

**Connections Lists:  
Teaching with the Common Core State Standards for Mathematics  
Kindergarten Connections**

<b>Kindergarten Common Core Standards</b>	4. Anything but Ten!	5. Build Ten	8. Compare (Shake and Spill)	15. Greater Than, Less Than, Equal To	21. More!	22. Odd or Even?	32. Tens Go Fish
<b>Counting and Cardinality</b>							
Know number names and the count sequence.	X	X	X	X	X	X	X
Count to tell the number of objects.	X	X	X	X	X		X
Compare numbers.			X	X	X	X	
<b>Operations and Algebraic Thinking</b>							
Understand addition as putting together and adding to, and understand subtraction as taking apart and taking from.	X	X		X		X	X
<b>Number and Operations in Base Ten</b>							
Work with numbers 11–19 to gain foundations for place value.	X	X			X		



# Connections Lists: Teaching with the Common Core State Standards for Mathematics

## Grade 2 Connections

Grade 2 Common Core Standards															
	1. A "Mazing" 100														
	2. Addition Table Trail														
	3. Addition Tic-Tac-Toe														
	4. Anything But Ten!														
	5. Build Ten														
	6. Circles and Stars														
	7. Variation: Close to 20														
	9. Cross Out Singles														
	10. Cross Out Sums														
	13. Fifteen-Number Cross-Out														
	15. Greater Than, Less Than, Equal To														
	17. How Close to 0?														
	19. Making Moves on the Hundreds Chart														
	20. Missing Addend or Factor (Salute!)														
	22. Odd or Even?														
	23. Oh No! 20!														
	27. Roll for \$1.00 and Variation: Roll for 1														
	31. Target "Pick Your Sum"														
	32. Tens Go Fish														
<b>Operations and Algebraic Thinking</b>															
	Add and subtract within 20.														
	Work with equal groups of objects to gain foundations for multiplication.														
<b>Number and Operations in Base Ten</b>															
	Understand place value.														
	Use place value understanding and properties to add and subtract.														

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<b>Counting and Cardinality</b>							
Know number names and the count sequence.	X	X	X	X	X	X	X
Count to tell the number of objects.	X	X	X	X	X		X
Compare numbers.			X	X	X	X	
<b>Operations and Algebraic Thinking</b>							
Understand addition as putting together and adding to, and understand subtraction as taking apart and taking from.	X	X		X		X	X
<b>Number and Operations in Base Ten</b>							
Work with numbers 11–19 to gain foundations for place value.	X	X			X		

## Connections Lists: Teaching with the Common Core State Standards for Mathematics

### Grade 1 Connections

Grade 1 Common Core Standards	1. A "Mazing" 100	2. Addition Table Trail	3. Addition Tic-Tac-Toe	4. Anything But Ten!	5. Build Ten	7. Variation: Close to 20	8. Compare (Shake and Spill)	10. Cross Out Sums	13. Fifteen-Number Cross-Out	15. Greater Than, Less Than, Equal To	19. Making Moves on the Hundreds Chart	20. Missing Addend or Factor	21. More!	22. Odd or Even?	23. Oh Noi zoi	31. Target "Pick Your Sum"	32. Tens Go Fish	
		X	X	X	X	X	X	X	X				X	X	X	X	X	X
		X	X	X	X	X	X	X	X	X				X	X	X	X	X
		X	X	X	X	X	X	X	X	X				X	X	X	X	X
<b>Operations and Algebraic Thinking</b>																		
Understand and apply properties and the relationship between addition and subtraction.	X	X	X	X	X	X	X	X	X		X		X	X	X	X	X	X
Add and subtract within 20.	X	X	X	X	X	X		X	X		X			X	X	X	X	X
Work with addition and subtraction.	X	X	X	X	X	X		X		X		X		X	X	X	X	X
<b>Number and Operations in Base Ten</b>																		
Extend the counting sequence.	X		X	X							X							
Understand place value.	X		X	X	X	X				X	X					X		
Use place value understanding and properties of operations to add and subtract.	X		X	X				X			X					X		X

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## Grade 2 Connections

Grade 2 Common Core Standards																
	1. A "Mazing" 100															
	2. Addition Table Trail															
	3. Addition Tic-Tac-Toe															
	4. Anything But Ten!															
	5. Build Ten															
	6. Circles and Stars		X													
	7. Variation: Close to 20															
	9. Cross Out Singles															
	10. Cross Out Sums															
	13. Fifteen-Number Cross-Out		X													
	15. Greater Than, Less Than, Equal To															
	17. How Close to 0?															
	19. Making Moves on the Hundreds Chart															
	20. Missing Addend or Factor (Salute!)															
	22. Odd or Even?		X													
	23. Oh No! 20!															
	27. Roll for \$1.00 and Variation: Roll for 1															
	31. Target "Pick Your Sum"														X	
	32. Tens Go Fish															
<b>Operations and Algebraic Thinking</b>																
	Add and subtract within 20.															X
	Work with equal groups of objects to gain foundations for multiplication.															
<b>Number and Operations in Base Ten</b>																
	Understand place value.															X
	Use place value understanding and properties to add and subtract.															X



# Connections Lists: Teaching with the Common Core State Standards for Mathematics

## Grade 4 Connections

Grade 4 Common Core Standards		2. Variation: Multiplication Table Trail	7. Close to 100 and Variations: Close to 0 and Close to 1,000	9. Cross Out Singles	11. Digit Place (A Secret Number Quest)	12. Equation Building	13. Fifteen-Number Cross-Out	14. Finding Factors	15. Greater Than, Less Than, Equal To	16. Hit the Target (Mental Multiplication)	17. How Close to 0?	18. Leftovers with 15 and Variation: Leftovers with 100	20. Missing Addend or Factor (Salute!)	25. Pathways (Products Tic-Tac-Toe) and Variation: Times Ten	26. Roll 6 for 100	27. Roll for \$1.00 and Variation: Roll for 1	29. Take Five, Make Ten!	30. Target 300 (A Multiplication Game)	33. Wipeout (Fractional Relationships)
<b>Operations and Algebraic Thinking</b>																			
Use the four operations with whole numbers to solve problems.																			
Gain familiarity with factors and multiples.																			
Generate and analyze patterns.																			
<b>Number and Operations in Base Ten</b>																			
Generalize place value understanding for multidigit whole numbers.																			
Use place value understanding and properties of operations to perform multidigit arithmetic.																			
		X	X	X	X	X	X	X		X				X	X	X	X	X	
		X	X					X						X	X	X	X	X	

continued





# Connections Lists: Teaching with the Common Core State Standards for Mathematics

## Grade 5 Connections

Grade 5 Common Core Standards		7. Close to 100 and Variations: Close to 0 and Close to 1,000	11. Digit Place (A Secret Number Quest)	12. Equation Building	14. Finding Factors	16. Hit the Target (Mental Multiplication)	18. Leftovers with 15 and Variation: Leftovers with 100	20. Missing Addend or Factor (Salute!)	24. Order Up 2!	25. Pathways (Products Tic-Tac-Toe) and Variation: Times Ten	26. Roll 6 for 100	27. Roll for \$1.00 and Variation: Roll for 1	28. Spinning Sums and Differences	29. Take Five, Make Ten!	30. Target 300 (A Multiplication Game)	33. Wipeout (Fractional Relationships)	
<b>Operations and Algebraic Thinking</b>																	
Write and interpret numerical expressions.				X			X		X		X			X		X	
		X			X			X									
Analyze patterns and relationships.		X			X			X									
<b>Number and Operations in Base Ten</b>																	
Understand the place value system.		X		X					X			X		X		X	
Perform operations with multidigit whole numbers and with decimals to hundredths.	X		X	X	X	X	X		X		X	X		X	X		
<b>Number and Operations, Fractions</b>																	
Use equivalent fractions as a strategy to add and subtract fractions.				X					X			X	X				X
Apply and extend previous understandings of multiplication and division to multiply and divide fractions.				X					X				X				X