CC. Counting and Cardinality

A. Know Number Names And The Count Sequence.

K.CC.A.1

Count to 100 by ones and by tens

Workshops

Stretch	Module	Session Title	Standards
Stretch 1	Module 3	Rote Counting up to 10	K.CC.A.1, K.CC.A.2, K.CC.B.4
Stretch 3	Module 3	Ordered numbers	K.CC.A.1, K.CC.A.2, K.CC.A.3, K.CC.C.7, K.OA.A.1
Stretch 5	Module 5	The Number Sequence	K.CC.A.1, K.CC.A.3, K.CC.C.7, K.OA.A.1

Spaces

Stretch	Module	Session Title	Standards
Stretch 5	Module 5	Number Sequence and Counting (C1, C2, C3)	K.CC.A.1, K.CC.C.7

K.CC.A.2

Count forward beginning from a given number within the known sequence (instead of having to begin at 1)

Workshops

Stretch	Module	Session Title	Standards
Stretch 1	Module 3	Rote Counting up to 10	K.CC.A.1, K.CC.A.2, K.CC.B.4
Stretch 3	Module 3	Ordered numbers	K.CC.A.1, K.CC.A.2, K.CC.A.3, K.CC.C.7, K.OA.A.1
Stretch 6	Module 3	Counting Groups of 10 Objects	K.CC.A.2, K.CC.B.5, K.NBT.A.1

K.CC.A.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)

Workshops

Stretch	Module	Session Title	Standards
Stretch 1	Module 1	Numbers 1-3 (Part 1)	K.CC.A.3, K.CC.B.4
Stretch 1	Module 1	Numbers 1-3 (Part 2)	K.CC.A.3, K.CC.B.4
Stretch 2	Module 2	The Number 5 (Part 2)	K.CC.A.3, K.CC.B.4, K.OA.A.1, K.OA.A.3
Stretch 3	Module 1	The Number 6	K.CC.A.3, K.CC.B.4, K.CC.B.5, K.OA.A.3
Stretch 3	Module 1	Quantity 0-6	K.CC.A.3, K.CC.B.5, K.G.A.1, K.G.A.2, K.OA.A.1, K.OA.A.2
Stretch 3	Module 3	Cardinality	K.CC.A.3, K.CC.B.4, K.CC.B.5, K.CC.C.6, K.MD.B.3
Stretch 3	Module 3	Ordered numbers	K.CC.A.1, K.CC.A.2, K.CC.A.3, K.CC.C.7, K.OA.A.1
Stretch 3	Module 5	The Number 7 (Part 1)	K.CC.A.3, K.CC.B.5, K.CC.C.6, K.MD.A.1, K.OA.A.3
Stretch 3	Module 5	The Number 7 (Part 2)	K.CC.A.3, K.CC.C.7, K.OA.A.1, K.OA.A.3
Stretch 4	Module 3	The Number 9 (Part 1)	K.CC.A.3, K.CC.B.5, K.OA.A.3
Stretch 4	Module 3	The Number 9 (Part 2)	K.CC.A.3, K.OA.A.1, K.OA.A.3
Stretch 5	Module 1	The Number 10 (Part 2)	K.CC.A.3, K.OA.A.3, K.OA.A.4
Stretch 5	Module 3	Ten Frames 0 to 10	K.CC.A.3, K.OA.A.1, K.OA.A.3, K.OA.A.4
Stretch 5	Module 3	Decomposing 10	K.CC.A.3, K.CC.B.5, K.OA.A.1, K.OA.A.2
Stretch 5	Module 5	Cardinality and Doubles	K.CC.A.3, K.CC.B.5, K.OA.A.1, K.OA.A.2

Stretch 5	Module 5	The Number Sequence	K.CC.A.1, K.CC.A.3, K.CC.C.7, K.OA.A.1
Stretch 6	Module 1	Estimating and Comparing	K.CC.A.3, K.CC.B.5, K.CC.C.6
Stretch 6	Module 2	Length: Distance	K.CC.A.3, K.MD.A.1, K.MD.A.2
Stretch 6	Module 3	Grouping Objects from 10 to 19	K.CC.A.3, K.CC.B.5, K.NBT.A.1
Stretch 6	Module 5	Ten Frames 10 to 19	K.CC.A.3, K.CC.B.5, K.NBT.A.1
Stretch 6	Module 5	Representation from 10 to 19	K.CC.A.3, K.CC.B.5, K.NBT.A.1

Spaces

Stretch	Module	Session Title	Standards
Stretch 1	Module 1	Game with a Die (1-3) (C1)	K.CC.A.3, K.CC.B.4, K.CC.B.5, K.CC.C.6, K.MD.A.1, K.MD.A.2
Stretch 1	Module 1	Sensorial Number Writing (C1, C2 or C3)	K.CC.A.3
Stretch 1	Module 3	Paths to the House (C1, C2 or C3)	K.CC.A.3, K.CC.B.4, K.MD.A.1, K.MD.A.2, K.MD.B.3
Stretch 1	Module 3	Game with a Die (1-3) (C1)	K.CC.A.3, K.CC.B.4, K.CC.B.5, K.CC.C.6, K.MD.A.1, K.MD.A.2
Stretch 1	Module 5	Vehicles (C3)	K.CC.A.3, K.CC.B.5
Stretch 1	Module 5	Paths to the House (C1, C2 or C3)	K.CC.A.3, K.CC.B.4, K.MD.A.1, K.MD.A.2, K.MD.B.3
Stretch 3	Module 1	Decomposing Numbers (C1)	K.CC.A.3, K.CC.B.5, K.OA.A.3, K.OA.A.4
Stretch 3	Module 1	Writing Numbers: Cars and Paintbrushes (C1, C2)	K.CC.A.3
Stretch 5	Module 1	Pairs That Add to 10 (C1)	K.CC.A.3, K.OA.A.3, K.OA.A.4
Stretch 5	Module 1	Writing Numbers: Chalk, Paintbrushes, and Sudoku (C1, C2, C3)	K.CC.A.3
Stretch 5	Module 5	Games with Numbers (C1, C2, C3)	K.CC.A.3, K.CC.B.5, K.CC.C.7, K.OA.A.3, K.OA.A.4
Stretch 5	Module 5	Game with Two Dice (0-10) (C1)	K.CC.A.3, K.CC.B.5, K.CC.C.6, K.MD.A.1, K.MD.A.2, K.OA.A.3, K.OA.A.4

B. Count To Tell The Number Of Objects.

K.CC.B.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.

Workshops

Stretch	Module	Session Title	Standards
Stretch 1	Module 1	Numbers 1-3 (Part 1)	K.CC.A.3, K.CC.B.4
Stretch 1	Module 1	Numbers 1-3 (Part 2)	K.CC.A.3, K.CC.B.4
Stretch 1	Module 3	Rote Counting up to 10	K.CC.A.1, K.CC.A.2, K.CC.B.4
Stretch 1	Module 3	Comparing Quantities	K.CC.B.4, K.CC.B.5, K.CC.C.6
Stretch 1	Module 5	The Number 4 (Part 1)	K.CC.B.4, K.G.A.1, K.OA.A.3, K.OA.A.5
Stretch 1	Module 5	The Number 4 (Part 2)	K.CC.B.4, K.OA.A.3, K.OA.A.5
Stretch 2	Module 1	Discovering Triangles	K.CC.B.4, K.G.A.2, K.G.B.4, K.G.B.5, K.MD.B.3
Stretch 2	Module 1	Discovering Quadrilaterals	K.CC.B.4, K.G.A.2, K.G.B.4, K.G.B.5
Stretch 2	Module 2	The Number 5 (Part 1)	K.CC.B.4, K.CC.B.5, K.OA.A.3, K.OA.A.5
Stretch 2	Module 2	The Number 5 (Part 2)	K.CC.A.3, K.CC.B.4, K.OA.A.1, K.OA.A.3

Stretch 2	Module 4	Counting Down from 5	K.CC.B.4, K.CC.C.7, K.OA.A.1, K.OA.A.2, K.OA.A.3, K.OA.A.5
Stretch 2	Module 4	Mathematical Situations	K.CC.B.4, K.OA.A.1, K.OA.A.2, K.OA.A.5
Stretch 3	Module 1	The Number 6	K.CC.A.3, K.CC.B.4, K.CC.B.5, K.OA.A.3
Stretch 3	Module 2	Quadrilaterals	K.CC.B.4, K.G.A.2, K.G.B.4, K.G.B.5, K.MD.B.3
Stretch 3	Module 3	Cardinality	K.CC.A.3, K.CC.B.4, K.CC.B.5, K.CC.C.6, K.MD.B.3

Spaces

Stretch	Module	Session Title	Standards
Stretch 1	Module 1	Bears and Clothespins (C1 or C2)	K.CC.B.4, K.CC.C.6, K.CC.C.7
Stretch 1	Module 1	Game with a Die (1-3) (C1)	K.CC.A.3, K.CC.B.4, K.CC.B.5, K.CC.C.6, K.MD.A.1, K.MD.A.2
Stretch 1	Module 3	Paths to the House (C1, C2 or C3)	K.CC.A.3, K.CC.B.4, K.MD.A.1, K.MD.A.2, K.MD.B.3
Stretch 1	Module 3	Bears and Clothespins (C1 or C2)	K.CC.B.4, K.CC.C.6, K.CC.C.7
Stretch 1	Module 3	Game with a Die (1-3) (C1)	K.CC.A.3, K.CC.B.4, K.CC.B.5, K.CC.C.6, K.MD.A.1, K.MD.A.2
Stretch 1	Module 5	Bears and Clothespins (C1, C2, variations)	K.CC.B.4, K.CC.C.6, K.CC.C.7
Stretch 1	Module 5	Paths to the House (C1, C2 or C3)	K.CC.A.3, K.CC.B.4, K.MD.A.1, K.MD.A.2, K.MD.B.3
Stretch 5	Module 2	From Geoboard to Paper (C1, C2)	K.CC.B.4, K.CC.B.5, K.G.A.2, K.G.B.4, K.G.B.5

K.CC.B.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.

Workshops

Stretch	Module	Session Title	Standards
Stretch 1	Module 3	Comparing Quantities	K.CC.B.4, K.CC.B.5, K.CC.C.6
Stretch 2	Module 2	The Number 5 (Part 1)	K.CC.B.4, K.CC.B.5, K.OA.A.3, K.OA.A.5
Stretch 3	Module 1	The Number 6	K.CC.A.3, K.CC.B.4, K.CC.B.5, K.OA.A.3
Stretch 3	Module 1	Quantity 0-6	K.CC.A.3, K.CC.B.5, K.G.A.1, K.G.A.2, K.OA.A.1, K.OA.A.2
Stretch 3	Module 2	How Many Pieces Are There?	K.CC.B.5, K.G.A.2, K.G.B.4, K.G.B.6, K.OA.A.1
Stretch 3	Module 3	Cardinality	K.CC.A.3, K.CC.B.4, K.CC.B.5, K.CC.C.6, K.MD.B.3
Stretch 3	Module 5	The Number 7 (Part 1)	K.CC.A.3, K.CC.B.5, K.CC.C.6, K.MD.A.1, K.OA.A.3
Stretch 4	Module 1	The Number 8 (Part 1)	K.CC.B.5, K.MD.A.1, K.MD.A.2, K.OA.A.3
Stretch 4	Module 3	The Number 9 (Part 1)	K.CC.A.3, K.CC.B.5, K.OA.A.3
Stretch 5	Module 1	The Number 10 (Part 1)	K.CC.B.5, K.CC.C.6, K.OA.A.3, K.OA.A.4
Stretch 5	Module 3	Decomposing 10	K.CC.A.3, K.CC.B.5, K.OA.A.1, K.OA.A.2
Stretch 5	Module 5	Cardinality and Doubles	K.CC.A.3, K.CC.B.5, K.OA.A.1, K.OA.A.2
Stretch 6	Module 1	Cardinality 0-20	K.CC.B.5, K.MD.B.3
Stretch 6	Module 1	Estimating and Comparing	K.CC.A.3, K.CC.B.5, K.CC.C.6
Stretch 6	Module 3	Counting Groups of 10 Objects	K.CC.A.2, K.CC.B.5, K.NBT.A.1
Stretch 6	Module 3	Grouping Objects from 10 to 19	K.CC.A.3, K.CC.B.5, K.NBT.A.1

Stretch 6	Module 5	Ten Frames 10 to 19	K.CC.A.3, K.CC.B.5, K.NBT.A.1
Stretch 6	Module 5	Representation from 10 to 19	K.CC.A.3, K.CC.B.5, K.NBT.A.1

Spaces

Stretch	Module	Session Title	Standards
Stretch 1	Module 1	Game with a Die (1-3) (C1)	K.CC.A.3, K.CC.B.4, K.CC.B.5, K.CC.C.6, K.MD.A.1, K.MD.A.2
Stretch 1	Module 3	Game with a Die (1-3) (C1)	K.CC.A.3, K.CC.B.4, K.CC.B.5, K.CC.C.6, K.MD.A.1, K.MD.A.2
Stretch 1	Module 4	Vehicles (C1, C2)	K.CC.B.5, K.CC.C.6, K.G.B.5, K.MD.A.1, K.MD.A.2, K.MD.B.3
Stretch 1	Module 5	Memory 0-6 (C1 or C2)	K.CC.B.5, K.CC.C.6, K.MD.A.1, K.MD.A.2
Stretch 1	Module 5	Vehicles (C3)	K.CC.A.3, K.CC.B.5
Stretch 2	Module 1	Sticky Tape and Watercolors (C3)	K.CC.B.5, K.G.B.4
Stretch 2	Module 2	The Hidden Quantity (C1)	K.CC.B.5, K.OA.A.1, K.OA.A.3
Stretch 2	Module 5	Insects (C3)	K.CC.B.5, K.G.B.4, K.G.B.5, K.MD.B.3
Stretch 3	Module 1	Decomposing Numbers (C1)	K.CC.A.3, K.CC.B.5, K.OA.A.3, K.OA.A.4
Stretch 3	Module 1	Game with a Die (1-6) (C1)	K.CC.B.5, K.CC.C.6, K.MD.A.1, K.MD.A.2
Stretch 3	Module 1	Towers of Cubes (C1)	K.CC.B.5, K.CC.C.6, K.MD.B.3
Stretch 3	Module 3	Ordering and Adding (C1)	K.CC.B.5, K.CC.C.6
Stretch 3	Module 3	Restaurant (C1, C2)	K.CC.B.5, K.CC.C.6, K.MD.B.3
Stretch 4	Module 2	Nets of 3D Shapes (C1, C2)	K.CC.B.5, K.CC.C.6, K.G.A.1, K.G.A.2, K.G.B.4
Stretch 4	Module 4	Two-Way Table (C1)	K.CC.B.5, K.MD.B.3
Stretch 5	Module 1	The Store (C1)	K.CC.B.5, K.MD.B.3
Stretch 5	Module 2	From Geoboard to Paper (C1, C2)	K.CC.B.4, K.CC.B.5, K.G.A.2, K.G.B.4, K.G.B.5
Stretch 5	Module 4	Habitats (C1, C2)	K.CC.B.5, K.CC.C.6, K.G.A.1, K.MD.B.3
Stretch 5	Module 5	Games with Numbers (C1, C2, C3)	K.CC.A.3, K.CC.B.5, K.CC.C.7, K.OA.A.3, K.OA.A.4
Stretch 5	Module 5	Game with Two Dice (0-10) (C1)	K.CC.A.3, K.CC.B.5, K.CC.C.6, K.MD.A.1, K.MD.A.2, K.OA.A.3, K.OA.A.4
Stretch 5	Module 5	Geo's Hive (C1, C2)	K.CC.B.5, K.OA.A.1, K.OA.A.3, K.OA.A.4
Stretch 6	Module 1	Drawing monsters (C3)	K.CC.B.5, K.G.A.1
Stretch 6	Module 2	Direction Cards (C1, C2, C3)	K.CC.B.5, K.MD.A.1
Stretch 6	Module 2	Ramps (C1, C2)	K.CC.B.5, K.MD.A.1, K.MD.A.2

C. Compare Numbers.

K.CC.C.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.

Workshops

Stretch	Module	Session Title	Standards
Stretch 1	Module 3	Comparing Quantities	K.CC.B.4, K.CC.B.5, K.CC.C.6
Stretch 3	Module 3	Cardinality	K.CC.A.3, K.CC.B.4, K.CC.B.5, K.CC.C.6, K.MD.B.3
Stretch 3	Module 5	The Number 7 (Part 1)	K.CC.A.3, K.CC.B.5, K.CC.C.6, K.MD.A.1, K.OA.A.3
Stretch 4	Module 4	Classifying shoes	K.CC.C.6, K.MD.B.3
Stretch 4	Module 5	Family counts	K.CC.C.6, K.MD.B.3
Stretch 4	Module 5	Our classroom library	K.CC.C.6, K.MD.B.3

Stretch 5	Module 1	The Number 10 (Part 1)	K.CC.B.5, K.CC.C.6, K.OA.A.3, K.OA.A.4
Stretch 6	Module 1	Estimating and Comparing	K.CC.A.3, K.CC.B.5, K.CC.C.6

Spaces

Stretch	Module	Session Title	Standards
Stretch 1	Module 1	Bears and Clothespins (C1 or C2)	K.CC.B.4, K.CC.C.6, K.CC.C.7
Stretch 1	Module 1	Game with a Die (1-3) (C1)	K.CC.A.3, K.CC.B.4, K.CC.B.5, K.CC.C.6, K.MD.A.1, K.MD.A.2
Stretch 1	Module 3	Bears and Clothespins (C1 or C2)	K.CC.B.4, K.CC.C.6, K.CC.C.7
Stretch 1	Module 3	Game with a Die (1-3) (C1)	K.CC.A.3, K.CC.B.4, K.CC.B.5, K.CC.C.6, K.MD.A.1, K.MD.A.2
Stretch 1	Module 4	Vehicles (C1, C2)	K.CC.B.5, K.CC.C.6, K.G.B.5, K.MD.A.1, K.MD.A.2, K.MD.B.3
Stretch 1	Module 5	Memory 0-6 (C1 or C2)	K.CC.B.5, K.CC.C.6, K.MD.A.1, K.MD.A.2
Stretch 1	Module 5	Bears and Clothespins (C1, C2, variations)	K.CC.B.4, K.CC.C.6, K.CC.C.7
Stretch 3	Module 1	Game with a Die (1-6) (C1)	K.CC.B.5, K.CC.C.6, K.MD.A.1, K.MD.A.2
Stretch 3	Module 1	Towers of Cubes (C1)	K.CC.B.5, K.CC.C.6, K.MD.B.3
Stretch 3	Module 3	Ordering and Adding (C1)	K.CC.B.5, K.CC.C.6
Stretch 3	Module 3	Restaurant (C1, C2)	K.CC.B.5, K.CC.C.6, K.MD.B.3
Stretch 4	Module 2	Nets of 3D Shapes (C1, C2)	K.CC.B.5, K.CC.C.6, K.G.A.1, K.G.A.2, K.G.B.4
Stretch 5	Module 2	Land art - Goldsworthy (C1, C2, C3)	K.CC.C.6, K.G.B.5, K.MD.A.1, K.MD.A.2, K.MD.B.3
Stretch 5	Module 4	Habitats (C1, C2)	K.CC.B.5, K.CC.C.6, K.G.A.1, K.MD.B.3
Stretch 5	Module 5	Game with Two Dice (0-10) (C1)	K.CC.A.3, K.CC.B.5, K.CC.C.6, K.MD.A.1, K.MD.A.2, K.OA.A.3, K.OA.A.4

K.CC.C.7

Compare two numbers between 1 and 10 presented as written numerals.

Workshops

Stretch	Module	Session Title	Standards
Stretch 2	Module 4	Counting Down from 5	K.CC.B.4, K.CC.C.7, K.OA.A.1, K.OA.A.2, K.OA.A.3, K.OA.A.5
Stretch 3	Module 3	Ordered numbers	K.CC.A.1, K.CC.A.2, K.CC.A.3, K.CC.C.7, K.OA.A.1
Stretch 3	Module 5	The Number 7 (Part 2)	K.CC.A.3, K.CC.C.7, K.OA.A.1, K.OA.A.3
Stretch 5	Module 5	The Number Sequence	K.CC.A.1, K.CC.A.3, K.CC.C.7, K.OA.A.1

Spaces

Stretch	Module	Session Title	Standards
Stretch 1	Module 1	Bears and Clothespins (C1 or C2)	K.CC.B.4, K.CC.C.6, K.CC.C.7
Stretch 1	Module 3	Bears and Clothespins (C1 or C2)	K.CC.B.4, K.CC.C.6, K.CC.C.7
Stretch 1	Module 5	Bears and Clothespins (C1, C2, variations)	K.CC.B.4, K.CC.C.6, K.CC.C.7
Stretch 5	Module 5	Games with Numbers (C1, C2, C3)	K.CC.A.3, K.CC.B.5, K.CC.C.7, K.OA.A.3, K.OA.A.4
Stretch 5	Module 5	Number Sequence and Counting (C1, C2, C3)	K.CC.A.1, K.CC.C.7

G. Geometry

A. Identify And Describe Shapes (Squares, Circles, Triangles, Rectangles, Hexagons, Cubes, Cones, Cylinder

K.G.A.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.

Workshops

Stretch	Module	Session Title	Standards
Stretch 1	Module 5	The Number 4 (Part 1)	K.CC.B.4, K.G.A.1, K.OA.A.3, K.OA.A.5
Stretch 2	Module 5	Paul Klee (Part 1)	K.G.A.1, K.G.A.2, K.G.A.3, K.G.B.4
Stretch 3	Module 1	Quantity 0-6	K.CC.A.3, K.CC.B.5, K.G.A.1, K.G.A.2, K.OA.A.1, K.OA.A.2
Stretch 5	Module 2	Composing and Decomposing Hexagons	K.G.A.1, K.G.A.2, K.G.B.4, K.G.B.6
Stretch 6	Module 2	Itinerary Planning	K.G.A.1, K.MD.A.2
Stretch 6	Module 4	Views (Part 1)	K.G.A.1, K.G.A.3
Stretch 6	Module 4	Views (Part 2)	K.G.A.1, K.G.A.3

Spaces

Stretch	Module	Session Title	Standards
Stretch 1	Module 2	Construction Based on a Model (C2)	K.G.A.1, K.G.A.2
Stretch 1	Module 2	Relative Position with Bears (C1)	K.G.A.1
Stretch 2	Module 1	Relative Position with Bears (C1)	K.G.A.1
Stretch 4	Module 2	Architectural Monuments (C2)	K.G.A.1, K.G.A.2
Stretch 4	Module 2	Nets of 3D Shapes (C1, C2)	K.CC.B.5, K.CC.C.6, K.G.A.1, K.G.A.2, K.G.B.4
Stretch 4	Module 4	Relative Position in Space (C1)	K.G.A.1
Stretch 5	Module 2	Composing and Decomposing 2D Shapes (C2, C3)	K.G.A.1, K.G.A.2, K.G.B.6
Stretch 5	Module 4	Buildings and homes (C1, C2)	K.G.A.1, K.G.A.2, K.G.B.4, K.G.B.5, K.MD.A.1, K.MD.A.2, K.MD.B.3
Stretch 5	Module 4	Habitats (C1, C2)	K.CC.B.5, K.CC.C.6, K.G.A.1, K.MD.B.3
Stretch 6	Module 1	Drawing monsters (C3)	K.CC.B.5, K.G.A.1
Stretch 6	Module 4	Construction Based on Viewpoints (C2)	K.G.A.1, K.G.A.2, K.G.B.4

K.G.A.2

Correctly name shapes regardless of their orientations or overall size.

Workshops

Stretch	Module	Session Title	Standards
Stretch 1	Module 2	Curved and Flat Faces (Part 1)	K.G.A.2, K.G.A.3, K.G.B.4
Stretch 1	Module 2	Curved and Flat Faces (Part 2)	K.G.A.2, K.G.B.4, K.MD.A.1, K.MD.A.2, K.MD.B.3
Stretch 2	Module 1	Discovering Triangles	K.CC.B.4, K.G.A.2, K.G.B.4, K.G.B.5, K.MD.B.3
Stretch 2	Module 1	Discovering Quadrilaterals	K.CC.B.4, K.G.A.2, K.G.B.4, K.G.B.5
Stretch 2	Module 5	Paul Klee (Part 1)	K.G.A.1, K.G.A.2, K.G.A.3, K.G.B.4
Stretch 3	Module 1	Quantity 0-6	K.CC.A.3, K.CC.B.5, K.G.A.1, K.G.A.2, K.OA.A.1, K.OA.A.2
Stretch 3	Module 2	Quadrilaterals	K.CC.B.4, K.G.A.2, K.G.B.4, K.G.B.5, K.MD.B.3
Stretch 3	Module 2	How Many Pieces Are There?	K.CC.B.5, K.G.A.2, K.G.B.4, K.G.B.6, K.OA.A.1
Stretch 4	Module 2	Prisms and Pyramids (Part 1)	K.G.A.2, K.G.B.4, K.MD.B.3
Stretch 4	Module 2	Prisms and Pyramids (Part 2)	K.G.A.2, K.G.A.3, K.G.B.4, K.G.B.6
Stretch 5	Module 2	Composing and Decomposing Hexagons	K.G.A.1, K.G.A.2, K.G.B.4, K.G.B.6
Stretch 5	Module 2	Building and Classifying 2D Shapes	K.G.A.2, K.G.B.4, K.G.B.5, K.MD.B.3

Stretch 5	Module 4	The Opaque Bag	K.G.A.2, K.G.A.3, K.G.B.4, K.G.B.5
Stretch 5	Module 4	Building Shapes with Volume	K.G.A.2, K.G.B.4, K.G.B.5, K.MD.B.3

Spaces

Stretch	Module	Session Title	Standards
Stretch 1	Module 2	Construction Based on a Model (C2)	K.G.A.1, K.G.A.2
Stretch 2	Module 5	2D-3D Relationship (C1)	K.G.A.2, K.G.B.4
Stretch 3	Module 2	Building 2D Shapes (C2, C3)	K.G.A.2, K.G.B.4, K.G.B.5, K.MD.A.1, K.MD.A.2, K.MD.B.3
Stretch 3	Module 4	Clay (C2)	K.G.A.2, K.G.B.4, K.G.B.6
Stretch 4	Module 2	Architectural Monuments (C2)	K.G.A.1, K.G.A.2
Stretch 4	Module 2	Nets of 3D Shapes (C1, C2)	K.CC.B.5, K.CC.C.6, K.G.A.1, K.G.A.2, K.G.B.4
Stretch 5	Module 2	Composing and Decomposing 2D Shapes (C2, C3)	K.G.A.1, K.G.A.2, K.G.B.6
Stretch 5	Module 2	From Geoboard to Paper (C1, C2)	K.CC.B.4, K.CC.B.5, K.G.A.2, K.G.B.4, K.G.B.5
Stretch 5	Module 4	What's in the Bag? (C1)	K.G.A.2, K.MD.A.1, K.MD.A.2, K.MD.B.3
Stretch 5	Module 4	Buildings and homes (C1, C2)	K.G.A.1, K.G.A.2, K.G.B.4, K.G.B.5, K.MD.A.1, K.MD.A.2, K.MD.B.3
Stretch 6	Module 4	Construction Based on Viewpoints (C2)	K.G.A.1, K.G.A.2, K.G.B.4

K.G.A.3

Identify shapes as two-dimensional (lying in a plane, "flat") or three- dimensional ("solid").

Workshops

Stretch	Module	Session Title	Standards
Stretch 1	Module 2	Curved and Flat Faces (Part 1)	K.G.A.2, K.G.A.3, K.G.B.4
Stretch 2	Module 5	Paul Klee (Part 1)	K.G.A.1, K.G.A.2, K.G.A.3, K.G.B.4
Stretch 4	Module 2	Prisms and Pyramids (Part 2)	K.G.A.2, K.G.A.3, K.G.B.4, K.G.B.6
Stretch 5	Module 4	The Opaque Bag	K.G.A.2, K.G.A.3, K.G.B.4, K.G.B.5
Stretch 6	Module 4	Views (Part 1)	K.G.A.1, K.G.A.3
Stretch 6	Module 4	Views (Part 2)	K.G.A.1, K.G.A.3

B. Analyze, Compare, Create, And Compose Shapes.

K.G.B.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).

Workshops

Stretch	Module	Session Title	Standards
Stretch 1	Module 2	Curved and Flat Faces (Part 1)	K.G.A.2, K.G.A.3, K.G.B.4
Stretch 1	Module 2	Curved and Flat Faces (Part 2)	K.G.A.2, K.G.B.4, K.MD.A.1, K.MD.A.2, K.MD.B.3
Stretch 2	Module 1	Discovering Triangles	K.CC.B.4, K.G.A.2, K.G.B.4, K.G.B.5, K.MD.B.3
Stretch 2	Module 1	Discovering Quadrilaterals	K.CC.B.4, K.G.A.2, K.G.B.4, K.G.B.5
Stretch 2	Module 5	Paul Klee (Part 1)	K.G.A.1, K.G.A.2, K.G.A.3, K.G.B.4
Stretch 2	Module 5	Paul Klee (Part 2)	K.G.B.4, K.MD.B.3
Stretch 3	Module 2	Quadrilaterals	K.CC.B.4, K.G.A.2, K.G.B.4, K.G.B.5, K.MD.B.3
Stretch 3	Module 2	How Many Pieces Are There?	K.CC.B.5, K.G.A.2, K.G.B.4, K.G.B.6, K.OA.A.1
Stretch 4	Module 2	Prisms and Pyramids (Part 1)	K.G.A.2, K.G.B.4, K.MD.B.3
Stretch 4	Module 2	Prisms and Pyramids (Part 2)	K.G.A.2, K.G.A.3, K.G.B.4, K.G.B.6
Stretch 5	Module 2	Composing and Decomposing Hexagons	K.G.A.1, K.G.A.2, K.G.B.4, K.G.B.6

Stretch 5	Module 2	Building and Classifying 2D Shapes	K.G.A.2, K.G.B.4, K.G.B.5, K.MD.B.3
Stretch 5	Module 4	The Opaque Bag	K.G.A.2, K.G.A.3, K.G.B.4, K.G.B.5
Stretch 5	Module 4	Building Shapes with Volume	K.G.A.2, K.G.B.4, K.G.B.5, K.MD.B.3

Spaces

Stretch	Module	Session Title	Standards
Stretch 2	Module 1	Sticky Tape and Watercolors (C3)	K.CC.B.5, K.G.B.4
Stretch 2	Module 5	2D-3D Relationship (C1)	K.G.A.2, K.G.B.4
Stretch 2	Module 5	Insects (C3)	K.CC.B.5, K.G.B.4, K.G.B.5, K.MD.B.3
Stretch 3	Module 2	Building 2D Shapes (C2, C3)	K.G.A.2, K.G.B.4, K.G.B.5, K.MD.A.1, K.MD.A.2, K.MD.B.3
Stretch 3	Module 2	Geoboards with Models (C2)	K.G.B.4, K.G.B.5, K.MD.A.1, K.MD.A.2
Stretch 3	Module 4	Clay (C2)	K.G.A.2, K.G.B.4, K.G.B.6
Stretch 4	Module 2	Nets of 3D Shapes (C1, C2)	K.CC.B.5, K.CC.C.6, K.G.A.1, K.G.A.2, K.G.B.4
Stretch 5	Module 2	From Geoboard to Paper (C1, C2)	K.CC.B.4, K.CC.B.5, K.G.A.2, K.G.B.4, K.G.B.5
Stretch 5	Module 4	Buildings and homes (C1, C2)	K.G.A.1, K.G.A.2, K.G.B.4, K.G.B.5, K.MD.A.1, K.MD.A.2, K.MD.B.3
Stretch 6	Module 4	Construction Based on Viewpoints (C2)	K.G.A.1, K.G.A.2, K.G.B.4

K.G.B.5

Model shapes in the world by building shapes from components (e.g., sticks and clay balls) and drawing shapes.

Workshops

Stretch	Module	Session Title	Standards
Stretch 2	Module 1	Discovering Triangles	K.CC.B.4, K.G.A.2, K.G.B.4, K.G.B.5, K.MD.B.3
Stretch 2	Module 1	Discovering Quadrilaterals	K.CC.B.4, K.G.A.2, K.G.B.4, K.G.B.5
Stretch 3	Module 2	Quadrilaterals	K.CC.B.4, K.G.A.2, K.G.B.4, K.G.B.5, K.MD.B.3
Stretch 5	Module 2	Building and Classifying 2D Shapes	K.G.A.2, K.G.B.4, K.G.B.5, K.MD.B.3
Stretch 5	Module 4	The Opaque Bag	K.G.A.2, K.G.A.3, K.G.B.4, K.G.B.5
Stretch 5	Module 4	Building Shapes with Volume	K.G.A.2, K.G.B.4, K.G.B.5, K.MD.B.3

Spaces

Stretch	Module	Session Title	Standards
Stretch 1	Module 4	Vehicles (C1, C2)	K.CC.B.5, K.CC.C.6, K.G.B.5, K.MD.A.1, K.MD.A.2, K.MD.B.3
Stretch 2	Module 1	Discovering Geoboards (C1)	K.G.B.5
Stretch 2	Module 5	Insects (C3)	K.CC.B.5, K.G.B.4, K.G.B.5, K.MD.B.3
Stretch 3	Module 2	Building 2D Shapes (C2, C3)	K.G.A.2, K.G.B.4, K.G.B.5, K.MD.A.1, K.MD.A.2, K.MD.B.3
Stretch 3	Module 2	Geoboards with Models (C2)	K.G.B.4, K.G.B.5, K.MD.A.1, K.MD.A.2
Stretch 3	Module 4	Paths (C1, C2)	K.G.B.5, K.MD.A.1, K.MD.A.2
Stretch 5	Module 2	From Geoboard to Paper (C1, C2)	K.CC.B.4, K.CC.B.5, K.G.A.2, K.G.B.4, K.G.B.5
Stretch 5	Module 2	Land art - Goldsworthy (C1, C2, C3)	K.CC.C.6, K.G.B.5, K.MD.A.1, K.MD.A.2, K.MD.B.3
Stretch 5	Module 4	Buildings and homes (C1, C2)	K.G.A.1, K.G.A.2, K.G.B.4, K.G.B.5, K.MD.A.1, K.MD.A.2, K.MD.B.3

K.G.B.6

Compose simple shapes to form larger shapes. For example, "Can you join these two triangles with full sides touching to make a rectangle?"

Workshops

Stretch	Module	Session Title	Standards
Stretch 3	Module 2	How Many Pieces Are There?	K.CC.B.5, K.G.A.2, K.G.B.4, K.G.B.6, K.OA.A.1
Stretch 4	Module 2	Prisms and Pyramids (Part 2)	K.G.A.2, K.G.A.3, K.G.B.4, K.G.B.6
Stretch 5	Module 2	Composing and Decomposing Hexagons	K.G.A.1, K.G.A.2, K.G.B.4, K.G.B.6

Spaces

Stretch	Module	Session Title	Standards
Stretch 3	Module 2	Art with 2D Shapes (C1)	K.G.B.6, K.MD.B.3
Stretch 3	Module 4	Clay (C2)	K.G.A.2, K.G.B.4, K.G.B.6
Stretch 5	Module 2	Composing and Decomposing 2D Shapes (C2, C3)	K.G.A.1, K.G.A.2, K.G.B.6

MD. Measurement and Data

A. Describe And Compare Measurable Attributes.

K.MD.A.1

Describe measurable attributes of objects, such as length or weight. Describe several measurable attributes of a single object.

Workshops

Stretch	Module	Session Title	Standards
Stretch 1	Module 2	Curved and Flat Faces (Part 2)	K.G.A.2, K.G.B.4, K.MD.A.1, K.MD.A.2, K.MD.B.3
Stretch 1	Module 4	Length: Height	K.MD.A.1, K.MD.A.2
Stretch 2	Module 3	Weight	K.MD.A.1, K.MD.A.2
Stretch 3	Module 4	Games with Worms (Part 1)	K.MD.A.1, K.MD.A.2
Stretch 3	Module 4	Games with Worms (Part 2)	K.MD.A.1, K.MD.A.2
Stretch 3	Module 5	The Number 7 (Part 1)	K.CC.A.3, K.CC.B.5, K.CC.C.6, K.MD.A.1, K.OA.A.3
Stretch 4	Module 1	The Number 8 (Part 1)	K.CC.B.5, K.MD.A.1, K.MD.A.2, K.OA.A.3
Stretch 6	Module 2	Length: Distance	K.CC.A.3, K.MD.A.1, K.MD.A.2

Spaces

Stretch	Module	Session Title	Standards
Stretch 1	Module 1	Game with a Die (1-3) (C1)	K.CC.A.3, K.CC.B.4, K.CC.B.5, K.CC.C.6, K.MD.A.1, K.MD.A.2
Stretch 1	Module 3	Paths to the House (C1, C2 or C3)	K.CC.A.3, K.CC.B.4, K.MD.A.1, K.MD.A.2, K.MD.B.3
Stretch 1	Module 3	Game with a Die (1-3) (C1)	K.CC.A.3, K.CC.B.4, K.CC.B.5, K.CC.C.6, K.MD.A.1, K.MD.A.2
Stretch 1	Module 4	Vehicles (C1, C2)	K.CC.B.5, K.CC.C.6, K.G.B.5, K.MD.A.1, K.MD.A.2, K.MD.B.3
Stretch 1	Module 5	Memory 0-6 (C1 or C2)	K.CC.B.5, K.CC.C.6, K.MD.A.1, K.MD.A.2
Stretch 1	Module 5	Paths to the House (C1, C2 or C3)	K.CC.A.3, K.CC.B.4, K.MD.A.1, K.MD.A.2, K.MD.B.3
Stretch 3	Module 1	Game with a Die (1-6) (C1)	K.CC.B.5, K.CC.C.6, K.MD.A.1, K.MD.A.2
Stretch 3	Module 2	Building 2D Shapes (C2, C3)	K.G.A.2, K.G.B.4, K.G.B.5, K.MD.A.1, K.MD.A.2, K.MD.B.3
Stretch 3	Module 2	Geoboards with Models (C2)	K.G.B.4, K.G.B.5, K.MD.A.1, K.MD.A.2
Stretch 3	Module 4	Paths (C1, C2)	K.G.B.5, K.MD.A.1, K.MD.A.2
Stretch 3	Module 4	Length (C1, C2)	K.MD.A.1
Stretch 5	Module 2	Land art - Goldsworthy (C1, C2, C3)	K.CC.C.6, K.G.B.5, K.MD.A.1, K.MD.A.2, K.MD.B.3
Stretch 5	Module 4	What's in the Bag? (C1)	K.G.A.2, K.MD.A.1, K.MD.A.2, K.MD.B.3

Stretch 5	Module 4	Buildings and homes (C1, C2)	K.G.A.1, K.G.A.2, K.G.B.4, K.G.B.5, K.MD.A.1, K.MD.A.2, K.MD.B.3
Stretch 5	Module 5	Game with Two Dice (0-10) (C1)	K.CC.A.3, K.CC.B.5, K.CC.C.6, K.MD.A.1, K.MD.A.2, K.OA.A.3, K.OA.A.4
Stretch 6	Module 2	Direction Cards (C1, C2, C3)	K.CC.B.5, K.MD.A.1
Stretch 6	Module 2	Ramps (C1, C2)	K.CC.B.5, K.MD.A.1, K.MD.A.2

K.MD.A.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.

Workshops

Stretch	Module	Session Title	Standards
Stretch 1	Module 2	Curved and Flat Faces (Part 2)	K.G.A.2, K.G.B.4, K.MD.A.1, K.MD.A.2, K.MD.B.3
Stretch 1	Module 4	Length: Height	K.MD.A.1, K.MD.A.2
Stretch 2	Module 3	Weight	K.MD.A.1, K.MD.A.2
Stretch 3	Module 4	Games with Worms (Part 1)	K.MD.A.1, K.MD.A.2
Stretch 3	Module 4	Games with Worms (Part 2)	K.MD.A.1, K.MD.A.2
Stretch 4	Module 1	The Number 8 (Part 1)	K.CC.B.5, K.MD.A.1, K.MD.A.2, K.OA.A.3
Stretch 6	Module 2	Length: Distance	K.CC.A.3, K.MD.A.1, K.MD.A.2
Stretch 6	Module 2	Itinerary Planning	K.G.A.1, K.MD.A.2

Spaces

Stretch	Module	Session Title	Standards
Stretch 1	Module 1	Game with a Die (1-3) (C1)	K.CC.A.3, K.CC.B.4, K.CC.B.5, K.CC.C.6, K.MD.A.1, K.MD.A.2
Stretch 1	Module 3	Paths to the House (C1, C2 or C3)	K.CC.A.3, K.CC.B.4, K.MD.A.1, K.MD.A.2, K.MD.B.3
Stretch 1	Module 3	Game with a Die (1-3) (C1)	K.CC.A.3, K.CC.B.4, K.CC.B.5, K.CC.C.6, K.MD.A.1, K.MD.A.2
Stretch 1	Module 4	Vehicles (C1, C2)	K.CC.B.5, K.CC.C.6, K.G.B.5, K.MD.A.1, K.MD.A.2, K.MD.B.3
Stretch 1	Module 5	Memory 0-6 (C1 or C2)	K.CC.B.5, K.CC.C.6, K.MD.A.1, K.MD.A.2
Stretch 1	Module 5	Paths to the House (C1, C2 or C3)	K.CC.A.3, K.CC.B.4, K.MD.A.1, K.MD.A.2, K.MD.B.3
Stretch 3	Module 1	Game with a Die (1-6) (C1)	K.CC.B.5, K.CC.C.6, K.MD.A.1, K.MD.A.2
Stretch 3	Module 2	Building 2D Shapes (C2, C3)	K.G.A.2, K.G.B.4, K.G.B.5, K.MD.A.1, K.MD.A.2, K.MD.B.3
Stretch 3	Module 2	Geoboards with Models (C2)	K.G.B.4, K.G.B.5, K.MD.A.1, K.MD.A.2
Stretch 3	Module 4	Paths (C1, C2)	K.G.B.5, K.MD.A.1, K.MD.A.2
Stretch 5	Module 2	Land art - Goldsworthy (C1, C2, C3)	K.CC.C.6, K.G.B.5, K.MD.A.1, K.MD.A.2, K.MD.B.3
Stretch 5	Module 4	What's in the Bag? (C1)	K.G.A.2, K.MD.A.1, K.MD.A.2, K.MD.B.3
Stretch 5	Module 4	Buildings and homes (C1, C2)	K.G.A.1, K.G.A.2, K.G.B.4, K.G.B.5, K.MD.A.1, K.MD.A.2, K.MD.B.3
Stretch 5	Module 5	Game with Two Dice (0-10) (C1)	K.CC.A.3, K.CC.B.5, K.CC.C.6, K.MD.A.1, K.MD.A.2, K.OA.A.3, K.OA.A.4
Stretch 6	Module 2	Ramps (C1, C2)	K.CC.B.5, K.MD.A.1, K.MD.A.2

B. Classify Objects And Count The Number Of Objects In Each Category.

K.MD.B.3

Classify objects into given categories; count the numbers of objects in each category and sort the categories by count.

Workshops

Stretch	Module	Session Title	Standards
Stretch 1	Module 2	Curved and Flat Faces (Part 2)	K.G.A.2, K.G.B.4, K.MD.A.1, K.MD.A.2, K.MD.B.3
Stretch 1	Module 4	Identifying and Classifying Objects	K.MD.B.3
Stretch 2	Module 1	Discovering Triangles	K.CC.B.4, K.G.A.2, K.G.B.4, K.G.B.5, K.MD.B.3
Stretch 2	Module 3	Classifying Attribute Blocks	K.MD.B.3
Stretch 2	Module 5	Paul Klee (Part 2)	K.G.B.4, K.MD.B.3
Stretch 3	Module 2	Quadrilaterals	K.CC.B.4, K.G.A.2, K.G.B.4, K.G.B.5, K.MD.B.3
Stretch 3	Module 3	Cardinality	K.CC.A.3, K.CC.B.4, K.CC.B.5, K.CC.C.6, K.MD.B.3
Stretch 4	Module 2	Prisms and Pyramids (Part 1)	K.G.A.2, K.G.B.4, K.MD.B.3
Stretch 4	Module 4	Two-Way Tables	K.MD.B.3
Stretch 4	Module 4	Classifying shoes	K.CC.C.6, K.MD.B.3
Stretch 4	Module 5	Family counts	K.CC.C.6, K.MD.B.3
Stretch 4	Module 5	Our classroom library	K.CC.C.6, K.MD.B.3
Stretch 5	Module 2	Building and Classifying 2D Shapes	K.G.A.2, K.G.B.4, K.G.B.5, K.MD.B.3
Stretch 5	Module 4	Building Shapes with Volume	K.G.A.2, K.G.B.4, K.G.B.5, K.MD.B.3
Stretch 6	Module 1	Cardinality 0-20	K.CC.B.5, K.MD.B.3

Spaces

Stretch	Module	Session Title	Standards
Stretch 1	Module 1	2D Models with Colored Tiles (C1)	K.MD.B.3
Stretch 1	Module 2	Block Attributes (C1)	K.MD.B.3
Stretch 1	Module 3	Paths to the House (C1, C2 or C3)	K.CC.A.3, K.CC.B.4, K.MD.A.1, K.MD.A.2, K.MD.B.3
Stretch 1	Module 4	Block Attributes (C2)	K.MD.B.3
Stretch 1	Module 4	Block Attributes (C1)	K.MD.B.3
Stretch 1	Module 4	Vehicles (C1, C2)	K.CC.B.5, K.CC.C.6, K.G.B.5, K.MD.A.1, K.MD.A.2, K.MD.B.3
Stretch 1	Module 5	Paths to the House (C1, C2 or C3)	K.CC.A.3, K.CC.B.4, K.MD.A.1, K.MD.A.2, K.MD.B.3
Stretch 2	Module 5	Insects (C3)	K.CC.B.5, K.G.B.4, K.G.B.5, K.MD.B.3
Stretch 3	Module 1	Towers of Cubes (C1)	K.CC.B.5, K.CC.C.6, K.MD.B.3
Stretch 3	Module 2	Building 2D Shapes (C2, C3)	K.G.A.2, K.G.B.4, K.G.B.5, K.MD.A.1, K.MD.A.2, K.MD.B.3
Stretch 3	Module 2	Art with 2D Shapes (C1)	K.G.B.6, K.MD.B.3
Stretch 3	Module 3	Restaurant (C1, C2)	K.CC.B.5, K.CC.C.6, K.MD.B.3
Stretch 4	Module 4	Two-Way Table (C1)	K.CC.B.5, K.MD.B.3
Stretch 5	Module 1	The Store (C1)	K.CC.B.5, K.MD.B.3
Stretch 5	Module 2	Land art - Goldsworthy (C1, C2, C3)	K.CC.C.6, K.G.B.5, K.MD.A.1, K.MD.A.2, K.MD.B.3
Stretch 5	Module 4	What's in the Bag? (C1)	K.G.A.2, K.MD.A.1, K.MD.A.2, K.MD.B.3
Stretch 5	Module 4	Buildings and homes (C1, C2)	K.G.A.1, K.G.A.2, K.G.B.4, K.G.B.5, K.MD.A.1, K.MD.A.2, K.MD.B.3
Stretch 5	Module 4	Habitats (C1, C2)	K.CC.B.5, K.CC.C.6, K.G.A.1, K.MD.B.3

NBT. Number and Operations - Base Ten

A. Work With Numbers 11–19 To Gain Foundations For Place Value.

K.NBT.A.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.

Workshops

Stretch	Module	Session Title	Standards
Stretch 6	Module 3	Counting Groups of 10 Objects	K.CC.A.2, K.CC.B.5, K.NBT.A.1
Stretch 6	Module 3	Grouping Objects from 10 to 19	K.CC.A.3, K.CC.B.5, K.NBT.A.1
Stretch 6	Module 5	Ten Frames 10 to 19	K.CC.A.3, K.CC.B.5, K.NBT.A.1
Stretch 6	Module 5	Representation from 10 to 19	K.CC.A.3, K.CC.B.5, K.NBT.A.1

OA. Operations and Algebraic Thinking

A. Understand Addition As Putting Together And Adding To, And Under- Stand Subtraction As Taking Apart A

K.OA.A.1

Represent addition and subtraction with objects, fingers, mental images, drawings*, sounds (e.g., claps), acting out situations, verbal explanations, expressions, or equations

Workshops

Stretch	Module	Session Title	Standards
Stretch 2	Module 2	The Number 5 (Part 2)	K.CC.A.3, K.CC.B.4, K.OA.A.1, K.OA.A.3
Stretch 2	Module 4	Counting Down from 5	K.CC.B.4, K.CC.C.7, K.OA.A.1, K.OA.A.2, K.OA.A.3, K.OA.A.5
Stretch 2	Module 4	Mathematical Situations	K.CC.B.4, K.OA.A.1, K.OA.A.2, K.OA.A.5
Stretch 3	Module 1	Quantity 0-6	K.CC.A.3, K.CC.B.5, K.G.A.1, K.G.A.2, K.OA.A.1, K.OA.A.2
Stretch 3	Module 2	How Many Pieces Are There?	K.CC.B.5, K.G.A.2, K.G.B.4, K.G.B.6, K.OA.A.1
Stretch 3	Module 3	Ordered numbers	K.CC.A.1, K.CC.A.2, K.CC.A.3, K.CC.C.7, K.OA.A.1
Stretch 3	Module 5	The Number 7 (Part 2)	K.CC.A.3, K.CC.C.7, K.OA.A.1, K.OA.A.3
Stretch 4	Module 1	The Number 8 (Part 2)	K.OA.A.1, K.OA.A.3
Stretch 4	Module 3	The Number 9 (Part 2)	K.CC.A.3, K.OA.A.1, K.OA.A.3
Stretch 5	Module 3	Ten Frames 0 to 10	K.CC.A.3, K.OA.A.1, K.OA.A.3, K.OA.A.4
Stretch 5	Module 3	Decomposing 10	K.CC.A.3, K.CC.B.5, K.OA.A.1, K.OA.A.2
Stretch 5	Module 5	Cardinality and Doubles	K.CC.A.3, K.CC.B.5, K.OA.A.1, K.OA.A.2
Stretch 5	Module 5	The Number Sequence	K.CC.A.1, K.CC.A.3, K.CC.C.7, K.OA.A.1

Spaces

Stretch	Module	Session Title	Standards
Stretch 2	Module 2	The Hidden Quantity (C1)	K.CC.B.5, K.OA.A.1, K.OA.A.3
Stretch 5	Module 5	Geo's Hive (C1, C2)	K.CC.B.5, K.OA.A.1, K.OA.A.3, K.OA.A.4

K.OA.A.2

Solve addition and subtraction word problems, and add and subtract within 10, e.g., by using objects or drawings to represent the problem

Workshops

Stretch	Module	Session Title	Standards
Stretch 2	Module 4	Counting Down from 5	K.CC.B.4, K.CC.C.7, K.OA.A.1, K.OA.A.2, K.OA.A.3, K.OA.A.5
Stretch 2	Module 4	Mathematical Situations	K.CC.B.4, K.OA.A.1, K.OA.A.2, K.OA.A.5

Stretch 3	Module 1	Quantity 0-6	K.CC.A.3, K.CC.B.5, K.G.A.1, K.G.A.2, K.OA.A.1, K.OA.A.2
Stretch 5	Module 3	Decomposing 10	K.CC.A.3, K.CC.B.5, K.OA.A.1, K.OA.A.2
Stretch 5	Module 5	Cardinality and Doubles	K.CC.A.3, K.CC.B.5, K.OA.A.1, K.OA.A.2

K.OA.A.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)

Workshops

Stretch	Module	Session Title	Standards
Stretch 1	Module 5	The Number 4 (Part 1)	K.CC.B.4, K.G.A.1, K.OA.A.3, K.OA.A.5
Stretch 1	Module 5	The Number 4 (Part 2)	K.CC.B.4, K.OA.A.3, K.OA.A.5
Stretch 2	Module 2	The Number 5 (Part 1)	K.CC.B.4, K.CC.B.5, K.OA.A.3, K.OA.A.5
Stretch 2	Module 2	The Number 5 (Part 2)	K.CC.A.3, K.CC.B.4, K.OA.A.1, K.OA.A.3
Stretch 2	Module 4	Counting Down from 5	K.CC.B.4, K.CC.C.7, K.OA.A.1, K.OA.A.2, K.OA.A.3, K.OA.A.5
Stretch 3	Module 1	The Number 6	K.CC.A.3, K.CC.B.4, K.CC.B.5, K.OA.A.3
Stretch 3	Module 5	The Number 7 (Part 1)	K.CC.A.3, K.CC.B.5, K.CC.C.6, K.MD.A.1, K.OA.A.3
Stretch 3	Module 5	The Number 7 (Part 2)	K.CC.A.3, K.CC.C.7, K.OA.A.1, K.OA.A.3
Stretch 4	Module 1	The Number 8 (Part 1)	K.CC.B.5, K.MD.A.1, K.MD.A.2, K.OA.A.3
Stretch 4	Module 1	The Number 8 (Part 2)	K.OA.A.1, K.OA.A.3
Stretch 4	Module 3	The Number 9 (Part 1)	K.CC.A.3, K.CC.B.5, K.OA.A.3
Stretch 4	Module 3	The Number 9 (Part 2)	K.CC.A.3, K.OA.A.1, K.OA.A.3
Stretch 5	Module 1	The Number 10 (Part 1)	K.CC.B.5, K.CC.C.6, K.OA.A.3, K.OA.A.4
Stretch 5	Module 1	The Number 10 (Part 2)	K.CC.A.3, K.OA.A.3, K.OA.A.4
Stretch 5	Module 3	Ten Frames 0 to 10	K.CC.A.3, K.OA.A.1, K.OA.A.3, K.OA.A.4

Spaces

Stretch	Module	Session Title	Standards
Stretch 2	Module 2	The Hidden Quantity (C1)	K.CC.B.5, K.OA.A.1, K.OA.A.3
Stretch 3	Module 1	Decomposing Numbers (C1)	K.CC.A.3, K.CC.B.5, K.OA.A.3, K.OA.A.4
Stretch 5	Module 1	Pairs That Add to 10 (C1)	K.CC.A.3, K.OA.A.3, K.OA.A.4
Stretch 5	Module 5	Games with Numbers (C1, C2, C3)	K.CC.A.3, K.CC.B.5, K.CC.C.7, K.OA.A.3, K.OA.A.4
Stretch 5	Module 5	Game with Two Dice (0-10) (C1)	K.CC.A.3, K.CC.B.5, K.CC.C.6, K.MD.A.1, K.MD.A.2, K.OA.A.3, K.OA.A.4
Stretch 5	Module 5	Geo's Hive (C1, C2)	K.CC.B.5, K.OA.A.1, K.OA.A.3, K.OA.A.4

K.OA.A.4

For any number from 1 to 9, find the number that makes 10 when added to the given number, e.g., by using objects or drawings, and record the answer with a drawing or equation

Workshops

Stretch	Module	Session Title	Standards
Stretch 5	Module 1	The Number 10 (Part 1)	K.CC.B.5, K.CC.C.6, K.OA.A.3, K.OA.A.4
Stretch 5	Module 1	The Number 10 (Part 2)	K.CC.A.3, K.OA.A.3, K.OA.A.4

Stretch 5	Module 3	Ten Frames 0 to 10	K.CC.A.3, K.OA.A.1, K.OA.A.3, K.OA.A.4

Spaces

Stretch	Module	Session Title	Standards
Stretch 3	Module 1	Decomposing Numbers (C1)	K.CC.A.3, K.CC.B.5, K.OA.A.3, K.OA.A.4
Stretch 5	Module 1	Pairs That Add to 10 (C1)	K.CC.A.3, K.OA.A.3, K.OA.A.4
Stretch 5	Module 5	Games with Numbers (C1, C2, C3)	K.CC.A.3, K.CC.B.5, K.CC.C.7, K.OA.A.3, K.OA.A.4
Stretch 5	Module 5	Game with Two Dice (0-10) (C1)	K.CC.A.3, K.CC.B.5, K.CC.C.6, K.MD.A.1, K.MD.A.2, K.OA.A.3, K.OA.A.4
Stretch 5	Module 5	Geo's Hive (C1, C2)	K.CC.B.5, K.OA.A.1, K.OA.A.3, K.OA.A.4

K.OA.A.5

Fluently add and subtract within 5

Workshops

Stretch	Module	Session Title	Standards
Stretch 1	Module 5	The Number 4 (Part 1)	K.CC.B.4, K.G.A.1, K.OA.A.3, K.OA.A.5
Stretch 1	Module 5	The Number 4 (Part 2)	K.CC.B.4, K.OA.A.3, K.OA.A.5
Stretch 2	Module 2	The Number 5 (Part 1)	K.CC.B.4, K.CC.B.5, K.OA.A.3, K.OA.A.5
Stretch 2	Module 4	Counting Down from 5	K.CC.B.4, K.CC.C.7, K.OA.A.1, K.OA.A.2, K.OA.A.3, K.OA.A.5
Stretch 2	Module 4	Mathematical Situations	K.CC.B.4, K.OA.A.1, K.OA.A.2, K.OA.A.5