding Measurement and Geometry 2008 Notes Section 1: An Introduction to Measurement Distance: Guess and Measure #1 4 questions (randomly generated) Distance: Guess and Measure #2 4 questions (randomly generated) Benchmarks - Metric Introduction Examples- 4 questions (randomly generated) Benchmarks - US Standard Introduction Practice- 4 questions (randomly generated)</p>



Supporting Idea 4: Algebra

MA.K.A.4.1 Identify and duplicate simple number and non-numeric repeating and growing patterns.

Understanding Numeration: Problem Solving

Skill 2: Find a Pattern

Level A,B,C,D 2) Toy Animals

Understanding Algebra 2008

Section 3: Patterns, Patterns, Patterns

Introduction... Math is Patterns

Geometric Patterns

Example 1

Example 2

Example 8

Notes

Notes

Supporting Idea 5: Geometry and Measurement

MA.K.G.5.1 Demonstrate an understanding of the concept of time using identifiers such as morning, afternoon, day, week, month, year, before/after, shorter/longer.

Not yet correlated

