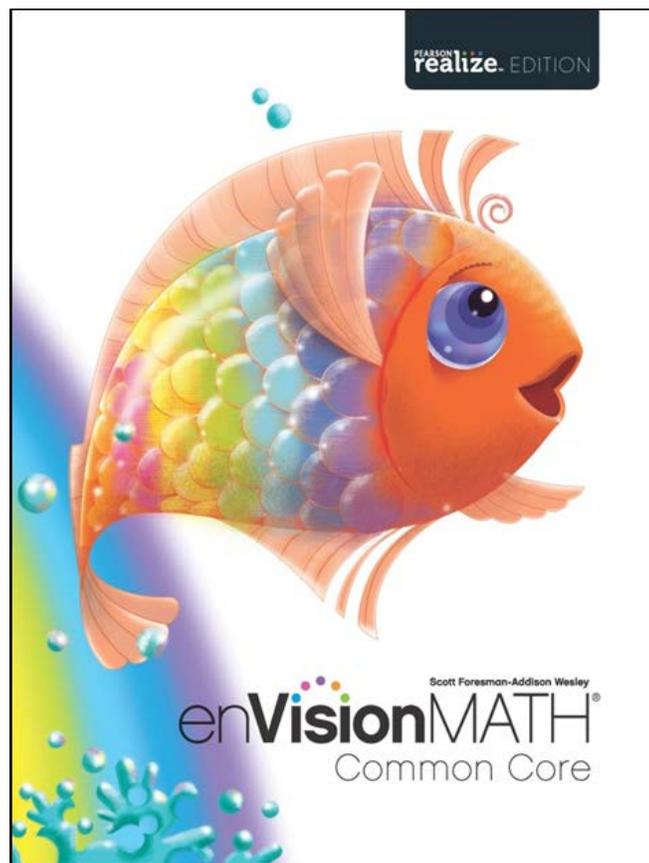


# An Alignment of Minnesota Academic Standards for Mathematics 2007

Minnesota Department of  
Education



To the Lessons of  
**enVisionMATH Common Core**  
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<b>Counting and Cardinality</b>	
<b>Topic 1: One to Five</b>	
Lesson 1-1: Counting 1, 2, and 3	<p><b>K.1.1.1</b> Recognize that a number can be used to represent how many objects are in a set or to represent the position of an object in a sequence.</p> <p><b>K.1.1.2</b> Read, write, and represent whole numbers from 0 to at least 31. Representations may include numerals, pictures, real objects and picture graphs, spoken words, and manipulatives such as connecting cubes.</p> <p><b>K.1.1.3</b> Count, with and without objects, forward and backward to at least 20.</p>
Lesson 1-2: Counting 1, 2, and 3 in Different Arrangements	<p><b>K.1.1.1</b> Recognize that a number can be used to represent how many objects are in a set or to represent the position of an object in a sequence.</p> <p><b>K.1.1.2</b> Read, write, and represent whole numbers from 0 to at least 31. Representations may include numerals, pictures, real objects and picture graphs, spoken words, and manipulatives such as connecting cubes.</p> <p><b>K.1.1.3</b> Count, with and without objects, forward and backward to at least 20.</p>
Lesson 1-3: Reading and Writing 1, 2, and 3	<p><b>K.1.1.1</b> Recognize that a number can be used to represent how many objects are in a set or to represent the position of an object in a sequence.</p> <p><b>K.1.1.2</b> Read, write, and represent whole numbers from 0 to at least 31. Representations may include numerals, pictures, real objects and picture graphs, spoken words, and manipulatives such as connecting cubes.</p>

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(Continued) Lesson 1-3: Reading and Writing 1, 2, and 3	<p><b>K.1.1.3</b> Count, with and without objects, forward and backward to at least 20.</p>
Lesson 1-4: Counting 4 and 5	<p><b>K.1.1.1</b> Recognize that a number can be used to represent how many objects are in a set or to represent the position of an object in a sequence.</p> <p><b>K.1.1.2</b> Read, write, and represent whole numbers from 0 to at least 31. Representations may include numerals, pictures, real objects and picture graphs, spoken words, and manipulatives such as connecting cubes.</p> <p><b>K.1.1.3</b> Count, with and without objects, forward and backward to at least 20.</p>
Lesson 1-5: Counting 4 and 5 in Different Arrangements	<p><b>K.1.1.1</b> Recognize that a number can be used to represent how many objects are in a set or to represent the position of an object in a sequence.</p> <p><b>K.1.1.2</b> Read, write, and represent whole numbers from 0 to at least 31. Representations may include numerals, pictures, real objects and picture graphs, spoken words, and manipulatives such as connecting cubes.</p> <p><b>K.1.1.3</b> Count, with and without objects, forward and backward to at least 20.</p>
Lesson 1-6: Reading and Writing 4 and 5	<p><b>K.1.1.1</b> Recognize that a number can be used to represent how many objects are in a set or to represent the position of an object in a sequence.</p> <p><b>K.1.1.2</b> Read, write, and represent whole numbers from 0 to at least 31. Representations may include numerals, pictures, real objects and picture graphs, spoken words, and manipulatives such as connecting cubes.</p>

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(Continued) Lesson 1-6: Reading and Writing 4 and 5	<b>K.1.1.3</b> Count, with and without objects, forward and backward to at least 20.
Lesson 1-7: Problem Solving: Use Objects	<p><b>K.1.1.1</b> Recognize that a number can be used to represent how many objects are in a set or to represent the position of an object in a sequence.</p> <p><b>K.1.1.2</b> Read, write, and represent whole numbers from 0 to at least 31. Representations may include numerals, pictures, real objects and picture graphs, spoken words, and manipulatives such as connecting cubes.</p> <p><b>K.1.1.3</b> Count, with and without objects, forward and backward to at least 20.</p>
<b>Topic 2: Comparing and Ordering 0 to 5</b>	
Lesson 2-1: More, Fewer, and Same As	<p><b>K.1.1.1</b> Recognize that a number can be used to represent how many objects are in a set or to represent the position of an object in a sequence.</p> <p><b>K.1.1.4</b> Find a number that is 1 more or 1 less than a given number.</p>
Lesson 2-2: 1 and 2 More	<b>K.1.1.4</b> Find a number that is 1 more or 1 less than a given number.
Lesson 2-3: 1 and 2 Fewer	<b>K.1.1.4</b> Find a number that is 1 more or 1 less than a given number.
Lesson 2-4: As Many, More, and Fewer	<p><b>K.1.1.2</b> Read, write, and represent whole numbers from 0 to at least 31. Representations may include numerals, pictures, real objects and picture graphs, spoken words, and manipulatives such as connecting cubes.</p> <p><b>K.1.1.4</b> Find a number that is 1 more or 1 less than a given number.</p>

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(Continued) Lesson 2-4: As Many, More, and Fewer	<b>1.1.1.6</b> Use words to describe the relative size of numbers.
Lesson 2-5: Comparing Numbers Through 5	<p><b>K.1.1.1</b> Recognize that a number can be used to represent how many objects are in a set or to represent the position of an object in a sequence.</p> <p><b>K.1.1.2</b> Read, write, and represent whole numbers from 0 to at least 31. Representations may include numerals, pictures, real objects and picture graphs, spoken words, and manipulatives such as connecting cubes.</p> <p><b>K.1.1.3</b> Count, with and without objects, forward and backward to at least 20.</p> <p><b>K.1.1.4</b> Find a number that is 1 more or 1 less than a given number.</p> <p><b>K.1.1.5</b> Compare and order whole numbers, with and without objects, from 0 to 20.</p> <p><b>1.1.1.5</b> Compare and order whole numbers up to 120.</p>
Lesson 2-6: The Number 0	<p><b>K.1.1.1</b> Recognize that a number can be used to represent how many objects are in a set or to represent the position of an object in a sequence.</p> <p><b>K.1.1.2</b> Read, write, and represent whole numbers from 0 to at least 31. Representations may include numerals, pictures, real objects and picture graphs, spoken words, and manipulatives such as connecting cubes.</p> <p><b>K.1.1.3</b> Count, with and without objects, forward and backward to at least 20.</p>

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Lesson 2-7: Reading and Writing 0	<p><b>K.1.1.1</b> Recognize that a number can be used to represent how many objects are in a set or to represent the position of an object in a sequence.</p> <p><b>K.1.1.2</b> Read, write, and represent whole numbers from 0 to at least 31. Representations may include numerals, pictures, real objects and picture graphs, spoken words, and manipulatives such as connecting cubes.</p> <p><b>K.1.1.3</b> Count, with and without objects, forward and backward to at least 20.</p>
Lesson 2-8: Ordering Numbers 0 to 5	<p><b>K.1.1.2</b> Read, write, and represent whole numbers from 0 to at least 31. Representations may include numerals, pictures, real objects and picture graphs, spoken words, and manipulatives such as connecting cubes.</p> <p><b>K.1.1.3</b> Count, with and without objects, forward and backward to at least 20.</p> <p><b>K.1.1.5</b> Compare and order whole numbers, with and without objects, from 0 to 20.</p> <p><b>1.1.1.5</b> Compare and order whole numbers up to 120.</p>
Lesson 2-9: Problem Solving: Use Objects	<p><b>K.1.1.2</b> Read, write, and represent whole numbers from 0 to at least 31. Representations may include numerals, pictures, real objects and picture graphs, spoken words, and manipulatives such as connecting cubes.</p> <p><b>K.1.1.3</b> Count, with and without objects, forward and backward to at least 20.</p> <p><b>K.1.1.5</b> Compare and order whole numbers, with and without objects, from 0 to 20.</p>

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<b>Topic 3: Six to Ten</b>	
Lesson 3-1: Counting 6 and 7	<p><b>K.1.1.1</b> Recognize that a number can be used to represent how many objects are in a set or to represent the position of an object in a sequence.</p> <p><b>K.1.1.2</b> Read, write, and represent whole numbers from 0 to at least 31. Representations may include numerals, pictures, real objects and picture graphs, spoken words, and manipulatives such as connecting cubes.</p> <p><b>K.1.1.3</b> Count, with and without objects, forward and backward to at least 20.</p>
Lesson 3-2: Reading and Writing 6 and 7	<p><b>K.1.1.1</b> Recognize that a number can be used to represent how many objects are in a set or to represent the position of an object in a sequence.</p> <p><b>K.1.1.2</b> Read, write, and represent whole numbers from 0 to at least 31. Representations may include numerals, pictures, real objects and picture graphs, spoken words, and manipulatives such as connecting cubes.</p> <p><b>K.1.1.3</b> Count, with and without objects, forward and backward to at least 20.</p>
Lesson 3-3: Counting 8 and 9	<p><b>K.1.1.1</b> Recognize that a number can be used to represent how many objects are in a set or to represent the position of an object in a sequence.</p> <p><b>K.1.1.2</b> Read, write, and represent whole numbers from 0 to at least 31. Representations may include numerals, pictures, real objects and picture graphs, spoken words, and manipulatives such as connecting cubes.</p> <p><b>K.1.1.3</b> Count, with and without objects, forward and backward to at least 20.</p>

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Lesson 3-4: Reading and Writing 8 and 9	<p><b>K.1.1.1</b> Recognize that a number can be used to represent how many objects are in a set or to represent the position of an object in a sequence.</p> <p><b>K.1.1.2</b> Read, write, and represent whole numbers from 0 to at least 31. Representations may include numerals, pictures, real objects and picture graphs, spoken words, and manipulatives such as connecting cubes.</p> <p><b>K.1.1.3</b> Count, with and without objects, forward and backward to at least 20.</p>
Lesson 3-5: Counting 10	<p><b>K.1.1.1</b> Recognize that a number can be used to represent how many objects are in a set or to represent the position of an object in a sequence</p> <p><b>K.1.1.2</b> Read, write, and represent whole numbers from 0 to at least 31. Representations may include numerals, pictures, real objects and picture graphs, spoken words, and manipulatives such as connecting cubes.</p> <p><b>K.1.1.3</b> Count, with and without objects, forward and backward to at least 20.</p>
Lesson 3-6: Reading and Writing 10	<p><b>K.1.1.1</b> Recognize that a number can be used to represent how many objects are in a set or to represent the position of an object in a sequence</p> <p><b>K.1.1.2</b> Read, write, and represent whole numbers from 0 to at least 31. Representations may include numerals, pictures, real objects and picture graphs, spoken words, and manipulatives such as connecting cubes.</p> <p><b>K.1.1.3</b> Count, with and without objects, forward and backward to at least 20.</p>

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Lesson 3-7: Problem Solving: Look for a Pattern	<p><b>K.1.1.3</b> Count, with and without objects, forward and backward to at least 20.</p> <p><b>K.1.1.5</b> Compare and order whole numbers, with and without objects, from 0 to 20.</p> <p><b>K.2.1.1</b> Identify, create, complete, and extend simple patterns using shape, color, size, number, sounds and movements. Patterns may be repeating, growing or shrinking such as ABB, ABB, ABB or ,,,,,,.</p> <p><b>1.2.1.1</b> Create simple patterns using objects, pictures, numbers and rules. Identify possible rules to complete or extend patterns. Patterns may be repeating, growing or shrinking. Calculators can be used to create and explore patterns.</p>
<b>Topic 4: Comparing and Ordering Numbers 0 to 10</b>	
Lesson 4-1: Comparing Numbers Through 10	<p><b>K.1.1.3</b> Count, with and without objects, forward and backward to at least 20.</p> <p><b>K.1.1.4</b> Find a number that is 1 more or 1 less than a given number.</p> <p><b>K.1.1.5</b> Compare and order whole numbers, with and without objects, from 0 to 20.</p> <p><b>1.1.1.5</b> Compare and order whole numbers up to 120.</p>
Lesson 4-2: Comparing Numbers to 5	<p><b>K.1.1.3</b> Count, with and without objects, forward and backward to at least 20.</p> <p><b>K.1.1.5</b> Compare and order whole numbers, with and without objects, from 0 to 20.</p> <p><b>1.1.1.5</b> Compare and order whole numbers up to 120.</p>

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<p align="center"><b>enVisionMATH Common Core, ©2015 Kindergarten</b></p>	<p align="center"><b>Minnesota Mathematics K-12 Academic Standards</b></p>
<p>Lesson 4-3: Comparing Numbers to 10</p>	<p><b>K.1.1.3</b> Count, with and without objects, forward and backward to at least 20.</p> <p><b>K.1.1.5</b> Compare and order whole numbers, with and without objects, from 0 to 20.</p> <p><b>1.1.1.5</b> Compare and order whole numbers up to 120.</p>
<p>Lesson 4-4: 1 More</p>	<p><b>K.1.1.2</b> Read, write, and represent whole numbers from 0 to at least 31. Representations may include numerals, pictures, real objects and picture graphs, spoken words, and manipulatives such as connecting cubes.</p> <p><b>K.1.1.4</b> Find a number that is 1 more or 1 less than a given number.</p> <p><b>1.1.1.6</b> Use words to describe the relative size of numbers.</p>
<p>Lesson 4-5: 1 Fewer</p>	<p><b>K.1.1.2</b> Read, write, and represent whole numbers from 0 to at least 31. Representations may include numerals, pictures, real objects and picture graphs, spoken words, and manipulatives such as connecting cubes.</p> <p><b>K.1.1.4</b> Find a number that is 1 more or 1 less than a given number.</p> <p><b>1.1.1.6</b> Use words to describe the relative size of numbers.</p>
<p>Lesson 4-6: 2 More</p>	<p><b>K.1.1.2</b> Read, write, and represent whole numbers from 0 to at least 31. Representations may include numerals, pictures, real objects and picture graphs, spoken words, and manipulatives such as connecting cubes.</p>

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(Continued) Lesson 4-6: 2 More	<p><b>K.1.1.4</b> Find a number that is 1 more or 1 less than a given number.</p> <p><b>1.1.1.6</b> Use words to describe the relative size of numbers.</p>
Lesson 4-7: 2 Fewer	<p><b>K.1.1.2</b> Read, write, and represent whole numbers from 0 to at least 31. Representations may include numerals, pictures, real objects and picture graphs, spoken words, and manipulatives such as connecting cubes.</p> <p><b>K.1.1.4</b> Find a number that is 1 more or 1 less than a given number.</p> <p><b>1.1.1.6</b> Use words to describe the relative size of numbers.</p>
Lesson 4-8: Ordering Numbers Through 10	<p><b>K.1.1.2</b> Read, write, and represent whole numbers from 0 to at least 31. Representations may include numerals, pictures, real objects and picture graphs, spoken words, and manipulatives such as connecting cubes.</p> <p><b>K.1.1.5</b> Compare and order whole numbers, with and without objects, from 0 to 20.</p> <p><b>1.1.1.5</b> Compare and order whole numbers up to 120.</p>
Lesson 4-9: Ordering Numbers on a Number Line	<p><b>K.1.1.5</b> Compare and order whole numbers, with and without objects, from 0 to 20.</p> <p><b>K.2.1.1</b> Identify, create, complete, and extend simple patterns using shape, color, size, number, sounds and movements. Patterns may be repeating, growing or shrinking such as ABB, ABB, ABB or .....</p> <p><b>1.1.1.5</b> Compare and order whole numbers up to 120.</p>

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Lesson 4-10: Problem Solving: Use Objects	<p><b>K.1.1.3</b> Count, with and without objects, forward and backward to at least 20.</p> <p><b>K.1.1.4</b> Find a number that is 1 more or 1 less than a given number.</p>
<b>Topic 5: Numbers to 20</b>	
Lesson 5-1: Counting, Reading, and Writing 11 and 12	<p><b>K.1.1.1</b> Recognize that a number can be used to represent how many objects are in a set or to represent the position of an object in a sequence</p> <p><b>K.1.1.2</b> Read, write, and represent whole numbers from 0 to at least 31. Representations may include numerals, pictures, real objects and picture graphs, spoken words, and manipulatives such as connecting cubes.</p> <p><b>K.1.1.3</b> Count, with and without objects, forward and backward to at least 20.</p> <p><b>1.1.1.2</b> Read, write and represent whole numbers up to 120. Representations may include numerals, addition and subtraction, pictures, tally marks, number lines and manipulatives, such as bundles of sticks and base 10 blocks.</p>
Lesson 5-2: Counting, Reading, and Writing 13, 14, and 15	<p><b>K.1.1.1</b> Recognize that a number can be used to represent how many objects are in a set or to represent the position of an object in a sequence</p> <p><b>K.1.1.2</b> Read, write, and represent whole numbers from 0 to at least 31. Representations may include numerals, pictures, real objects and picture graphs, spoken words, and manipulatives such as connecting cubes.</p> <p><b>K.1.1.3</b> Count, with and without objects, forward and backward to at least 20.</p>

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(Continued) Lesson 5-2: Counting, Reading, and Writing 13, 14, and 15	<p><b>1.1.1.2</b> Read, write and represent whole numbers up to 120. Representations may include numerals, addition and subtraction, pictures, tally marks, number lines and manipulatives, such as bundles of sticks and base 10 blocks.</p>
Lesson 5-3: Counting, Reading, and Writing 16 and 17	<p><b>K.1.1.1</b> Recognize that a number can be used to represent how many objects are in a set or to represent the position of an object in a sequence</p> <p><b>K.1.1.2</b> Read, write, and represent whole numbers from 0 to at least 31. Representations may include numerals, pictures, real objects and picture graphs, spoken words, and manipulatives such as connecting cubes.</p> <p><b>K.1.1.3</b> Count, with and without objects, forward and backward to at least 20.</p> <p><b>1.1.1.2</b> Read, write and represent whole numbers up to 120. Representations may include numerals, addition and subtraction, pictures, tally marks, number lines and manipulatives, such as bundles of sticks and base 10 blocks.</p>
Lesson 5-4: Counting, Reading, and Writing 18, 19, and 20	<p><b>K.1.1.1</b> Recognize that a number can be used to represent how many objects are in a set or to represent the position of an object in a sequence</p> <p><b>K.1.1.2</b> Read, write, and represent whole numbers from 0 to at least 31. Representations may include numerals, pictures, real objects and picture graphs, spoken words, and manipulatives such as connecting cubes.</p> <p><b>K.1.1.3</b> Count, with and without objects, forward and backward to at least 20.</p>

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(Continued) Lesson 5-4: Counting, Reading, and Writing 18, 19, and 20	<b>1.1.1.2</b> Read, write and represent whole numbers up to 120. Representations may include numerals, addition and subtraction, pictures, tally marks, number lines and manipulatives, such as bundles of sticks and base 10 blocks.
Lesson 5-5: How Many?	<b>K.1.1.1</b> Recognize that a number can be used to represent how many objects are in a set or to represent the position of an object in a sequence  <b>K.1.1.2</b> Read, write, and represent whole numbers from 0 to at least 31. Representations may include numerals, pictures, real objects and picture graphs, spoken words, and manipulatives such as connecting cubes.  <b>K.1.1.3</b> Count, with and without objects, forward and backward to at least 20.
Lesson 5-6: Problem Solving: Use Logical Reasoning	<b>K.1.1.2</b> Read, write, and represent whole numbers from 0 to at least 31. Representations may include numerals, pictures, real objects and picture graphs, spoken words, and manipulatives such as connecting cubes.  <b>K.2.1.1</b> Identify, create, complete, and extend simple patterns using shape, color, size, number, sounds and movements. Patterns may be repeating, growing or shrinking such as ABB, ABB, ABB or .,.,.,.,.
<b>Topic 6: Numbers to 100</b>	
Lesson 6-1: Counting to 30	<b>K.1.1.2</b> Read, write, and represent whole numbers from 0 to at least 31. Representations may include numerals, pictures, real objects and picture graphs, spoken words, and manipulatives such as connecting cubes.  <b>K.1.1.3</b> Count, with and without objects, forward and backward to at least 20.

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(Continued) Lesson 6-1: Counting to 30	<b>1.1.1.3</b> Count, with and without objects, forward and backward from any given number up to 120.
Lesson 6-2: Counting to 100	<p><b>K.1.1.3</b> Count, with and without objects, forward and backward to at least 20.</p> <p><b>K.1.1.4</b> Find a number that is 1 more or 1 less than a given number.</p> <p><b>K.1.1.5</b> Compare and order whole numbers, with and without objects, from 0 to 20.</p> <p><b>K.2.1.1</b> Identify, create, complete, and extend simple patterns using shape, color, size, number, sounds and movements. Patterns may be repeating, growing or shrinking such as ABB, ABB, ABB or .,.,.,....</p> <p><b>1.1.1.3</b> Count, with and without objects, forward and backward from any given number up to 120.</p>
Lesson 6-3: Counting Groups of Ten	<p><b>K.1.1.3</b> Count, with and without objects, forward and backward to at least 20.</p> <p><b>K.2.1.1</b> Identify, create, complete, and extend simple patterns using shape, color, size, number, sounds and movements. Patterns may be repeating, growing or shrinking such as ABB, ABB, ABB or .,.,.,....</p> <p><b>1.1.2.3</b> Recognize the relationship between counting and addition and subtraction. Skip count by 2s, 5s, and 10s.</p> <p><b>2.1.2.1</b> Use strategies to generate addition and Subtraction facts including making tens, fact families, doubles plus or minus one, counting on, counting back, and the commutative and associative properties. Use the relationship between addition and subtraction to generate basic facts.</p>

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Lesson 6-4: Patterns on a Hundred Chart	<p><b>K.1.1.3</b> Count, with and without objects, forward and backward to at least 20.</p> <p><b>K.2.1.1</b> Identify, create, complete, and extend simple patterns using shape, color, size, number, sounds and movements. Patterns may be repeating, growing or shrinking such as ABB, ABB, ABB or .,.,.,....</p> <p><b>1.2.1.1</b> Create simple patterns using objects, pictures, numbers and rules. Identify possible rules to complete or extend patterns. Patterns may be repeating, growing or shrinking. Calculators can be used to create and explore patterns.</p>
Lesson 6-5: Problem Solving: Look for a Pattern	<p><b>K.2.1.1</b> Identify, create, complete, and extend simple patterns using shape, color, size, number, sounds and movements. Patterns may be repeating, growing or shrinking such as ABB, ABB, ABB or .,.,.,....</p> <p><b>1.2.1.1</b> Create simple patterns using objects, pictures, numbers and rules. Identify possible rules to complete or extend patterns. Patterns may be repeating, growing or shrinking. Calculators can be used to create and explore patterns.</p>
<b>Operations and Algebraic Thinking</b>	
<b>Topic 7: Understanding Addition</b>	
Lesson 7-1: Stories About Joining	<p><b>K.1.2.1</b> Use objects and draw pictures to find the sums and differences of numbers between 0 and 10.</p> <p><b>K.1.2.2</b> Compose and decompose numbers up to 10 with objects and pictures.</p> <p><b>1.1.2.1</b> Use words, pictures, objects, length-based models (connecting cubes), numerals and number lines to model and solve addition and subtraction problems in part-part-total, adding to, taking away from and comparing situations.</p>

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Lesson 7-2: More Joining	<p><b>K.1.2.1</b> Use objects and draw pictures to find the sums and differences of numbers between 0 and 10.</p> <p><b>K.1.2.2</b> Compose and decompose numbers up to 10 with objects and pictures.</p> <p><b>1.1.2.1</b> Use words, pictures, objects, length-based models (connecting cubes), numerals and number lines to model and solve addition and subtraction problems in part-part-total, adding to, taking away from and comparing situations.</p>
Lesson 7-3: Joining Groups	<p><b>K.1.2.1</b> Use objects and draw pictures to find the sums and differences of numbers between 0 and 10.</p> <p><b>K.1.2.2</b> Compose and decompose numbers up to 10 with objects and pictures.</p> <p><b>1.1.2.1</b> Use words, pictures, objects, length-based models (connecting cubes), numerals and number lines to model and solve addition and subtraction problems in part-part-total, adding to, taking away from and comparing situations.</p>
Lesson 7-4: Using the Plus Sign	<p><b>K.1.2.1</b> Use objects and draw pictures to find the sums and differences of numbers between 0 and 10.</p> <p><b>K.1.2.2</b> Compose and decompose numbers up to 10 with objects and pictures.</p> <p><b>1.1.2.1</b> Use words, pictures, objects, length-based models (connecting cubes), numerals and number lines to model and solve addition and subtraction problems in part-part-total, adding to, taking away from and comparing situations.</p>

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Lesson 7-5: Finding Sums	<p><b>K.1.2.1</b> Use objects and draw pictures to find the sums and differences of numbers between 0 and 10.</p> <p><b>K.1.2.2</b> Compose and decompose numbers up to 10 with objects and pictures.</p> <p><b>1.1.2.1</b> Use words, pictures, objects, length-based models (connecting cubes), numerals and number lines to model and solve addition and subtraction problems in part-part-total, adding to, taking away from and comparing situations.</p>
Lesson 7-6: Addition Sentences	<p><b>K.1.2.1</b> Use objects and draw pictures to find the sums and differences of numbers between 0 and 10.</p> <p><b>K.1.2.2</b> Compose and decompose numbers up to 10 with objects and pictures.</p> <p><b>1.1.2.1</b> Use words, pictures, objects, length-based models (connecting cubes), numerals and number lines to model and solve addition and subtraction problems in part-part-total, adding to, taking away from and comparing situations.</p>
Lesson 7-7: Problem Solving: Draw a Picture	<p><b>K.1.2.1</b> Use objects and draw pictures to find the sums and differences of numbers between 0 and 10.</p> <p><b>K.1.2.2</b> Compose and decompose numbers up to 10 with objects and pictures.</p> <p><b>1.1.2.1</b> Use words, pictures, objects, length-based models (connecting cubes), numerals and number lines to model and solve addition and subtraction problems in part-part-total, adding to, taking away from and comparing situations.</p>

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<b>Topic 8: Understanding Subtraction</b>	
Lesson 8-1: Stories About Separating	<p><b>K.1.2.1</b> Use objects and draw pictures to find the sums and differences of numbers between 0 and 10.</p> <p><b>K.1.2.2</b> Compose and decompose numbers up to 10 with objects and pictures.</p> <p><b>1.1.2.1</b> Use words, pictures, objects, length-based models (connecting cubes), numerals and number lines to model and solve addition and subtraction problems in part-part-total, adding to, taking away from and comparing situations.</p>
Lesson 8-2: Stories About Take Away	<p><b>K.1.2.1</b> Use objects and draw pictures to find the sums and differences of numbers between 0 and 10.</p> <p><b>K.1.2.2</b> Compose and decompose numbers up to 10 with objects and pictures.</p> <p><b>1.1.2.1</b> Use words, pictures, objects, length-based models (connecting cubes), numerals and number lines to model and solve addition and subtraction problems in part-part-total, adding to, taking away from and comparing situations.</p>
Lesson 8-3: Problem Solving: Act It Out	<p><b>K.1.2.1</b> Use objects and draw pictures to find the sums and differences of numbers between 0 and 10.</p> <p><b>K.1.2.2</b> Compose and decompose numbers up to 10 with objects and pictures.</p>
Lesson 8-4: Using the Minus Sign	<p><b>K.1.2.1</b> Use objects and draw pictures to find the sums and differences of numbers between 0 and 10.</p>

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(Continued) Lesson 8-4: Using the Minus Sign	<b>K.1.2.2</b> Compose and decompose numbers up to 10 with objects and pictures.
Lesson 8-5: Finding Differences	<p><b>K.1.2.1</b> Use objects and draw pictures to find the sums and differences of numbers between 0 and 10.</p> <p><b>K.1.2.2</b> Compose and decompose numbers up to 10 with objects and pictures.</p> <p><b>1.1.2.1</b> Use words, pictures, objects, length-based models (connecting cubes), numerals and number lines to model and solve addition and subtraction problems in part-part-total, adding to, taking away from and comparing situations.</p>
Lesson 8-6: Subtraction Sentences	<p><b>K.1.2.1</b> Use objects and draw pictures to find the sums and differences of numbers between 0 and 10.</p> <p><b>K.1.2.2</b> Compose and decompose numbers up to 10 with objects and pictures.</p> <p><b>1.1.2.1</b> Use words, pictures, objects, length-based models (connecting cubes), numerals and number lines to model and solve addition and subtraction problems in part-part-total, adding to, taking away from and comparing situations.</p>
Lesson 8-7: Subtraction Stories	<p><b>K.1.2.1</b> Use objects and draw pictures to find the sums and differences of numbers between 0 and 10.</p> <p><b>K.1.2.2</b> Compose and decompose numbers up to 10 with objects and pictures.</p>

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(Continued) Lesson 8-7: Subtraction Stories	<p><b>1.1.2.1</b> Use words, pictures, objects, length-based models (connecting cubes), numerals and number lines to model and solve addition and subtraction problems in part-part-total, adding to, taking away from and comparing situations.</p> <p><b>1.2.2.1</b> Represent real-world situations involving addition and subtraction basic facts, using objects and number sentences.</p>
Lesson 8-8: Problem Solving: Use Objects	<p><b>K.1.2.1</b> Use objects and draw pictures to find the sums and differences of numbers between 0 and 10.</p> <p><b>K.1.2.2</b> Compose and decompose numbers up to 10 with objects and pictures.</p> <p><b>1.1.2.1</b> Use words, pictures, objects, length-based models (connecting cubes), numerals and number lines to model and solve addition and subtraction problems in part-part-total, adding to, taking away from and comparing situations.</p> <p><b>1.2.2.1</b> Represent real-world situations involving addition and subtraction basic facts, using objects and number sentences.</p>
<b>Topic 9: More Addition and Subtraction</b>	
Lesson 9-1: Making 4 and 5	<p><b>K.1.2.2</b> Compose and decompose numbers up to 10 with objects and pictures.</p> <p><b>1.1.2.1</b> Use words, pictures, objects, length-based models (connecting cubes), numerals and number lines to model and solve addition and subtraction problems in part-part-total, adding to, taking away from and comparing situations.</p>

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Lesson 9-2: Writing Number Sentences for 4 and 5	<p><b>K.1.2.1</b> Use objects and draw pictures to find the sums and differences of numbers between 0 and 10.</p> <p><b>K.1.2.2</b> Compose and decompose numbers up to 10 with objects and pictures.</p> <p><b>1.1.2.1</b> Use words, pictures, objects, length-based models (connecting cubes), numerals and number lines to model and solve addition and subtraction problems in part-part-total, adding to, taking away from and comparing situations.</p>
Lesson 9-3: Making 6 and 7	<p><b>K.1.2.2</b> Compose and decompose numbers up to 10 with objects and pictures.</p> <p><b>1.1.2.1</b> Use words, pictures, objects, length-based models (connecting cubes), numerals and number lines to model and solve addition and subtraction problems in part-part-total, adding to, taking away from and comparing situations.</p>
Lesson 9-4: Writing Number Sentences for 6 and 7	<p><b>K.1.2.1</b> Use objects and draw pictures to find the sums and differences of numbers between 0 and 10.</p> <p><b>K.1.2.2</b> Compose and decompose numbers up to 10 with objects and pictures.</p> <p><b>1.1.2.1</b> Use words, pictures, objects, length-based models (connecting cubes), numerals and number lines to model and solve addition and subtraction problems in part-part-total, adding to, taking away from and comparing situations.</p>
Lesson 9-5: Making 8 and 9	<p><b>K.1.2.2</b> Compose and decompose numbers up to 10 with objects and pictures.</p>

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(Continued) Lesson 9-5: Making 8 and 9	<p><b>1.1.2.1</b> Use words, pictures, objects, length-based models (connecting cubes), numerals and number lines to model and solve addition and subtraction problems in part-part-total, adding to, taking away from and comparing situations.</p>
Lesson 9-6: Writing Number Sentences for 8 and 9	<p><b>K.1.2.1</b> Use objects and draw pictures to find the sums and differences of numbers between 0 and 10.</p> <p><b>K.1.2.2</b> Compose and decompose numbers up to 10 with objects and pictures.</p> <p><b>1.1.2.1</b> Use words, pictures, objects, length-based models (connecting cubes), numerals and number lines to model and solve addition and subtraction problems in part-part-total, adding to, taking away from and comparing situations.</p>
Lesson 9-7: Making 10	<p><b>K.1.2.2</b> Compose and decompose numbers up to 10 with objects and pictures.</p> <p><b>1.1.2.2</b> Compose and decompose numbers up to 12 with an emphasis on making ten.</p>
Lesson 9-8: Writing Number Sentences for 10	<p><b>K.1.2.1</b> Use objects and draw pictures to find the sums and differences of numbers between 0 and 10.</p> <p><b>1.1.2.2</b> Compose and decompose numbers up to 12 with an emphasis on making ten.</p> <p><b>1.2.2.1</b> Represent real-world situations involving addition and subtraction basic facts, using objects and number sentences.</p>

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Lesson 9-9: Problem Solving: Make a Graph	<p><b>K.1.1.2</b> Read, write, and represent whole numbers from 0 to at least 31. Representations may include numerals, pictures, real objects and picture graphs, spoken words, and manipulatives such as connecting cubes.</p> <p><b>K.1.1.3</b> Count, with and without objects, forward and backward to at least 20.</p> <p><b>1.1.1.7</b> Use counting and comparison skills to create and analyze bar graphs and tally charts.</p> <p><b>1.2.2.1</b> Represent real-world situations involving addition and subtraction basic facts, using objects and number sentences.</p>
<b>Number and Operations in Base Ten</b>	
<b>Topic 10: Composing Numbers 11 to 19</b>	
Lesson 10-1: Making 11, 12, and 13	<p><b>K.1.2.1</b> Use objects and draw pictures to find the sums and differences of numbers between 0 and 10.</p> <p><b>K.1.2.2</b> Compose and decompose numbers up to 10 with objects and pictures.</p> <p><b>1.1.2.1</b> Use words, pictures, objects, length-based models (connecting cubes), numerals and number lines to model and solve addition and subtraction problems in part-part-total, adding to, taking away from and comparing situations.</p>
Lesson 10-2: Making 14, 15, and 16	<p><b>K.1.2.1</b> Use objects and draw pictures to find the sums and differences of numbers between 0 and 10.</p> <p><b>K.1.2.2</b> Compose and decompose numbers up to 10 with objects and pictures.</p>

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(Continued) Lesson 10-2: Making 14, 15, and 16	<p><b>1.1.2.1</b> Use words, pictures, objects, length-based models (connecting cubes), numerals and number lines to model and solve addition and subtraction problems in part-part-total, adding to, taking away from and comparing situations.</p>
Lesson 10-3: Making 17, 18, and 19	<p><b>K.1.2.1</b> Use objects and draw pictures to find the sums and differences of numbers between 0 and 10.</p> <p><b>K.1.2.2</b> Compose and decompose numbers up to 10 with objects and pictures.</p> <p><b>1.1.2.1</b> Use words, pictures, objects, length-based models (connecting cubes), numerals and number lines to model and solve addition and subtraction problems in part-part-total, adding to, taking away from and comparing situations.</p>
Lesson 10-4: Problem Solving: Look for a Pattern	<p><b>K.2.1.1</b> Identify, create, complete, and extend simple patterns using shape, color, size, number, sounds and movements. Patterns may be repeating, growing or shrinking such as ABB, ABB, ABB or ,,,,.....</p> <p><b>K.1.2.1</b> Use objects and draw pictures to find the sums and differences of numbers between 0 and 10.</p> <p><b>K.1.2.2</b> Compose and decompose numbers up to 10 with objects and pictures.</p> <p><b>1.2.1.1</b> Create simple patterns using objects, pictures, numbers and rules. Identify possible rules to complete or extend patterns. Patterns may be repeating, growing or shrinking. Calculators can be used to create and explore patterns.</p>

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<b>Topic 11: Decomposing Numbers 11 to 19</b>	
Lesson 11-1: Creating Sets to 19	<p><b>K.1.1.2</b> Read, write, and represent whole numbers from 0 to at least 31. Representations may include numerals, pictures, real objects and picture graphs, spoken words, and manipulatives such as connecting cubes.</p> <p><b>K.1.2.2</b> Compose and decompose numbers up to 10 with objects and pictures.</p> <p><b>1.1.2.1</b> Use words, pictures, objects, length-based models (connecting cubes), numerals and number lines to model and solve addition and subtraction problems in part-part-total, adding to, taking away from and comparing situations.</p>
Lesson 11-2: Parts of 11, 12, and 13	<p><b>K.1.1.2</b> Read, write, and represent whole numbers from 0 to at least 31. Representations may include numerals, pictures, real objects and picture graphs, spoken words, and manipulatives such as connecting cubes.</p> <p><b>K.1.2.2</b> Compose and decompose numbers up to 10 with objects and pictures.</p> <p><b>1.1.2.1</b> Use words, pictures, objects, length-based models (connecting cubes), numerals and number lines to model and solve addition and subtraction problems in part-part-total, adding to, taking away from and comparing situations.</p>
Lesson 11-3: Parts of 14, 15, and 16	<p><b>K.1.1.2</b> Read, write, and represent whole numbers from 0 to at least 31. Representations may include numerals, pictures, real objects and picture graphs, spoken words, and manipulatives such as connecting cubes.</p> <p><b>K.1.2.2</b> Compose and decompose numbers up to 10 with objects and pictures.</p>

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(Continued) Lesson 11-3: Parts of 14, 15, and 16	<p><b>1.1.2.1</b> Use words, pictures, objects, length-based models (connecting cubes), numerals and number lines to model and solve addition and subtraction problems in part-part-total, adding to, taking away from and comparing situations.</p>
Lesson 11-4: Parts of 17, 18, and 19	<p><b>K.1.1.2</b> Read, write, and represent whole numbers from 0 to at least 31. Representations may include numerals, pictures, real objects and picture graphs, spoken words, and manipulatives such as connecting cubes.</p> <p><b>K.1.2.2</b> Compose and decompose numbers up to 10 with objects and pictures.</p> <p><b>1.1.2.1</b> Use words, pictures, objects, length-based models (connecting cubes), numerals and number lines to model and solve addition and subtraction problems in part-part-total, adding to, taking away from and comparing situations.</p>
Lesson 11-5: Problem Solving: Look for a Pattern	<p><b>K.1.2.1</b> Use objects and draw pictures to find the sums and differences of numbers between 0 and 10.</p> <p><b>K.1.2.2</b> Compose and decompose numbers up to 10 with objects and pictures.</p> <p><b>K.2.1.1</b> Identify, create, complete, and extend simple patterns using shape, color, size, number, sounds and movements. Patterns may be repeating, growing or shrinking such as ABB, ABB, ABB or .,.,.,.,.</p> <p><b>1.2.1.1</b> Create simple patterns using objects, pictures, numbers and rules. Identify possible rules to complete or extend patterns. Patterns may be repeating, growing or shrinking. Calculators can be used to create and explore patterns.</p>

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<b>Measurement and Data</b>	
<b>Topic 12: Measurement</b>	
Lesson 12-1: Describing Objects by More Than One Attribute	<p>For related Content, please see:</p> <p><b>K.3.2.1</b> Use words to compare objects according to length, size, weight and position.</p> <p><b>K.3.2.2</b> Order 2 or 3 objects using measurable attributes, such as length and weight.</p> <p><b>1.3.1.1</b> Describe characteristics of two- and three-dimensional objects, such as triangles, squares, rectangles, circles, rectangular prisms, cylinders, cones and spheres.</p>
Lesson 12-2: Comparing by Length	<p><b>K.3.2.1</b> Use words to compare objects according to length, size, weight and position.</p> <p><b>K.3.2.2</b> Order 2 or 3 objects using measurable attributes, such as length and weight.</p>
Lesson 12-3: More Comparing Objects by Length	<p><b>K.3.2.1</b> Use words to compare objects according to length, size, weight and position.</p> <p><b>K.3.2.2</b> Order 2 or 3 objects using measurable attributes, such as length and weight.</p>
Lesson 12-4: Problem Solving: Try, Check, and Revise	<p><b>K.3.2.1</b> Use words to compare objects according to length, size, weight and position.</p> <p><b>K.3.2.2</b> Order 2 or 3 objects using measurable attributes, such as length and weight.</p>
Lesson 12-5: Comparing by Height	<p><b>K.3.2.1</b> Use words to compare objects according to length, size, weight and position.</p> <p><b>K.3.2.2</b> Order 2 or 3 objects using measurable attributes, such as length and weight.</p>

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Lesson 12-6: More Comparing Objects by Height	<p><b>K.3.2.1</b> Use words to compare objects according to length, size, weight and position.</p> <p><b>K.3.2.2</b> Order 2 or 3 objects using measurable attributes, such as length and weight.</p>
Lesson 12-7: Comparing Capacities	<p><b>K.3.2.1</b> Use words to compare objects according to length, size, weight and position.</p> <p><b>K.3.2.2</b> Order 2 or 3 objects using measurable attributes, such as length and weight.</p>
Lesson 12-8: Comparing by Weight	<p><b>K.3.2.1</b> Use words to compare objects according to length, size, weight and position.</p> <p><b>K.3.2.2</b> Order 2 or 3 objects using measurable attributes, such as length and weight.</p>
<b>Topic 13: Sorting, Classifying, Counting, and Categorizing Data</b>	
Lesson 13-1: Same and Different	<p><b>K.3.1.1</b> Recognize basic two- and three-dimensional shapes such as squares, circles, triangles, rectangles, trapezoids, hexagons, cubes, cones, cylinders and spheres.</p> <p><b>K.3.1.2</b> Sort objects using characteristics such as shape, size, color and thickness.</p>
Lesson 13-2: Sorting by One Attribute	<p><b>K.3.1.1</b> Recognize basic two- and three-dimensional shapes such as squares, circles, triangles, rectangles, trapezoids, hexagons, cubes, cones, cylinders and spheres.</p> <p><b>K.3.1.2</b> Sort objects using characteristics such as shape, size, color and thickness.</p> <p><b>K.3.1.3</b> Use basic shapes and spatial reasoning to model objects in the real-world.</p>

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Lesson 13-3: Sorting the Same Set in Different Ways	<p><b>K.3.1.2</b> Sort objects using characteristics such as shape, size, color and thickness.</p>
Lesson 13-4: Sorting by More Than One Attribute	<p><b>K.3.1.1</b> Recognize basic two- and three-dimensional shapes such as squares, circles, triangles, rectangles, trapezoids, hexagons, cubes, cones, cylinders and spheres.</p> <p><b>K.3.1.2</b> Sort objects using characteristics such as shape, size, color and thickness.</p>
Lesson 13-5: Problem Solving: Use Logical Reasoning	<p><b>K.3.1.1</b> Recognize basic two- and three-dimensional shapes such as squares, circles, triangles, rectangles, trapezoids, hexagons, cubes, cones, cylinders and spheres.</p> <p><b>K.3.1.2</b> Sort objects using characteristics such as shape, size, color and thickness.</p>
Lesson 13-6: Real Graphs	<p><b>K.1.1.2</b> Read, write, and represent whole numbers from 0 to at least 31. Representations may include numerals, pictures, real objects and picture graphs, spoken words, and manipulatives such as connecting cubes.</p> <p><b>K.1.1.3</b> Count, with and without objects, forward and backward to at least 20.</p> <p><b>K.1.1.5</b> Compare and order whole numbers, with and without objects, from 0 to 20.</p>
Lesson 13-7: Picture Graphs	<p><b>K.1.1.2</b> Read, write, and represent whole numbers from 0 to at least 31. Representations may include numerals, pictures, real objects and picture graphs, spoken words, and manipulatives such as connecting cubes.</p> <p><b>K.3.1.2</b> Sort objects using characteristics such as shape, size, color and thickness.</p>

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<b>Geometry</b>	
<b>Topic 14: Identifying and Describing Shapes</b>	
Lesson 14-1: Rectangles	<p><b>K.3.1.1</b> Recognize basic two- and three-dimensional shapes such as squares, circles, triangles, rectangles, trapezoids, hexagons, cubes, cones, cylinders and spheres.</p> <p><b>K.3.1.3</b> Use basic shapes and spatial reasoning to model objects in the real-world.</p> <p><b>1.3.1.1</b> Describe characteristics of two- and three-dimensional objects, such as triangles, squares, rectangles, circles, rectangular prisms, cylinders, cones and spheres.</p> <p><b>2.3.1.1</b> Describe, compare, and classify two- and three-dimensional figures according to number and shape of faces, and the number of sides, edges and vertices (corners).</p> <p><b>2.3.1.2</b> Identify and name basic two- and three-dimensional shapes, such as squares, circles, triangles, rectangles, trapezoids, hexagons, cubes, rectangular prisms, cones, cylinders and spheres.</p>
Lesson 14-2: Squares	<p><b>K.3.1.1</b> Recognize basic two- and three-dimensional shapes such as squares, circles, triangles, rectangles, trapezoids, hexagons, cubes, cones, cylinders and spheres.</p> <p><b>K.3.1.3</b> Use basic shapes and spatial reasoning to model objects in the real-world.</p> <p><b>1.3.1.1</b> Describe characteristics of two- and three-dimensional objects, such as triangles, squares, rectangles, circles, rectangular prisms, cylinders, cones and spheres.</p>

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(Continued) Lesson 14-2: Squares	<p><b>2.3.1.1</b> Describe, compare, and classify two- and three-dimensional figures according to number and shape of faces, and the number of sides, edges and vertices (corners).</p> <p><b>2.3.1.2</b> Identify and name basic two- and three-dimensional shapes, such as squares, circles, triangles, rectangles, trapezoids, hexagons, cubes, rectangular prisms, cones, cylinders and spheres.</p>
Lesson 14-3: Circles	<p><b>K.3.1.1</b> Recognize basic two- and three-dimensional shapes such as squares, circles, triangles, rectangles, trapezoids, hexagons, cubes, cones, cylinders and spheres.</p> <p><b>K.3.1.3</b> Use basic shapes and spatial reasoning to model objects in the real-world.</p> <p><b>1.3.1.1</b> Describe characteristics of two- and three-dimensional objects, such as triangles, squares, rectangles, circles, rectangular prisms, cylinders, cones and spheres.</p> <p><b>2.3.1.1</b> Describe, compare, and classify two- and three-dimensional figures according to number and shape of faces, and the number of sides, edges and vertices (corners).</p> <p><b>2.3.1.2</b> Identify and name basic two- and three-dimensional shapes, such as squares, circles, triangles, rectangles, trapezoids, hexagons, cubes, rectangular prisms, cones, cylinders and spheres.</p>
Lesson 14-4: Triangles	<p><b>K.3.1.1</b> Recognize basic two- and three-dimensional shapes such as squares, circles, triangles, rectangles, trapezoids, hexagons, cubes, cones, cylinders and spheres.</p>

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<p>(Continued) Lesson 14-4: Triangles</p>	<p><b>K.3.1.3</b> Use basic shapes and spatial reasoning to model objects in the real-world.</p> <p><b>1.3.1.1</b> Describe characteristics of two- and three-dimensional objects, such as triangles, squares, rectangles, circles, rectangular prisms, cylinders, cones and spheres.</p> <p><b>2.3.1.1</b> Describe, compare, and classify two- and three-dimensional figures according to number and shape of faces, and the number of sides, edges and vertices (corners).</p> <p><b>2.3.1.2</b> Identify and name basic two- and three-dimensional shapes, such as squares, circles, triangles, rectangles, trapezoids, hexagons, cubes, rectangular prisms, cones, cylinders and spheres.</p>
<p>Lesson 14-5: Hexagons</p>	<p><b>K.3.1.1</b> Recognize basic two- and three-dimensional shapes such as squares, circles, triangles, rectangles, trapezoids, hexagons, cubes, cones, cylinders and spheres.</p> <p><b>K.3.1.3</b> Use basic shapes and spatial reasoning to model objects in the real-world.</p> <p><b>1.3.1.1</b> Describe characteristics of two- and three-dimensional objects, such as triangles, squares, rectangles, circles, rectangular prisms, cylinders, cones and spheres.</p> <p><b>2.3.1.1</b> Describe, compare, and classify two- and three-dimensional figures according to number and shape of faces, and the number of sides, edges and vertices (corners).</p> <p><b>2.3.1.2</b> Identify and name basic two- and three-dimensional shapes, such as squares, circles, triangles, rectangles, trapezoids, hexagons, cubes, rectangular prisms, cones, cylinders and spheres.</p>

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<p>Lesson 14-6: Solid Figures</p>	<p><b>K.3.1.1</b> Recognize basic two- and three-dimensional shapes such as squares, circles, triangles, rectangles, trapezoids, hexagons, cubes, cones, cylinders and spheres.</p> <p><b>K.3.1.3</b> Use basic shapes and spatial reasoning to model objects in the real-world.</p> <p><b>1.3.1.1</b> Describe characteristics of two- and three-dimensional objects, such as triangles, squares, rectangles, circles, rectangular prisms, cylinders, cones and spheres.</p> <p><b>2.3.1.1</b> Describe, compare, and classify two- and three-dimensional figures according to number and shape of faces, and the number of sides, edges and vertices (corners).</p> <p><b>2.3.1.2</b> Identify and name basic two- and three-dimensional shapes, such as squares, circles, triangles, rectangles, trapezoids, hexagons, cubes, rectangular prisms, cones, cylinders and spheres.</p>
<p>Lesson 14-7: Flat Surfaces of Solid Figures</p>	<p><b>K.3.1.1</b> Recognize basic two- and three-dimensional shapes such as squares, circles, triangles, rectangles, trapezoids, hexagons, cubes, cones, cylinders and spheres.</p> <p><b>K.3.1.2</b> Sort objects using characteristics such as shape, size, color and thickness.</p> <p><b>K.3.1.3</b> Use basic shapes and spatial reasoning to model objects in the real-world.</p> <p><b>1.3.1.1</b> Describe characteristics of two- and three-dimensional objects, such as triangles, squares, rectangles, circles, rectangular prisms, cylinders, cones and spheres.</p>

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(Continued) Lesson 14-7: Flat Surfaces of Solid Figures	<p><b>1.3.1.2</b> Compose (combine) and decompose (take apart) two- and three-dimensional figures such as triangles, squares, rectangles, circles, rectangular prisms and cylinders.</p> <p><b>2.3.1.1</b> Describe, compare, and classify two- and three-dimensional figures according to number and shape of faces, and the number of sides, edges and vertices (corners).</p>
Lesson 14-8: Problem Solving: Use Objects	<p><b>K.3.1.1</b> Recognize basic two- and three-dimensional shapes such as squares, circles, triangles, rectangles, trapezoids, hexagons, cubes, cones, cylinders and spheres.</p> <p><b>K.3.1.3</b> Use basic shapes and spatial reasoning to model objects in the real-world.</p> <p><b>1.3.1.1</b> Describe characteristics of two- and three-dimensional objects, such as triangles, squares, rectangles, circles, rectangular prisms, cylinders, cones and spheres.</p> <p><b>2.3.1.1</b> Describe, compare, and classify two- and three-dimensional figures according to number and shape of faces, and the number of sides, edges and vertices (corners).</p>
<b>Topic 15: Position and Location of Shapes</b>	
Lesson 15-1: Inside and Outside	<p><b>K.3.2.1</b> Use words to compare objects according to length, size, weight and position.</p>
Lesson 15-2: Above, Below, and On	<p><b>K.3.2.1</b> Use words to compare objects according to length, size, weight and position.</p>
Lesson 15-3: In Front of and Behind	<p><b>K.3.2.1</b> Use words to compare objects according to length, size, weight and position.</p>
Lesson 15-4: Left and Right	<p><b>K.3.2.1</b> Use words to compare objects according to length, size, weight and position.</p>

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Lesson 15-5: Problem Solving: Act It Out	<p><b>K.3.2.1</b> Use words to compare objects according to length, size, weight and position.</p>
<b>Topic 16: Analyzing, Comparing, and Composing Shapes</b>	
Lesson 16-1: Creating 2-D Shapes	<p><b>K.3.1.1</b> Recognize basic two- and three-dimensional shapes such as squares, circles, triangles, rectangles, trapezoids, hexagons, cubes, cones, cylinders and spheres.</p> <p><b>1.3.1.1</b> Describe characteristics of two- and three-dimensional objects, such as triangles, squares, rectangles, circles, rectangular prisms, cylinders, cones and spheres.</p> <p><b>2.3.1.2</b> Identify and name basic two- and three-dimensional shapes, such as squares, circles, triangles, rectangles, trapezoids, hexagons, cubes, rectangular prisms, cones, cylinders and spheres.</p>
Lesson 16-2: Making Shapes from Other Shapes	<p><b>K.3.1.1</b> Recognize basic two- and three-dimensional shapes such as squares, circles, triangles, rectangles, trapezoids, hexagons, cubes, cones, cylinders and spheres.</p> <p><b>1.3.1.1</b> Describe characteristics of two- and three-dimensional objects, such as triangles, squares, rectangles, circles, rectangular prisms, cylinders, cones and spheres.</p> <p><b>2.3.1.1</b> Describe, compare, and classify two- and three-dimensional figures according to number and shape of faces, and the number of sides, edges and vertices (corners).</p> <p><b>2.3.1.2</b> Identify and name basic two- and three-dimensional shapes, such as squares, circles, triangles, rectangles, trapezoids, hexagons, cubes, rectangular prisms, cones, cylinders and spheres.</p>

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<p>Lesson 16-3: Comparing Solid Figures</p>	<p><b>K.3.1.1</b> Recognize basic two- and three-dimensional shapes such as squares, circles, triangles, rectangles, trapezoids, hexagons, cubes, cones, cylinders and spheres.</p> <p><b>K.3.1.2</b> Sort objects using characteristics such as shape, size, color and thickness.</p> <p><b>1.3.1.1</b> Describe characteristics of two- and three-dimensional objects, such as triangles, squares, rectangles, circles, rectangular prisms, cylinders, cones and spheres.</p> <p><b>1.3.1.2</b> Compose (combine) and decompose (take apart) two- and three-dimensional figures such as triangles, squares, rectangles, circles, rectangular prisms and cylinders.</p> <p><b>2.3.1.1</b> Describe, compare, and classify two- and three-dimensional figures according to number and shape of faces, and the number of sides, edges and vertices (corners).</p>
<p>Lesson 16-4: Building with Solid Figures</p>	<p><b>K.3.1.1</b> Recognize basic two- and three-dimensional shapes such as squares, circles, triangles, rectangles, trapezoids, hexagons, cubes, cones, cylinders and spheres.</p> <p><b>K.3.1.2</b> Sort objects using characteristics such as shape, size, color and thickness.</p> <p><b>1.3.1.1</b> Describe characteristics of two- and three-dimensional objects, such as triangles, squares, rectangles, circles, rectangular prisms, cylinders, cones and spheres.</p> <p><b>1.3.1.2</b> Compose (combine) and decompose (take apart) two- and three-dimensional figures such as triangles, squares, rectangles, circles, rectangular prisms and cylinders.</p>

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<p>(Continued) Lesson 16-4: Building with Solid Figures</p>	<p><b>2.3.1.1</b> Describe, compare, and classify two- and three-dimensional figures according to number and shape of faces, and the number of sides, edges and vertices (corners).</p>
<p>Lesson 16-5: Problem Solving: Use Logical Reasoning</p>	<p><b>K.3.1.1</b> Recognize basic two- and three-dimensional shapes such as squares, circles, triangles, rectangles, trapezoids, hexagons, cubes, cones, cylinders and spheres.</p> <p><b>K.3.1.2</b> Sort objects using characteristics such as shape, size, color and thickness.</p> <p><b>1.3.1.1</b> Describe characteristics of two- and three-dimensional objects, such as triangles, squares, rectangles, circles, rectangular prisms, cylinders, cones and spheres.</p> <p><b>1.3.1.2</b> Compose (combine) and decompose (take apart) two- and three-dimensional figures such as triangles, squares, rectangles, circles, rectangular prisms and cylinders.</p>