Amplify Desmos Math Texas, Grade 1, Scope and Sequence

The following shows the scope and sequence of Amplify Desmos Math Texas, Grade 1, that outlines the concepts, knowledge, and skills of the course aligned to the Texas Essential Knowledge and Skills (TEKS) and the Texas English Language Proficiency Standards (ELPS) for Grade 1.

Unit 1: Adding, Subtracting, and Working With Data			
Lesson	**Title | Concepts, Knowledge, and Skills**	**TEKS**	**ELPS**
Sub-unit 1: Showing Your Data			
1.01	Explore: Our Math Tools | How can we organize our math tools to show how many we have? Organize a group of math tools in a way that makes it clear how many are in each category.	Building Toward 1.8.A **Process TEKS:** 1.1.B, 1.1.D	1.E, 2.B, 2.D, 2.E, 3.A, 3.F
1.02	Shapes Ying Saw | Sorting and Representing Shapes Sort shapes into 3 categories and draw a representation to show how many are in each group.	1.6.A, 1.8.A **Process TEKS:** 1.1.E	1.B, 1.E, 2.B, 2.C, 2.E, 2.F, 3.E
1.03	What Is Your Favorite Sea Animal? | Collecting and Organizing Data Collect and organize data using tally marks.	1.5.A, 1.8.A **Process TEKS:** 1.1.D, 1.1.E, 1.1.F	1.B, 2.B, 2.C, 2.E
1.04	Representing Data | Using Data to Create Picture and Bar-Type Graphs Represent data given in a tally chart with a picture graph and a bar-type graph.	1.8.B, 1.8.C **Process TEKS:** 1.1.D, 1.1.E	1.B, 1.E, 2.B, 2.F
1.05	Show Us Your Data | Comparing Data Representations Create a picture graph or a bar-type graph and compare the 2 types of representations.	1.8.A, 1.8.B **Process TEKS:** 1.1.D, 1.1.E	1.B, 2.B, 2.E, 3.C, 3.E, 3.F, 3.G
Sub-unit 2: Adding and Subtracting Within 10			
1.06	Aquarium Plants and Animals | Writing Expressions to Represent Compositions of 10 Represent 2 groups of plants and sea animals that compose 10 using counters and addition expressions.	1.2.A, 1.3.C, 1.2.B **Process TEKS:** 1.1.A, 1.1.D, 1.1.F	1.B, 1.E, 1.F, 2.B, 2.C, 2.E, 2.F

1.07	At the Aquarium | Generating Addition Stories from Equations Use manipulatives, drawings, and equations to represent addition stories and create addition stories to match equations.	1.2.A, 1.5.A, 1.3.B, 1.5.D, 1.3.F **Process TEKS:** 1.1.A, 1.1.B, 1.1.F	1.B, 1.C, 1.E, 2.D, 2.E, 2.F, 3.A, 3.E, 3.F, 3.G, 3.H
1.08	What's the Sum? | Making Conjectures About Counting and Addition Make conjectures about what is always true about adding 1, test their conjectures and notice the relationship between adding 1 and counting on 1.	1.3.D, 1.3.E, 1.5.F, 1.2.A **Process TEKS:** 1.1.D, 1.1.F, 1.1.G	1.C, 1.E, 1.F, 2.B, 2.C, 2.D, 2.E, 3.E, 3.F
1.09	Buying Antiques | Adding 1 and 2 Find sums when adding 1 or 2 and explain strategies for adding 2.	1.3.B, 1.3.E,1.3.D, 1.5.F, 1.2.A **Process TEKS:** 1.1.D, 1.1.F	1.B, 1.E, 2.B, 2.C, 2.D, 2.E
1.10	Ying and Zora's Map | Making 10 and Finding Equal Values Justify whether given addition equations are true.	1.5.E, 1.3.D **Process TEKS:** 1.1.D, 1.1.G	1.B, 2.B, 2.E
1.11	Packing for a Picnic | Generating Subtraction Stories from Equations Use manipulatives, drawings, and equations to represent subtraction stories and create subtraction stories to match equations.	1.3.D, 1.3.E, 1.3.B,1.5.D, 1.3.F, 1.3.C **Process TEKS:** 1.1.A, 1.1.B, 1.1.C, 1.1.D	1.E, 2.C, 2.D, 2.E, 2.F, 3.A, 3.E, 3.F, 3.G, 3.H
1.12	What's the Difference? | Making Conjectures About Counting and Subtraction Make conjectures about what is always true about subtracting 1, test the conjectures and notice the relationship between subtracting 1 and counting back 1.	1.3.D, 1.3.E, 1.5.F, 1.5.A **Process TEKS:** 1.1.C, 1.1.F, 1.1.G	1.B, 1.E, 2.B, 2.C, 2.E, 3.D, 3.E
1.13	Leaping Lily Pads! | Subtracting 1 and 2 Make connections between subtracting 1 and subtracting 2 and practice subtracting 2 and adding 2.	1.3.E, 1.3.D, 1.5.F **Process TEKS:** 1.1.F, 1.1.G	1.B, 1.E, 2.B, 2.E, 3.F
Sub-unit 3: What Do the Data Show?			
1.14	Data About the Fair | Interpreting and Representing Data as Addition Equations Determine whether statements about data are true or false and write equations to represent the sum of 2 groups.	1.8.C, 1.3.D, 1.2.A **Process TEKS:** 1.1.B, 1.1.D, 1.1.E	1.B, 1.E, 2.B, 2.C, 2.D, 2.E, 2.F, 3.E, 3.F, 4.C
1.15	What Can We Say About the Data? | Analyzing and Writing Statements About Data Representations Write statements about data and determine when there is not enough information to	1.8.C, 1.5.E, 1.3.D **Process TEKS:** 1.1.B, 1.1.D, 1.1.F, 1.1.G	1.B, 1.E, 2.B, 2.C, 2.D, 2.E, 4.C, 4.D

	know whether statements are true or false.		
1.16	Can You Answer It? | Determining Whether Questions Can Be Answered Using the Given Data Ask and answer questions about data and determine whether questions can be answered or if more information is needed	1.3.D, 1.8.C **Process TEKS:** 1.1.C, 1.1.D, 1.1.G	1.B, 1.E, 2.B, 2.C, 2.D, 2.E, 2.F, 3.G, 4.D, 4.F

Unit 2: Story Problems Within 10

Lesson	Title	Concepts, Knowledge and Skills	TEKS	ELPS
Sub-unit 1: Story Problems in Maui				
2.01	Explore: Let's Grow! | What math questions can we ask and answer about stories?	Ask and answer mathematical questions about the Unit Story.	Building Toward 1.3.B **Process TEKS:** 1.1.A, 1.1.B, 1.1.G	1.D, 1.E, 2.B, 2.C, 2.D, 2.F, 3.D, 3.F, 4.C, 4.D, 4.E
2.02	Tutu's Garden in Maui | Representing *Add To and Take From, Result Unknown* Story Problems	Compare how an amount changes in *Add To and Take From, Result Unknown* story problems and solve them.	1.3.B, 1.3.D, 1.5.D, 1.5.E **Process TEKS:** 1.1.C, 1.1.E, 1.1.F, 1.1.G	1.C, 1.E, 2.B, 2.C, 2.D, 2.E, 2.F, 3.A, 3.D, 3.H
2.03	The Kalo Plants | Solving Story Problems and Representing Them With Equations	Solve *Add To and Take From, Result Unknown* story problems and represent them as equations with an underlined answer.	1.3.B,1.5.D **Process TEKS:** 1.1.C, 1.1.D, 1.1.F, 1.1.G	1.E, 2.C, 2.D, 2.E, 2.F, 3.A, 3.D, 3.E, 3.F, 3.G, 3.H
2.04	Replanting Huli | Representing and Solving *Add To, Change Unknown* Story Problems	Act out and solve *Add To, Change Unknown* story problems.	1.3.B, 1.3.D, 1.5.D, 1.5.E **Process TEKS:** 1.1.F, 1.1.G	1.D, 1.E, 1.F, 2.B, 2.C, 2.D, 2.E, 2.F, 3.D, 3.F
2.05	A Community Working Together | Connecting Equations With Unknown Amounts to *Add To* Story Problems	Solve *Add To, Result Unknown* and *Change Unknown* story problems and represent the structure of the problems with equations.	1.3.D, 1.3.E, 1.3.F, 1.5.D **Process TEKS:** 1.1.F, 1.1.G	1.B, 1.C, 1.E, 1.F, 2.B, 2.C, 2.D, 2.E, 2.F, 3.A, 3.C, 3.F
2.06	Helping Others | Making Sense of Story Problems That Describe an Amount That Changes		1.3.B, 1.3.D, 1.3.E, 1.5.D, 1.5.E **Process TEKS:** 1.1.F, 1.1.G	1.E, 2.B, 2.C, 2.D, 2.E, 2.F, 3.E, 3.F, 3.H

	Identify the unknowns in and solve *Add To and Take From, Result Unknown* and *Add To, Change Unknown* story problems.		
Sub-unit 2: Story Problems in the Garden			
2.07	So Many Worms! | Representing and Solving *Put Together/ Take Apart Total Unknown* Story Problems Represent and solve *Put Together/Take Apart, Total Unknown* story problems and justify why addends can be added in any order.	1.2.A, 1.3.B, 1.3.E, 1.5.D, 1.5.G **Process TEKS:** 1.1.C, 1.1.D, 1.1.F, 1.1.G	1.E, 1.F, 2.C, 2.D, 2.E, 2.F, 3.A, 3.D, 3.F, 3.G, 3.H
2.08	What Should We Plant? | Comparing *One Addend Unknown* and *Total Unknown* Story Problems Compare and solve *Put Together/Take Apart, Total Unknown* and *One Addend Unknown* story problems.	1.3.B, 1.3.C, 1.3.D, 1.5.A, 1.5.D **Process TEKS:** 1.1.D, 1.1.F	1.B, 1.C, 1.E, 2.B, 2.D, 2.E, 2.F, 3.F, 3.H
2.09	Organizing Supplies | Adding or Subtracting to Find an Unknown Addend Solve *Put Together/Take Apart, One Addend Unknown* story problems and justify why both addition and subtraction equations can represent them.	1.3.B, 1.3.D, 1.3.E, 1.5.D **Process TEKS:** 1.1.C, 1.1.D, 1.1.F	1.E, 1.F, 2.E, 2.F, 2.C, 2.D
2.10	Max's Muffins | Representing Story Problems So Others Can Understand Represent and solve *Put Together/Take Apart, One Addend Unknown* and *Total Unknown* story problems.	1.3.B, 1.3.D, 1.3.E, 1.5.D **Process TEKS:** 1.1.B, 1.1.C, 1.1.D, 1.1.G	1.E, 2.E, 2.C, 2.D, 2.F, 3.H
2.11	Which Seed Is Which? | Noticing Patterns in Equations for Story Problems With Both Addends Unknown Represent and solve *Put Together/Take Apart, Both Addends Unknown* problems and describe patterns with equal sums.	1.3.B, 1.3.C, 1.5.D, 1.5.E **Process TEKS:** 1.1.F, 1.1.G	1.C, 1.E, 2.B, 2.C, 2.D, 2.E, 2.F, 3.A, 3.D, 3.F, 3.G, 3.H
Sub-unit 3: Story Problems With Data			
2.12	Making Them Equal | Adding or Subtracting to Make 2 Amounts Equal Add or subtract to make 2 connecting cube towers equal to prepare for solving *Compare* story problems.	1.3.B, 1.3.E, 1.5.D **Process TEKS:** 1.1.D	1.E, 2.B, 2.C, 2.D, 2.E, 2.F, 3.E, 4.C, 4.D, 4.F
2.13	Gardening Supplies | Representing and Solving *Compare, Difference Unknown* Story Problems Represent and solve a *Compare, Difference Unknown* story problem.	1.3.B, 1.5.A, 1.5.D **Process TEKS:** 1.1.F	1.E, 1.F, 2.B, 2.C, 2.D, 2.E, 2.F, 3.H

2.14	How Many More? How Many Fewer? | Interpreting Representations to Solve *Compare, Difference Unknown* Problems Interpret representations to solve *Compare, Difference Unknown* story problems and answer "how many more" and "how many fewer".	1.3.B, 1.3.E, 1.5.D **Process TEKS:** 1.1.E	1.E, 1.F, 2.B, 2.D, 2.E, 2.F, 3.E
2.15	Different Amounts of Sunlight | Representing *Compare* Problems With Addition and Subtraction Equations Interpret a data representation to recognize that both addition and subtraction equations can be used to find the difference.	1.3.B, 1.3.D, 1.3.E, 1.5.D, 1.5.E **Process TEKS:** 1.1.F, 1.1.G	1.C, 1.E, 2.B, 2.C, 2.D, 2.E, 2.F, 3.E
2.16	Ms. Perez's Survey Data | Interpreting Data and Solving Story Problems Interpret a data representation to ask and answer questions about sums and differences.	1.3.B, 1.5.D, 1.5.E, 1.5.G, 1.8.C **Process TEKS:** 1.1.A, 1.1.F, 1.1.G	1.D, 1.E, 2.B, 2.C, 2.D, 2.E, 2.F, 3.D, 3.F, 4.C, 4.D, 4.E
Sub-unit 4: All Kinds of Story Problems			
2.17	Time to Harvest! | Making Sense of and Solving Different Types of Story Problems Make sense of and solve a variety of story problem types.	1.3.B, 1.3.D, 1.3.E, 1.5.D **Process TEKS:** 1.1.C, 1.1.D, 1.1.F, 1.1.G	1.E, 2.C, 2.D, 2.E, 2.F, 3.E, 3.F, 3.H
2.18	Which Problem? | Representing and Solving Story Problems With Different Questions Represent and solve story problems that contain similar information but ask different questions.	1.5.A, 1.3.B, 1.3.E, 1.5.D, 1.3.D **Process TEKS:** 1.1.A, 1.1.F	1.C, 1.E, 2.B, 2.C, 2.D, 2.E, 2.F, 3.H
2.19	A Problem in the Garden | Representing and Solving Story Problems in Different Ways Justify why more than 1 equation can represent a story problem.	1.2.A, 1.5.D, 1.3.B, 1.3.E **Process TEKS:** 1.1.D, 1.1.F, 1.1.G	1.E, 1.F, 2.B, 2.C, 2.D, 2.E, 2.F, 3.G
2.20	Garden Visitors | Reflecting on Ways to Make Sense of Story Problems Generate questions about given information to create story problems and represent and solve a variety of story problem types.	1.3.B, 1.3.E, 1.5.D **Process TEKS:** 1.1.A, 1.1.G	1.D, 1.E, 2.B, 2.C, 2.D, 2.E, 2.F

Unit 3: Adding and Subtracting Within 20

Lesson	Title	Concepts, Knowledge and Skills	TEKS	ELPS

Sub-unit 1: Adding and Subtracting Within 10			
3.01	Explore: Kenny's Recital | What addition expressions can you write to represent each number? Explore the different ways that numbers within 10 can be composed.	Building Toward 1.3.D **Process TEKS:** 1.1.A, 1.1.B, 1.1.F	1.E, 2.B, 2.C, 2.D, 2.E, 2.F
3.02	So Many Sums! | Exploring Relationships Between Addends and Sums Explore patterns with addition equations within 10.	1.3.D, 1.5.G **Process TEKS:** 1.1.C, 1.1.D, 1.1.F	1.C, 1.E, 2.B, 2.C, 2.D, 2.E, 2.F
3.03	What's The Difference? | Exploring Relationships Between Subtrahends and Differences Explore patterns with subtraction equations within 10.	1.3.D, 1.5.E **Process TEKS:** 1.1.F, 1.1.G	1.E, 2.B, 2.C, 2.D, 2.E, 2.F
3.04	Organizing Photos | Using Addition to Find Differences Match related addition and subtraction equations.	1.3.D, 1.5.F **Process TEKS:** 1.1.C, 1.1.D, 1.1.F	1.E, 1.F, 2.C, 2.D, 2.E, 2.F, 3.E, 3.F, 4.D, 4.F
Sub-unit 2: Exploring Teen Numbers			
3.05	Same Number, Different Ways | Representing Teen Numbers in More Than 1 Way Represent a teen number in more than 1 way.	1.2.B, 1.2.C **Process TEKS:** 1.1.E, 1.1.F, 1.1.G	1.A, 1.B, 1.C, 1.E, 2.B, 2.C, 2.D, 2.E, 2.F, 3.C, 3.D, 3.E, 3.F
3.06	Decorating the Scrapbook | Representing Teen Numbers With 10 + *n* Equations Represent teen numbers with 10 + *n* equations.	1.2.C, 1.2.E, 1.3.D, 1.5.F, **Process TEKS:** 1.1.D, 1.1.E	1.B, 1.C, 1.D, 1.E, 2.B, 2.C, 2.D, 2.E, 2.F
3.07	Labeling Kenny's Photos | Representing and Solving *Add To, Start Unknown* Story Problems Represent and solve *Add To, Start Unknown* story problems.	1.3.B, 1.3.D, 1.3.E, 1.5.D **Process TEKS:** 1.1.A, 1.1.C, 1.1.D	1.E, 2.C, 2.D, 2.E, 2.F
3.08	Harmonica Practice | Adding Ones to a Teen Number Compare strategies for adding ones to a teen number.	1.3.B, 1.3.D, 1.3.E, 1.5.D, 1.5.E, 1.5.F **Process TEKS:** 1.1.F, 1.1.G	1.B, 1.E, 2.B, 2.C, 2.D, 2.E, 2.F, 3.D, 3.F, 4.D, 4.F
3.09	Earning Music Money | Subtracting Ones From a Teen Number Compare strategies for subtracting ones from a teen number.	1.3.B, 1.3.D, 1.3.E, 1.5.A, 1.5.D, 1.5.F **Process TEKS:** 1.1.A, 1.1.C, 1.1.F	1.B, 1.E, 2.B, 2.D, 2.E, 2.F, 3.D, 3.F, 4.D, 4.F

Sub-unit 3: Adding Within 20			
3.10	Family Photos | Solving Story Problems With 3 Addends Represent and solve story problems with 3 addends.	1.2.A, 1.3.B, 1.3.C, 1.3.D, 1.3.E, 1.5.D, 1.5.G **Process TEKS:** 1.1.D, 1.1.F	1.B, 1.C, 1.E, 2.B, 2.C, 2.D, 2.E, 2.F, 3.E, 3.F
3.11	Do They Have the Same Value? | Making 10 to Match Two- and Three-Addend Expressions Match expressions with 2 addends with expressions with 3 addends that have the same value.	1.3.C, 1.3.D, 1.3.E, 1.5.G **Process TEKS:** 1.1.C, 1.1.D, 1.1.F	1.E, 2.B, 2.C, 2.D, 2.E, 2.F
3.12	Making 10 | Making 10 to Solve Story Problems Within 20 Decompose an addend to make 10 when finding a sum within 20.	1.2.A, 1.3.B, 1.3.C, 1.3.D, 1.3.E, 1.5.G **Process TEKS:** 1.1.D, 1.1.E, 1.1.F	1.E, 2.B, 2.C, 2.D, 2.E, 2.F,
3.13	Kitten Coaster | Generating 10 + *n* Expressions With the Same Value as Other Addition Expressions Find the number that makes an equivalent 10 + *n* expression with the same value as an unknown sum within 20.	1.3.C, 1.3.D, 1.3.E, 1.5.E **Process TEKS:** 1.1.F	1.E, 2.B, 2.C, 2.D, 2.E, 2.F,
3.14	Changing an Addend | Using Compensation to Find Unknown Sums Explain how to use compensation to find unknown sums.	1.3.B, 1.3.D, 1.5.D, 1.5.G **Process TEKS:** 1.1.B, 1.1.C, 1.1.D	1.E, 1.F, 2.C, 2.D, 2.E, 2.F
3.15	What Works For You? | Finding the Sum of 3 Addends Within 20 in Different Ways Find the values of three-addend expressions.	1.3.B, 1.3.D, 1.3.E, 1.3.F, 1.5.D, 1.5.F, 1.5.G **Process TEKS:** 1.1.C, 1.1.D	1.E, 1.F, 2.C, 2.D, 2.E, 2.F
Sub-unit 4: Subtracting Within 20			
3.16	Kenny and His Stickers | Finding Differences Within 20 Explore strategies for subtracting within 20 when the subtrahend is greater than the number of ones in the teen-number minuend.	1.3.D, 1.5.F **Process TEKS:** 1.1.E	1.E, 1.F, 2.B, 2.E, 2.F
3.17	Getting to Ten | Decomposing the Subtrahend to Subtract Within 20 Explore subtracting by breaking apart the subtrahend and subtracting in parts leading to a ten.	1.3.B, 1.3.D, 1.3.E, 1.5.A, 1.5.D, 1.5.G **Process TEKS:** 1.1.F, 1.1.G	1.E, 2.B, 2.C, 2.E, 2.F

3.18	Photos of Kenny | Subtracting Within 20 Solve a variety of subtraction problems in and out of context, with a thoughtfulness about the strategies chosen to solve.	1.3.B, 1.3.D, 1.3.E, 1.5.D, 1.5.G **Process TEKS:** 1.1.C, 1.1.D, 1.1.F	1.E, 2.B, 2.C, 2.D, 2.E, 2.F, 4.D, 4.F
3.19	What's Alike and Different? | Representing and Solving *Take From, Change Unknown* Story Problems Represent and solve *Take From, Change Unknown* story problems.	1.3.B, 1.3.D, 1.3.E, 1.5.D **Process TEKS:** 1.1.A, 1.1.C, 1.1.D, 1.1.E	1.E, 2.C, 2.D, 2.E, 2.F, 3.A, 3.F, 3.G, 3.H
3.20	Harmonica Songs | Adding and Subtracting Within 20 Solve a variety of addition and subtraction problems in and out of context.	1.3.B, 1.3.D, 1.3.E, 1.5.D, 1.5.F **Process TEKS:** 1.1.C, 1.1.F, 1.1.G	1.E, 2.C, 2.D, 2.E, 2.F

Unit 4: Numbers to 99 and Financial Literacy

Lesson	Title	Concepts, Knowledge and Skills	TEKS	ELPS
Sub-unit 1: Units of Ten				
4.01	Explore: Game Points | How can you organize and count your points?	Consider different ways to organize and count points when playing a fluency game.	Building Toward 1.2.C **Process TEKS:** 1.1.A, 1.1.B, 1.1.E, 1.1.F	1.A, 1.E, 2.B, 2.C, 2.D, 2.E, 2.F, 3.H
4.02	Meeting Yara | Organizing and Counting Collections in Groups of 10	Explain and compare strategies for organizing and counting collections of objects in which the total is a multiple of 10.	1.5.A, 1.5.B **Process TEKS:** 1.1.D, 1.1.F	1.E, 2.B, 2.D, 2.E, 2.F, 3.F, 4.C, 4.D, 4.F
4.03	It's a Match | Matching Different Representations of the Same Multiple of 10	Interpret different base-ten representations of two-digit multiples of 10 to determine the value.	1.2.B, 1.2.C **Process TEKS:** 1.1.D, 1.1.G	1.B, 1.E, 2.B, 2.C, 2.D, 2.E, 2.F, 3.E, 3.F
4.04	How Many Cubes? | Finding 10 More and 10 Less	Find 10 more or 10 less than multiples of 10 within 100.	1.2.A, 1.5.C **Process TEKS:** 1.1.D, 1.1.F	1.C, 1.D, 1.E, 2.C, 2.D, 2.E, 2.F
Sub-unit 2: Tens and Ones				
4.05	Meeting Prashant | Organizing and Counting a Collection in Tens and Remaining Ones	Count a collection by organizing objects into as many groups of 10 as possible and	1.2.C, 1.5.A, 1.5.B **Process TEKS:** 1.1.E, 1.1.F	1.C, 1.E, 2.B, 2.C, 2.D, 2.E, 2.F

	counting by 10 and then counting on by 1.		
4.06	Curioso Collections | Representing Two-Digit Numbers With Tens and Ones Represent and describe two-digit numbers as amounts of tens and ones.	1.2.C **Process TEKS:** 1.1.E	1.B, 1.C, 1.E, 1.F, 2.B, 2.C, 2.D, 2.E, 2.F, 3.B, 3.E, 3.F, 4.F
4.07	Do They Show the Same Number? | Interpreting Representations of Two-Digit Numbers Interpret different base-ten representations — including drawings, expanded form, and written numerals in standard form — to determine whether they show the same number.	Building Toward 1.2.C **Process TEKS:** 1.1.E, 1.1.F, 1.1.G	1.B, 1.D, 1.E, 2.B, 2.C, 2.D, 2.E. 2.F, 3.E, 3.F
4.08	Curioso Customers | Connecting Representations of Two-Digit Numbers Translate between different representations of two-digit numbers, including drawings, words, expressions, and written numerals.	1.2.C **Process TEKS:** 1.1.E	1.E, 1.F, 2.B, 2.C, 2.D, 2.E, 2.F
4.09	Connecting With Collectors | Writing Two-Digit Numbers to Match Different Base-Ten Representations Interpret different base-ten representations of two-digit numbers, including expanded form and standard form, and record the values with written numerals.	1.2.C **Process TEKS:** 1.1.E	1.B, 1.C, 1.E, 1.F, 2.B, 2.D, 2.E, 2.F
4.10	Boris's Thimbles | Adding Ones to a Multiple of 10 Add ones to multiples of 10 within 100 and use cubes and drawings to determine the sums.	1.3.A **Process TEKS:** 1.1.E	1.B, 1.C, 1.E, 2.B, 2.C, 2.D, 2.E, 2.F
Sub-unit 3: Comparing Numbers to 99			
4.11	Steph's Growing Collection | Comparing Two-Digit Numbers Using *Greater Than* and *Less Than* Compare 2 two-digit numbers and describe the comparisons using *greater than* and *less than*.	1.2.E **Process TEKS:** 1.1.F	1.B, 1.E, 2.B, 2.E, 3.E, 3.F
4.12	Greater Than, Less Than | Making Conjectures About Comparing Two-Digit Numbers Make and test conjectures about comparing 2 two-digit numbers using place value reasoning.	1.2.E **Process TEKS:** 1.1.C, 1.1.D, 1.1.G	1.A, 1.E, 2.C, 2.D, 2.E, 2.F
4.13	Mystery Symbols | Exploring Comparison Symbols	1.2.E, 1.2.G, 1.5.E, **Process TEKS:** 1.1.D, 1.1.F,	1.C, 1.E. 2.B, 2.C, 2.D, 2.E, 2.F, 4.D, 4.F

	Connect understanding of greater than and less than to the abstract greater than and less than symbols.	1.1.G,	
4.14	Purr-fect Comparisons | Using Comparison Symbols and Digits to Make True Statements Interpret and complete comparison statements that are missing symbols or digits to make the statements true.	1.2.D, 1.2.E, 1.2.G **Process TEKS:** 1.1.D	1.E, 2.B, 2.C, 2.D, 2.E, 2.F
4.15	Steph's Friends | Writing Comparison Statements Using Symbols Write 2 comparison statements about the same numbers using <, >, or = and generate a number greater than or less than a given number.	1.2.D, 1.2.E, 1.2.G, 1.5.G **Process TEKS:** 1.1.C, 1.1.D	1.E, 2.C, 2.D, 2.E, 2.F
4.16	A Trip to the Flea Market | Comparing and Ordering One- and Two-Digit Numbers Use place value understanding to compare and order one- and two-digit numbers.	1.2.E, 1.2.F, 1.2.G **Process TEKS:** 1.1.F, 1.1.G	1.C, 1.E, 2.B, 2.C, 2.D, 2.E, 2.F, 3.F
Sub-unit 4: Income, Spending, and Saving			
4.17	How Do We Make Purchases? | Income as a Means of Obtaining Goods and Services Use place value understanding to compare and order one- and two-digit numbers.	1.3.D, 1.9.A, 1.9.B **Process TEKS:** 1.1.A, 1.1.C, 1.1.D	1.B, 1.C, 1.E, 1.D, 2.B, 2.C, 2.D, 2.E, 2.F, 3.D
4.18	What Can I Do With Money? | Distinguishing Between Spending and Saving Money Recognize the difference between spending and saving money.	1.9.C **Process TEKS:** 1.1.F	1.B, 1.D, 1.E, 2.B, 2.C, 2.D, 2.E, 3.D, 3.F
4.19	It's Time to Give Back! | Considering Charitable Giving Recognize donating as a form of charitable giving that is an alternative to spending or saving money and analyze its impacts.	1.5.A, 1.9.B, 1.9.C, 1.9.D **Process TEKS:** 1.1.F	1.B, 1.D, 1.E, 2.B, 2.C, 2.D, 2.E, 2.F, 3.E, 3.F

Unit 5: Numbers to 120

Lesson	Title	Concepts, Knowledge and Skills	TEKS	ELPS
Sub-unit 1: Coins				
5.01	Explore: Wazzle-Squash Treats | How many wazzle-squash treats can Carmina buy?	Use skip counting to find combinations of 10 and 5 that make a larger sum.	Building Toward 1.4.C **Process TEKS:** 1.1.A, 1.1.B, 1.1.E, 1.1.F	1.A, 1.E, 2.B, 2.C, 2.E, 2.F, 3.H

5.02	Discovering Coins | Identifying Coins by Value and Describing the Relationships Among Coins Discover the values of coins and use their physical characteristics to name them.	1.4.A, 1.4.B **Process TEKS:** 1.1.D, 1.1.F	1.A, 1.B, 2.B, 2.E, 3.B, 3.C, 3.D, 3.F
5.03	Carmina's Coins | Counting by 2, 5, and 10 to Find the Value of a Collection of Coins Skip count by 2, 5, and 10 to determine the value of a collection of coins.	1.4.C, 1.5.B **Process TEKS:** 1.1.A, 1.1.C, 1.1.F	1.E, 2.B, 2.D, 2.E, 2.F, 3.F
5.04	Games Made Out of Wazzle-Squashes | Counting by 2, 5, and 10 to Make Groups of Coins With a Given Value Skip count by 2, 5, and 10 to make groups of coins with a given value.	1.4.C, 1.5.B **Process TEKS:** 1.1.A, 1.1.D, 1.1.F	1.E, 2.B, 2.C, 2.D, 2.E, 2.F
Sub-unit 2: Different Ways to Make a Number			
5.05	What Makes a Hundred? | Introducing Hundreds as a Unit Represent 100 in different ways using tens and ones.	1.2.C, 1.5.A **Process TEKS:** 1.1.D, 1.1.F	1.E, 2,B, 2.C, 2.D, 2.E, 2.F
5.06	Artful Wazzle-Squash Numbers | Representing Numbers up to 120 Using Objects and Drawings Represent numbers up to 120 as amounts of hundreds, tens, and ones using connecting cubes and drawings.	1.2.C, 1.5.A **Process TEKS:** 1.1.E, 1.1.F, 1.1.G	1.B, 1.E, 2.B, 2.C, 2.E, 3.E, 3.F
5.07	Comparing Number Representations | Representing Numbers up to 120 Using Drawings, Expanded, and Standard Form Compare and represent numbers up to 120 in more than 1 way using drawings, expanded form, and standard form.	1.2.C **Process TEKS:** 1.1.D, 1.1.E	1.E, 2.B, 2.C, 2.E, 2.F, 4.D, 4.F
5.08	I See a Pattern | Finding 10 More and 10 Less up to 120 Use patterns to determine 10 more or 10 less than a given number up to 120.	1.5.C **Process TEKS:** 1.1.C, 1.1.D, 1.1.F, 1.1.G	1.E, 1.F, 2.B, 2.C, 2.D, 2.E, 2.F, 3.F, 3.H
5.09	Wazzle-Squash Counting | Representing Numbers up to 120 Using Different Hundreds, Tens, and Ones Use connecting cubes and drawings to represent numbers up to 120 as so many hundreds, tens, and ones.	1.2.B **Process TEKS:** 1.1.D, 1.1.F, 1.1.G	1.E, 2.C, 2.D, 2.E, 2.F, 3.F, 4.D, 4.F
5.10	Making a List | Interpreting Equivalent Representations Using Objects and Pictures	1.2.B	1.C, 1.E, 2.B, 2.D, 2.E, 2.F

	Compose and decompose numbers up to 120 using different amounts of hundreds, tens, and ones.	**Process TEKS:** 1.1.E, 1.1.F	
Sub-unit 3: Comparing and Ordering Numbers to 120			
5.11	Festival Displays | Comparing Numbers Shown in Different Ways Compare numbers up to 120 represented as different amounts of hundreds, tens, and ones.	1.2.B, 1.2.E, 1.2.G, 1.3.D **Process TEKS:** 1.1.C, 1.1.D, 1.1.E, 1.1.F	1.E, 2.B, 2.C, 2.D, 2.E, 2.F
5.12	So Many Wazzle-Squashes | Generating Numbers Greater Than or Less Than a Given Number Generate numbers greater than or less than a given number.	1.2.D **Process TEKS:** 1.1.F	1.E, 2.B, 2.C, 2.D, 2.E, 2.F
5.13	Ordering Wazzle-Squashes | Ordering Numbers on an Open Number Line Order numbers up to 120 using an open number line.	1.2.F **Process TEKS:** 1.1.D	1.B, 2.B, 2.C, 2.E, 3.E, 3.F

Unit 6: Length Measurement Within 120 Units

Lesson	Title	Concepts, Knowledge and Skills	TEKS	ELPS
Sub-unit 1: Measure by Iterating up to 120				
6.01	Explore: Bird Wingspans | What is the same length as a bird's wingspan?	Explore linear measurement by finding an object the same length as a given measurement.	Building Toward 1.7.A **Process TEKS:** 1.1.A, 1.1.B, 1.1.D, 1.1.F	1.E, 2.B, 2.C, 2.E, 2.F, 3.D, 3.F
6.02	Library Books | Measuring Lengths With Non-Standard Length Units	Use string and connecting cubes to measure and describe the length of an object.	1.7.A, 1.7.B, 1.7.D **Process TEKS:** 1.1.E	1.B, 1.E, 1.F, 2.B, 2.E, 2.F, 3.C, 3.D, 3.E, 3.F
6.03	Packing a Picnic | Measuring Lengths Without Gaps or Overlaps Using Non-Standard Units	Measure the lengths of objects with paper clips without gaps or overlaps.	1.7.B, 1.7.D **Process TEKS:** 1.1.G	1.E, 2.C, 2.D, 2.E, 2.F, 3.A, 3.E, 4.D, 4.F
6.04	Off to the Bird Sanctuary! | Measuring the Same Object With Different Non-Standard Length Units	Measure the length of an object more than once, using a different length unit for each measurement.	1.5.B, 1.7.B, 1.7.C, 1.7.D **Process TEKS:** 1.1.G	1.E, 2.B, 2.C, 2.D, 2.E, 2.F, 4.C, 4.D, 4.E, 4.F

6.05	From Wing Tip to Wing Tip | Measuring Lengths Up to 120 Length Units Skip count by 2, 5, and 10 to determine the number of length units for lengths up to 120 length units.	1.5.A, 1.5.B, 1.7.B, 1.7.C, 1.7.D **Process TEKS:** 1.1.A, 1.1.D, 1.1.F	1.B, 1.E, 1.F, 2.B, 2.D, 2.E, 2.F
6.06	Measuring More Wingspans | Using Tens Rods to Measure Lengths Up to 120 Length Units Use tens rods and skip count by 10 to measure lengths up to 120 base-ten units long.	1.5.A, 1.5.B, 1.7.A, 1.7.B, 1.7.D **Process TEKS:** 1.1.A, 1.1.C, 1.1.F	1.C, 1.E, 2.E, 2.F, 3.A
Sub-unit 2: All Kinds of Story Problems			
6.07	A Bird-Friendly Backyard | Using Addition and Subtraction to Solve Story Problems About Lengths Measure the lengths of objects and use the measurements to solve a *Put Together/Take Apart* story problem, and ask and answer comparison questions about lengths in a data representation.	1.3.B, 1.3.D, 1.5.D **Process TEKS:** 1.1.A, 1.1.C, 1.1.E	1.B, 1.E, 2.B, 2.C, 2.D, 2.E, 2.F, 4.D, 4.F
6.08	Fascinated With Footprints | Solving *Compare* Story Problems With Unknowns in All Positions Represent and solve *Compare* story problems with unknowns in all positions using objects and pictures.	1.3.B, 1.3.D, 1.5.D **Process TEKS:** 1.1.A, 1.1.C, 1.1.D	1.E, 2.B, 2.C, 2.D, 2.E, 2.F, 4.C, 4.D, 4.E
6.09	Sharing Is Fun | Representing and Solving *Take From* Story Problems With Unknowns in All Positions Represent and solve *Take From* story problems with unknowns in all positions.	1.3.B, 1.3.D, 1.5.D, 1.5.F, 1.7.A **Process TEKS:** 1.1.A, 1.1.C, 1.1.E, 1.1.F, 1.1.G	1.C, 1.E, 1.F, 2.C, 2.D, 2.E, 2.F, 3.A, 3.C, 3.E, 3.F, 3.G, 3.H
6.10	Addition or Subtraction? | Identifying Equations and Using Pictorial Models to Solve the Same Story Problem Identify 2 equations that can be used to find the unknown amount in story problems and solve using pictorial models.	1.3.B, 1.3.D, 1.5.D, 1.5.E **Process TEKS:** 1.1.E, 1.1.F, 1.1.G	1.E, 2.B, 2.C, 2.D, 2.E, 2.F, 3.A, 3.D, 3.F, 3.H, 4.D, 4.F
6.11	All Types of Problems | Finding Unknown Amounts in All Positions Represent and find the unknown in a variety of story problems and equations.	1.3.B, 1.3.D, 1.5.D, 1.5.F **Process TEKS:** 1.1.C, 1.1.D, 1.1.F	1.E, 2.C, 2.D, 2.E, 2.F, 3.C, 3.D, 3.E, 3.F, 3.H
6.12	Keeping Score | Writing and Solving Story Problems Involving Addition and Subtraction	1.3.B, 1.3.F, 1.5.D, 1.5.E **Process TEKS:** 1.1.A, 1.1.E, 1.1.F, 1.1.G	1.E, 2.B, 2.C, 2.D, 2.E, 2.F, 3.H, 4.C, 4.D, 4.F

	Generate and solve story problems to represent a given equation within 20.		

Unit 7: Geometry and Time

Lesson	Title	Concepts, Knowledge and Skills	TEKS	ELPS
Sub-unit 1: Flat and Solid Shapes				
7.01	Explore: Shape Hunt | Which flat shape will you see the most in our books?	Activate prior knowledge about two-dimensional shapes by searching for images in picture books that look like given two-dimensional shapes.	Building Toward 1.6.D **Process TEKS:** 1.1.A, 1.1.B, 1.1.F, 1.1.G	1.E, 2.B, 2.E, 2.F, 3C, 3.D, 3.E, 3.F
7.02	What Shapes Go With the Spotlight Shape? | Sorting Two-Dimensional Shapes by Shared Attributes	Create a group of shapes with a common attribute and sort two-dimensional shapes by attribute.	1.6.A **Process TEKS:** 1.1.E, 1.1.F, 1.1.G	1.B, 2.B, 2.C, 2.D, 2.E, 3.A, 3.C, 3.D, 3.E, 3.F, 4.C, 4.D, 4.F
7.03	Shapes We See | Identifying and Describing Circles, Triangles, Rectangles, and Squares	Identify and describe circles, triangles, rectangles, and squares using formal geometric language.	1.5.G, 1.6.B, 1.6.D **Process TEKS:** 1.1.C, 1.1.D, 1.1.G	1.E, 2.C, 2.D, 2.E, 2.F, 3.C, 3.D, 3.E, 3.F, 4.D, 4.F
7.04	Picky Eaters | Identifying and Describing Rhombuses and Hexagons	Identify and describe hexagons and rhombuses, including squares, using formal geometric language to describe the attributes.	1.6.B, 1.6.D **Process TEKS:** 1.1.G	1.B, 1.C, 2.B, 2.D, 2.E, 3.A, 3.D, 3.E, 3.F
7.05	Creating Flat Shapes in Different Ways | Creating Two-Dimensional Shapes	Create circles, triangles, squares, rhombuses, and hexagons in different ways and describe their defining and non-defining attributes.	1.5.E, 1.6.B, 1.6.C **Process TEKS:** 1.1.E, 1.1.F, 1.1.G	1.A, 1.B, 1.C, 1.E, 2.B, 2.C, 2.D, 2.E, 3.C, 3.E, 3.F, 3.H, 4.C, 4.D, 4.F
7.06	Building Shapes From Flat Shapes | Composing Two-Dimensional Shapes	Compose rectangles and hexagons using pattern blocks and identify smaller two-dimensional shapes used to create larger two-dimensional shapes.	1.6.B, 1.6.C, 1.6.F **Process TEKS:** 1.1.D, 1.1.E	1.C, 1.D, 1.E, 1.F, 2.B, 2.C, 2.D, 2.E, 2.F, 3.E, 3.F
7.07	Shapes That Are Solid (Part 1) | Identifying and Describing Cones, Cylinders, and Spheres	Identify and describe cones, cubes, spheres, and cylinders using formal geometric	1.6.B, 1.6.E **Process TEKS:** 1.1.D, 1.1.F, 1.1.G	1.E, 2.C, 2.D, 2.E, 2.F, 3.D, 3.F, 4.D, 4.F

	language.		
7.08	Shapes That Are Solid (Part 2) | Identifying and Describing Rectangular and Triangular Prisms Identify and describe triangular and rectangular prisms using formal geometric language.	1.6.B, 1.6.E **Process TEKS:** 1.1.D	1.B, 1.C, 1.E, 2.B, 2.C, 2.D, 2.E, 3.E, 4.C, 4.D, 4.F
Sub-unit 2: Halves and Fourths			
7.09	Dinner and Dessert | Partitioning Circles and Rectangles Into Fourths Compose circles using 4 equal or unequal parts and partition shapes into 4 equal parts called fourths.	1.6.G **Process TEKS:** 1.1.D, 1.1.F, 1.1.G	1.B, 2.B, 2.C, 2.D, 2.E, 3.D, 3.E, 3.F
7.10	Preparing Pierogies | Partitioning Circles and Rectangles Into Halves Determine if shapes are partitioned into halves and draw lines to partition shapes into halves.	1.3.D, 1.6.G, 1.6.H **Process TEKS:** 1.1.C, 1.1.D, 1.1.E	1.B, 1.E, 1.F, 2.B, 2.C, 2.D, 2.E, 3.D, 3.F, 4.B
7.11	Fair and Square | Partitioning and Recognizing Halves and Fourths Partition shapes into halves and fourths in different ways and identify shapes that show halves and fourths.	1.6.G, 1.6.H **Process TEKS:** 1.1.G	1.C, 1.E, 1.F, 2.B, 2.C, 2.D, 2.E, 2.F, 3.A, 3.F
Sub-unit 3: Tell Time in Hours and Half Hours			
7.12	It's Time for Clocks | Using the Hour Hand to Tell and Write Time to the Hour Tell time to the hour by interpreting the position of the hour hand on an analog clock and write times on digital clocks.	1.7.E Process **TEKS:** 1.1.C, 1.1.E, 1.1.F	1.B, 1.D, 1.E, 2.B, 2.C, 2.D, 2.E, 2.F, 3.C, 3.D, 3.E, 3.F, 4.C, 4.D, 4.F
7.13	Half Past | Using the Hour Hand to Tell Time to the Half Hour Tell time to the half hour by interpreting the position of the hour hand on an analog clock.	1.3.D, 1.6.B, 1.6.E, 1.7.E **Process TEKS:** 1.1.C, 1.1.D, 1.1.F, 1.1.G	1.B, 1.C, 1.D, 1.E, 1.F, 2.B, 2.C, 2.D, 2.E, 2.F, 3.D, 3.E, 4.C, 4.D, 4.F
7.14	Hour and Half Hour | Telling and Writing Time to the Hour and Half Hour With Both Clock Hands Tell and write times to the hour and half hour on analog clocks with both a minute hand and hour hand.	1.7.E **Process TEKS:** 1.1.C, 1.1.E, 1.1.G	1.B, 1.E, 1.F, 2.B, 2.C, 2.D, 2.E, 2.F, 3.E, 3.F, 4.C, 4.D, 4.F
7.15	Telling Time | Telling Time to the Hour and Half Hour	1.5.E, 1.6.D, 1.7.E **Process TEKS:** 1.1.F, 1.1.G	1.C, 1.E, 1.F, 2.B, 2.C, 2.D, 2.E, 2.F

	Recognize why times that are half past the hour are written with the number 30 and interpret analog clocks to write times to the half hour on digital clocks.		
7.16	Guess What Time It Is! | Writing and Interpreting Clues About the Times Shown on Analog and Digital Clocks Write and interpret clues that describe times shown on analog and digital clocks.	1.7.E **Process TEKS:** 1.1.E, 1.1.F, 1.1.G	1.C, 1.E, 2.C, 2.D, 2.E, 2.F, 3.A, 4.D, 4.F