SuccessMaker®

Massachusetts Curriculum Framework
for Mathematics 2017, Kindergarten

Alignments to SuccessMaker
Providing rigorous intervention
for K-8 learners with unparalleled precision

Massachusetts Curriculum Framework for Mathematics 2017 Kindergarten	Item Code	SuccessMaker Item Description
(K.CC) Counting and Cardinality		
(K.CC.A) Know number names and the count sequence.		
(K.CC.A.1) Count to 100 by ones and by tens.	SMMA_LO_00971	Find a missing number in a sequence, counting by 10's (10 to 100, visual support).
	SMMA_LO_00981	Find a missing number in a sequence, counting by 10's (10 to 100).
(K.CC.A.2) Count forward beginning from a given number within the known sequence (instead of having to begin at one).	SMMA_LO_00700	Enter the missing date on a calendar.
	SMMA_LO_00940	Find the next number in a sequence, counting by 1's (1 to 5).
	SMMA_LO_00949	Find the number that comes before a given number, counting by 1's (1 to 9).
	SMMA_LO_00950	Order four numbers from least to greatest (1 to 9).
	SMMA_LO_00951	Find a missing number in a sequence, counting by 1's (1 to 20).
	SMMA_LO_00960	Find a missing number in a sequence, counting by 1's (1 to 9).
	SMMA_LO_00970	Find a missing number in a sequence, counting by 1's (10 to 20).
	SMMA_LO_00982	Find a missing number in a sequence, counting by 1's (11 to 50).
	SMMA_LO_00983	Find a missing number in a sequence, counting by 1's (51 to 99).
	SMMA_LO_00985	Identify four numbers ordered from least to greatest (two-digit).

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(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).	SMMA_LO_00932	Enter the number shown (1 to 5).
	SMMA_LO_00934	Match a digit to a set with that number of objects (1 to 5).
	SMMA_LO_00942	Enter the number shown (1 to 9).
	SMMA_LO_00964	Identify the number of objects for a word name. (1 to 9 objects).
	SMMA_LO_00965	Identify a number, model, or word with the same value (1 to 9).
	SMMA_LO_00001	Enter the number shown (0 to 4).
	SMMA_LO_00002	Enter the number shown (5 to 9).
	SMMA_LO_00937	Identify a number from a spoken number (1 to 5).
	SMMA_LO_00944	Identify a number from a spoken number (6 to 9).
(K.CC.B) Count to tell the number of objects.		
(K.CC.B.4) Understand the relationship between numbers and quantities; connect counting to cardinality.		
(K.CC.B.4.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.	SMMA_LO_00948	Find the next number in a sequence, counting by 1's (1 to 9).
	SMMA_LO_00921	Match objects to show a one-to-one correspondence (2 to 5 objects).

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(K.CC.B.4.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.	SMMA_LO_00939	Find the next number in a sequence, counting by 1's (1 to 5).
	SMMA_LO_02092	Count objects by pairing each object with one number 1 to 10; determine how many objects there are.
(K.CC.B.4.c) Understand that each successive number name refers to a quantity that is one larger. Recognize the one more pattern of counting using objects.	SMMA_LO_02093	Count objects by pairing each object with one number 1 to 10; determine how many objects there are when 1 more is added.
(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.	SMMA_LO_00003	Count two sets of objects to find the total (sums 2 to 4).
	SMMA_LO_00933	Count objects arranged in a row (1-5 objects).
	SMMA_LO_00935	Count objects not arranged in a row (1 to 5 objects).
	SMMA_LO_00936	Count specific objects within a larger set (1 to 6 objects).
	SMMA_LO_00938	Make a group with one to five objects.
	SMMA_LO_00943	Count objects not arranged in a row (6 to 9 objects).
	SMMA_LO_00945	Make a group with 6 to 9 objects.
	SMMA_LO_00956	Identify the group of objects that represent a number (1 to 5 objects).
	SMMA_LO_00957	Count objects arranged in a row (one to nine objects).
	SMMA_LO_00958	Count specific objects within a larger set (6 to 9 objects).
	SMMA_LO_00925	Move objects to show a one-to-one correspondence (1 to 5 objects).

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(K.CC.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 for groups with up to 10 objects, e.g., by using matching and counting strategies.	SMMA_LO_00922	Identify a set with the same number of objects as a given set (1 to 5 objects).
	SMMA_LO_00923	Identify a group with more objects than a given group (1 to 5 objects).
	SMMA_LO_00924	Identify a group with fewer objects than a given group (1 to 5 objects).
	SMMA_LO_00926	Make a set with the same number of objects as a given set (1 to 5 objects).
	SMMA_LO_00927	Make a group with one more object than a given group (one to five objects).
	SMMA_LO_00928	Make a group with one fewer object than a given group (1 to 5 objects).
	SMMA_LO_00929	Make a group with the same number of objects as a given group (6 to 9 objects).
	SMMA_LO_00930	Make a group with one more object than a given group (six to nine objects).
	SMMA_LO_00931	Make a group with one fewer object than a given group (6 to 9 objects).
	SMMA_LO_00953	Create a set with the same, more, or fewer number of objects than a given group (1 to 9 objects).
	SMMA_LO_00954	Create a set with one more object than a given set (1 to 9 objects).
	SMMA_LO_00955	Create a set with one fewer object than a given set (1 to 9 objects).
	SMMA_LO_00959	Identify the group with the greatest number of shapes of a given type (1 to 6).
(K.CC.C.7) Compare two numbers between 1 and 10 presented as written numerals.	SMMA_LO_00946	Identify a number that is greater than or less than a spoken number (1 to 9).
	SMMA_LO_00947	Identify the number with the greatest value (1 to 9).

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	SMMA_LO_01023	Identify whole numbers on a number line that satisfy the inequality (0 to 10).
(K.OA) Operations and Algebraic Thinking		
(K.OA.A) Understand addition as putting together and adding to, and understand subtraction as taking apart and taking from.		
(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.	SMMA_LO_00004	Count two sets of objects to find the total (sums 4 to 6).
	SMMA_LO_00005	Count two sets of objects to find the total (sums 2 to 5).
	SMMA_LO_00006	Count two sets of objects to find the total (sums 6 to 10).
	SMMA_LO_00007	Count objects in two sets and add (sums 1 to 5).
	SMMA_LO_00008	Count the objects in two sets and add (sums 6 to 10).
	SMMA_LO_00013	Add using basic math facts displayed horizontally (sums 6 to 10).
	SMMA_LO_00726	Identify sets of objects that combined have a given sum (sums 6 to 9).
	SMMA_LO_01228	Identify a picture that represents an addition problem (sums 2 to 6).
	SMMA_LO_01229	Write a number sentence for an addition problem (sums 2 to 5).
	SMMA_LO_01230	Write a number sentence for an addition problem (sums 2 to 10).
	SMMA_LO_01235	Identify a picture that represents a subtraction problem (minuends 5 to 10).
	SMMA_LO_01412	Solve a subtraction problem in context (minuends 2 to 5, pictorial models).
	SMMA_LO_01413	Subtract using basic math facts (minuends 2 to 10).

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	SMMA_LO_01414	Identify the expression that represents a picture (minuends 2 to 9).
	SMMA_LO_01417	Subtract using basic math facts displayed horizontally (minuends 6 to 9).
	SMMA_LO_01422	Identify the pictorial solution to a subtraction problem (minuends 2 to 9).
	SMMA_LO_01423	Identify the pictorial solution to a problem in context (minuends 4 to 9).
	SMMA_LO_01863	Model and apply joining stories to solve problems (sums 1 to 9).
	SMMA_LO_02183	Addition and subtraction word problems within 10 with both addends unknown.
	SMMA_LO_01542	Identify the picture that represents a subtraction problem in context (minuends 2 to 10).
(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.	SMMA_LO_00035	Add zero to a number (sums 1 to 9).
	SMMA_LO_01411	Solve a subtraction problem in context (minuends 2 to 5, pictorial models).
	SMMA_LO_01535	Solve a problem in context by adding or subtracting 1.
	SMMA_LO_01536	Act out the solution to a subtraction problem in context (minuends 1 to 6).
	SMMA_LO_01540	Solve an addition problem in context (same objects, sums 2 to 5).
	SMMA_LO_00036	Write an addition number sentence to represent a picture (sums 1 to 9).

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(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).	SMMA_LO_02096	Decompose numbers 2-10 into pairs in more than one way by using objects.
(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.	SMMA_LO_02097	Model the number that makes 10 when added to a given number from 1 to 9; then identify the number.
(K.OA.A.5) Fluently add and subtract within 5, including zero.	SMMA_LO_00010	Add using basic math facts (sums 1 to 5).
	SMMA_LO_00011	Add using basic math facts displayed horizontally (sums 2 to 5).
	SMMA_LO_01415	Subtract using basic math facts displayed horizontally (minuends 0 to 5).
	SMMA_LO_01416	Subtract using basic math facts (minuends 0 to 5).
(K.NBT) Number and Operations in Base Ten		
(K.NBT.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.	SMMA_LO_00972	Find a number equal to 2 to 9 ones.
	SMMA_LO_00973	Enter the number of ones equal to number 1 to 9.
	SMMA_LO_02094	Decompose numbers from 11 to 19 into ten ones and some further ones.
	SMMA_LO_02095	Compose numbers from 11 to 19 given ten ones and some further ones by using objects.

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(K.MD) Measurement and Data		
(K.MD.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.	SMMA_LO_00761	Identify the tool for a particular use (thermometer, scale, clock).
(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.	SMMA_LO_00689	Match amounts of liquid in containers (3 amounts).
	SMMA_LO_00694	Identify the tallest object.
	SMMA_LO_00695	Identify the biggest or smallest object.
	SMMA_LO_00696	Identify the container with the greatest or least capacity.
	SMMA_LO_00709	Identify the object that is a different length.
	SMMA_LO_00710	Find the height (2 to 9 nonstandard units).
	SMMA_LO_00712	Identify the object that is a different height.
	SMMA_LO_00713	Count to find the height and width (2 to 5 nonstandard units).
	SMMA_LO_00743	Identify the objects that are taller or shorter than a nonstandard unit.
	SMMA_LO_00747	Identify the smaller or bigger rectangle.
	SMMA_LO_00781	Identify which familiar object is heavier.

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(K.MD.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 (up to and including 10) and sort the categories by count.	SMMA_LO_00541	Identify the figure that is a different color from a given figure.
	SMMA_LO_00547	Identify the figure with a different shape.
	SMMA_LO_00576	Classify geometric figures by a shape attribute.
	SMMA_LO_00692	Identify a pair of objects that are not the same size.
	SMMA_LO_01227	Use logical reasoning to identify the item that does not belong in a group.
	SMMA_LO_01642	Formulate questions around numerical data.
(K.G) Geometry		
(K.G.A) Identify and describe shapes (squares, circles, triangles, rectangles, hexagons, cubes, cones, cylinders, and spheres).		
(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.	SMMA_LO_00524	Identify the object on the top, in the middle, or on the bottom.
	SMMA_LO_00525	Identify the object on the left or the right.
	SMMA_LO_00526	Identify the picture on the left or right.
	SMMA_LO_00532	Identify the object inside or outside a convex figure.
	SMMA_LO_00540	Identify the object that is the top, middle or bottom one.
	SMMA_LO_00543	Identify the object that is the top, middle, or bottom one.
	SMMA_LO_00552	Determine whether points are outside, inside, or on a geometric figure.

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	SMMA_LO_00570	Identify the object modeled by a geometric figure.
	SMMA_LO_00574	Identify the object that is near or far from another object.
	SMMA_LO_00575	Identify objects inside or outside a convex figure.
	SMMA_LO_00584	Identify the object behind or in front of another object in a three-dimensional perspective.
	SMMA_LO_00590	Move an object to a specified location. (upper left, upper right, lower left, or lower right corner).
	SMMA_LO_00517	Match pictures with shapes that are alike.
	SMMA_LO_00518	Match the face of a geometric solid to a plane figure.
	SMMA_LO_00736	Identify the rectangle with the same size and shape as a given rectangle.
(K.G.A.2) Correctly name shapes regardless of their orientation or overall size.	SMMA_LO_00529	Identify circles or squares by name.
	SMMA_LO_00530	Identify triangles or rectangles by name.
	SMMA_LO_00531	Identify a geometric figure (circle, triangle, rectangle, or square).
	SMMA_LO_00544	Identify circles or squares by name.
	SMMA_LO_00546	Identify triangles or rectangles by name.
	SMMA_LO_00550	Identify triangles, squares, rectangles, and pentagons.
	SMMA_LO_00565	Identify a shape by two positive tests e.g. red, circle.
	SMMA_LO_00568	Match a geometric figure to its name (circle, triangle, square, or rectangle).
	SMMA_LO_00571	Identify the figure that is not of a given type (rectangle or triangle).
	SMMA_LO_00572	Count the geometric figures in a picture.
	SMMA_LO_00616	Identify a geometric solid (cylinder, pyramid, or rectangular prism).

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	SMMA_LO_00622	Identify geometric solids (cones, cubes, cylinders, pyramids, rectangular prisms, spheres).
(K.G.A.3) Identify shapes as two-dimensional (lying in a plane, "flat") or three-dimensional ("solid").	SMMA_LO_01677	Sort two-dimensional and three-dimensional shapes.
(K.G.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).	SMMA_LO_00545	Match same size and shape (congruent) irregular polygons.
	SMMA_LO_00553	Identify the figure that has a different number of sides from a given figure.
	SMMA_LO_00555	Match similar irregular polygons.
	SMMA_LO_00557	Identify matching congruent figures under rotation and/or reflection.
	SMMA_LO_00566	Match similar figures in different orientations.
	SMMA_LO_00567	Identify matching congruent geometric solids.
	SMMA_LO_00581	Match complex congruent figures in different orientations.
	SMMA_LO_00586	Count the number of sides in a polygon.
	SMMA_LO_00587	Identify figures with more or fewer than a given number of sides.
	SMMA_LO_00589	Identify corners (vertices) of polygons.
	SMMA_LO_00592	Identify similar three-dimensional figures.
	SMMA_LO_00596	Count the corners (vertices) of a polygon (3 to 7 corners).
	SMMA_LO_00514	Match simple geometric figures that have the same size, shape, and color.
	SMMA_LO_00515	Match pictures that are identical.

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	SMMA_LO_00516	Match geometric figures that have the same size and shape (simple figures).
	SMMA_LO_00534	Move puzzle pieces to complete a puzzle (2 pieces).
	SMMA_LO_00548	Match a shape to a picture containing that shape.
	SMMA_LO_00549	Identify shapes that are alike.
(K.G.B.5) Model shapes in the world by building shapes from components (e.g., sticks and clay balls) and drawing shapes.	SMMA_LO_00611	Connect points on a geoboard to copy a figure.