



SuccessMaker[®]

**Maryland College and Career-Ready
Standards for Mathematics 2019
Kindergarten**

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

Maryland Standards Codes	Maryland College and Career-Ready Standards for Mathematics 2019 Kindergarten	SuccessMaker Item Description	Item ID
K.CC.A.1	Count to 100 by ones and by tens.	Find a missing number in a sequence, counting by 10's (10 to 100, visual support).	SMMA_LO_00971
		Find a missing number in a sequence, counting by 10's (10 to 100).	SMMA_LO_00981
K.CC.A.2	Count forward beginning from a given number within the known sequence (instead of having to begin at 1).	Enter the missing date on a calendar.	SMMA_LO_00700
		Find the next number in a sequence, counting by 1's (1 to 5).	SMMA_LO_00940
		Find the number that comes before a given number, counting by 1's (1 to 9).	SMMA_LO_00949
		Order four numbers from least to greatest (1 to 9).	SMMA_LO_00950
		Find a missing number in a sequence, counting by 1's (1 to 20).	SMMA_LO_00951
		Find a missing number in a sequence, counting by 1's (1 to 9).	SMMA_LO_00960
		Find a missing number in a sequence, counting by 1's (10 to 20).	SMMA_LO_00970
		Find a missing number in a sequence, counting by 1's (11 to 50).	SMMA_LO_00982
		Find a missing number in a sequence, counting by 1's (51 to 99).	SMMA_LO_00983
		Identify four numbers ordered from least to greatest (two-digit).	SMMA_LO_00985
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).	Enter the number shown (1 to 5).	SMMA_LO_00932
		Match a digit to a set with that number of objects (1 to 5).	SMMA_LO_00934
		Enter the number shown (1 to 9).	SMMA_LO_00942
		Identify the number of objects for a word name. (1 to 9 objects).	SMMA_LO_00964
		Identify a number, model, or word with the same value (1 to 9).	SMMA_LO_00965
		R: Enter the number shown (0 to 4).	SMMA_LO_00001
		R: Enter the number shown (5 to 9).	SMMA_LO_00002
		R: Identify a number from a spoken number (1 to 5).	SMMA_LO_00937
R: Identify a number from a spoken number (6 to 9).	SMMA_LO_00944		
K.CC.B.4a	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. (one to one correspondence)	Find the next number in a sequence, counting by 1's (1 to 9).	SMMA_LO_00948
		R: Match objects to show a one-to-one correspondence (2 to 5 objects).	SMMA_LO_00921

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K.CC.B.4b	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.	Find the next number in a sequence, counting by 1's (1 to 5).	SMMA_LO_00939
		Count objects by pairing each object with one number 1 to 10; determine how many objects there are.	SMMA_LO_02092
K.CC.B.4c	Understand that each successive number name refers to a quantity that is one larger.	Count objects by pairing each object with one number 1 to 10; determine how many objects there are when 1 more is added.	SMMA_LO_02093
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.	Count two sets of objects to find the total (sums 2 to 4).	SMMA_LO_00003
		Count objects arranged in a row (1-5 objects).	SMMA_LO_00933
		Count objects not arranged in a row (1 to 5 objects).	SMMA_LO_00935
		Count specific objects within a larger set (1 to 6 objects).	SMMA_LO_00936
		Make a group with one to five objects.	SMMA_LO_00938
		Count objects not arranged in a row (6 to 9 objects).	SMMA_LO_00943
		Make a group with 6 to 9 objects.	SMMA_LO_00945
		Identify the group of objects that represent a number (1 to 5 objects).	SMMA_LO_00956
		Count objects arranged in a row (one to nine objects).	SMMA_LO_00957
		Count specific objects within a larger set (6 to 9 objects).	SMMA_LO_00958
		R: Move objects to show a one-to-one correspondence (1 to 5 objects).	SMMA_LO_00925
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 (Include groups with up to ten objects).	Identify a set with the same number of objects as a given set (1 to 5 objects).	SMMA_LO_00922
		Identify a group with more objects than a given group (1 to 5 objects).	SMMA_LO_00923
		Identify a group with fewer objects than a given group (1 to 5 objects).	SMMA_LO_00924
		Make a set with the same number of objects as a given set (1 to 5 objects).	SMMA_LO_00926
		Make a group with one more object than a given group (one to five objects).	SMMA_LO_00927
		Make a group with one fewer object than a given group (1 to 5 objects).	SMMA_LO_00928
		Make a group with the same number of objects as a given group (6 to 9 objects).	SMMA_LO_00929
		Make a group with one more object than a given group (six to nine objects).	SMMA_LO_00930
		Make a group with one fewer object than a given group (6 to 9 objects).	SMMA_LO_00931

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		Create a set with the same, more, or fewer number of objects than a given group (1 to 9 objects).	SMMA_LO_00953
		Create a set with one more object than a given set (1 to 9 objects).	SMMA_LO_00954
		Create a set with one fewer object than a given set (1 to 9 objects).	SMMA_LO_00955
		Identify the group with the greatest number of shapes of a given type (1 to 6).	SMMA_LO_00959
K.CC.C.7	Compare two numbers between 1 and 10 presented as written numerals.	Identify a number that is greater than or less than a spoken number (1 to 9).	SMMA_LO_00946
		Identify the number with the greatest value (1 to 9).	SMMA_LO_00947
		Identify whole numbers on a number line that satisfy the inequality (0 to 10).	SMMA_LO_01023
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.	Identify the object on the top, in the middle, or on the bottom.	SMMA_LO_00524
		Identify the object on the left or the right.	SMMA_LO_00525
		Identify the picture on the left or right.	SMMA_LO_00526
		Identify the object inside or outside a convex figure.	SMMA_LO_00532
		Identify the object that is the top, middle or bottom one.	SMMA_LO_00540
		Identify the object that is the top, middle, or bottom one.	SMMA_LO_00543
		Determine whether points are outside, inside, or on a geometric figure.	SMMA_LO_00552
		Identify the object modeled by a geometric figure.	SMMA_LO_00570
		Identify the object that is near or far from another object.	SMMA_LO_00574
		Identify objects inside or outside a convex figure.	SMMA_LO_00575
		Identify the object behind or in front of another object in a three-dimensional perspective.	SMMA_LO_00584
		Move an object to a specified location (upper left, upper right, lower left, or lower right corner).	SMMA_LO_00590
		R: Match pictures with shapes that are alike.	SMMA_LO_00517
		R: Match the face of a geometric solid to a plane figure.	SMMA_LO_00518
		R: Identify the rectangle with the same size and shape as a given rectangle.	SMMA_LO_00736
K.G.A.2	Correctly name shapes regardless of their orientations or overall size. squares, circles, triangles, rectangles, hexagons, cubes, cones, cylinders, and spheres	Identify circles or squares by name.	SMMA_LO_00529
		Identify triangles or rectangles by name.	SMMA_LO_00530
		Identify a geometric figure (circle, triangle, rectangle, or square).	SMMA_LO_00531
		Identify circles or squares by name.	SMMA_LO_00544
		Identify triangles or rectangles by name.	SMMA_LO_00546

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		Identify 3-, 4-, and 5-sided figures.	SMMA_LO_00550
		Identify a shape by two positive tests, e.g., red, circle.	SMMA_LO_00565
		Match a geometric figure to its name (circle, triangle, square, or rectangle).	SMMA_LO_00568
		Identify the figure that is not of a given type (rectangle or triangle).	SMMA_LO_00571
		Count the geometric figures in a picture.	SMMA_LO_00572
		Identify a geometric solid (cylinder, pyramid, or rectangular prism).	SMMA_LO_00616
		Identify geometric solids (cones, cubes, cylinders, pyramids, rectangular prisms, spheres).	SMMA_LO_00622
K.G.A.3	Identify shapes as two-dimensional (lying in a plane, "flat") or three-dimensional ("solid").	Sort two-dimensional and three-dimensional shapes.	SMMA_LO_01677
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).	Match same size and shape (congruent) irregular polygons.	SMMA_LO_00545
		Identify the figure that has a different number of sides from a given figure.	SMMA_LO_00553
		Match similar irregular polygons.	SMMA_LO_00555
		Identify matching congruent figures under rotation and/or reflection.	SMMA_LO_00557
		Match similar figures in different orientations.	SMMA_LO_00566
		Identify matching congruent geometric solids.	SMMA_LO_00567
		Match complex congruent figures in different orientations.	SMMA_LO_00581
		Count the number of sides in a polygon.	SMMA_LO_00586
		Identify figures with more or fewer than a given number of sides.	SMMA_LO_00587
		Identify corners (vertices) of polygons.	SMMA_LO_00589
		Identify similar three-dimensional figures.	SMMA_LO_00592
		Count the corners (vertices) of a polygon (3 to 7 corners).	SMMA_LO_00596
		R: Match simple geometric figures that have the same size, shape, and color.	SMMA_LO_00514
		R: Match pictures that are identical.	SMMA_LO_00515
		R: Match geometric figures that have the same size and shape (simple figures).	SMMA_LO_00516
		R: Move puzzle pieces to complete a puzzle (2 pieces).	SMMA_LO_00534
		R: Match a shape to a picture containing that shape.	SMMA_LO_00548
		R: Identify shapes that are alike.	SMMA_LO_00549

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K.G.B.5	Model shapes in the world by building shapes from components (e.g., sticks and clay balls) and drawing shapes.	Connect points on a geoboard to copy a figure.	SMMA_LO_00611
K.MD.A.1	Describe measurable attributes of objects, such as length or weight. Describe several measurable attributes of a single object.	R: Identify the tool for a particular use (thermometer, scale, clock).	SMMA_LO_00761
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.	Match amounts of liquid in containers (3 amounts).	SMMA_LO_00689
		Identify the tallest object.	SMMA_LO_00694
		Identify the biggest or smallest object.	SMMA_LO_00695
		Identify the container with the greatest or least capacity.	SMMA_LO_00696
		Identify the object that is a different length.	SMMA_LO_00709
		Identify the object that is a different height.	SMMA_LO_00712
		Identify the objects that are taller or shorter than a nonstandard unit.	SMMA_LO_00743
		Identify the smaller or bigger rectangle.	SMMA_LO_00747
K.MD.B.3	Classify objects into given categories; count the number of objects in each category and sort the categories by count (Limit category counts to be less than or equal to 10.).	Identify the figure that is a different color from a given figure.	SMMA_LO_00541
		Identify the figure with a different shape.	SMMA_LO_00547
		Classify geometric figures by a shape attribute.	SMMA_LO_00576
		Identify a pair of objects that are not the same size.	SMMA_LO_00692
		R: Use logical reasoning to identify the item that does not belong in a group.	SMMA_LO_01227
		R: Formulate questions around numerical data.	SMMA_LO_01642
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 (such as $18 = 10 + 8$); understand that these numbers are composed of ten ones and one, two, three, four, five, six, seven, eight, or nine ones.	Find a number equal to 2 to 9 ones.	SMMA_LO_00972
		Enter the number equal to 1 to 9 ones.	SMMA_LO_00973
		Decompose numbers from 11 to 19 into ten ones and some further ones.	SMMA_LO_02094
		Compose numbers from 11 to 19 given ten ones and some further ones by using objects.	SMMA_LO_02095

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K.OA.A.1	Represent addition and subtraction with objects, fingers, mental images, drawings, sounds (e.g., claps), acting out situations, or verbal explanations, expressions, or equations.	Count two sets of objects to find the total (sums 4 to 6).	SMMA_LO_00004
		Count two sets of objects to find the total (sums 2 to 5).	SMMA_LO_00005
		Count two sets of objects to find the total (sums 6 to 10).	SMMA_LO_00006
		Count the objects in two sets (sums 1 to 5).	SMMA_LO_00007
		Count the objects in two sets (sums 6 to 10).	SMMA_LO_00008
		Add using basic math facts displayed horizontally (sums 6 to 10).	SMMA_LO_00013
		Identify sets of objects that combined have a given sum (sums 6 to 9).	SMMA_LO_00726
		Identify a picture that represents an addition problem (sums 2 to 6).	SMMA_LO_01228
		Write a number sentence for an addition problem (sums 2 to 5).	SMMA_LO_01229
		Write a number sentence for an addition problem (sums 2 to 10).	SMMA_LO_01230
		Identify a picture that represents a subtraction problem (minuends 5 to 10).	SMMA_LO_01235
		Solve a subtraction problem in context (minuends 2 to 5, pictorial models).	SMMA_LO_01412
		Subtract using basic math facts (minuends 2 to 10).	SMMA_LO_01413
		Identify the expression that represents a picture (minuends 2 to 9).	SMMA_LO_01414
		Subtract using basic math facts displayed horizontally (minuends 6 to 9).	SMMA_LO_01417
Identify the pictorial solution to a subtraction problem (minuends 2 to 9).	SMMA_LO_01422		
K.OA.A.1	Represent addition and subtraction with objects, fingers, mental images, drawings, sounds (e.g., claps), acting out situations, or verbal explanations, expressions, or equations.	Identify the pictorial solution to a problem in context (minuends 4 to 9).	SMMA_LO_01423
		Model and apply joining stories to solve problems (sums 1 to 9).	SMMA_LO_01863
		R: Identify the picture that represents a subtraction problem in context (minuends 2 to 10).	SMMA_LO_01542
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.	Add zero to a number (sums 1 to 9).	SMMA_LO_00035
		Solve a subtraction problem in context (minuends 2 to 5, pictorial models).	SMMA_LO_01411
		Solve a problem in context by adding or subtracting 1.	SMMA_LO_01535
		Act out the solution to a subtraction problem in context (minuends 1 to 6).	SMMA_LO_01536
		Solve an addition problem in context (same objects, sums 2 to 5).	SMMA_LO_01540
		R: Write an addition number sentence to represent a picture (sums 1 to 9).	SMMA_LO_00036

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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 drawing, and record each decomposition by a drawing or equation (e.g., $5 = 2 + 3$ and $5 = 4 + 1$).	Decompose numbers 2–10 into pairs in more than one way by using objects.	SMMA_LO_02096
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.	Model the number that makes 10 when added to a given number from 1 to 9; then identify the number.	SMMA_LO_02097
K.OA.A.5	Fluently add and subtract within 5.	Add using basic math facts (sums 1 to 5).	SMMA_LO_00010
		Add using basic math facts displayed horizontally (sums 2 to 5).	SMMA_LO_00011
		Subtract using basic math facts displayed horizontally (minuends 0 to 5).	SMMA_LO_01415
		Subtract using basic math facts (minuends 0 to 5).	SMMA_LO_01416

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