



Math Teachers Press, Inc.

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Florida's B.E.S.T. Standards Correlated to			
Moving with Math <i>Extensions</i> Kindergarten			
		Student Book	Skill Builders
Number Sense and Operations			
MA.K.NSO.1	<i>Understand the place value of three digit numbers.</i>		
1.1	Given a group of up to 20 objects, count the number of objects in that group and represent the number of objects with a written numeral. State the number of objects in a rearrangement of that group without recounting.	14-21, 30, 31, 61	1-5, 5-1 to 5-4, 6-3, 6-5, 6-10, 10-1 to 10-3, 15-4, 15-5
1.2	Given a number from 0 to 20, count out that many objects.		
1.3	Identify positions of objects within a sequence using the words "first", "second", "third", "fourth" or "fifth".	25, 32	9-1, 12-5, 17-1
1.4	Compare the number of objects from 0 to 20 in two groups using the terms less than, equal to or greater than.	26, 27	3-3, 7-1, 7-2, 8-1 to 8-4
MA.K.NSO.2	<i>Recite number names sequentially within 100 and develop an understanding for place value.</i>		
2.1	Recite the number names to 100 by ones and by tens. Starting at a given number, count forward within 100 and backward within 20.	23, 64	7-1, 10-4, 10-7, 10-8
2.2	Represent whole numbers from 10 to 20, using a unit of ten and a group of ones, with objects, drawings and expressions or equations.	62	10-9, 10-10
2.3	Locate, order and compare numbers from 0 to 20 using the number line and terms less than, equal to or greater than.		10-5, 10-6
MA.K.NSO.3	<i>Develop an understanding of addition and subtraction operations with one-digit whole numbers.</i>		
3.1	Explore addition of two whole numbers from 0 to 10, and related subtraction facts.		4-Jun
3.2	Add two one-digit whole numbers with sums from 0 to 10 and subtract using related facts with procedural reliability.		

		Student Book	Skill Builders
	Algebraic Reasoning		
MA.K.AR.1	Represent and solve addition problems with sums between 0 and 10 and subtraction problems using related facts.		
1.1	For any number from 1 to 9, find the number that makes 10 when added to the given number.	24, 38	26-3, 26-4, 26-10
1.2	Given a number from 0 to 10, find the different ways it can be represented as the sum of two numbers.	38	26-1, 26-1, 26-5 to 26-8
1.3	Solve addition and subtraction real-world problems using objects, drawings or equations and represent the problem.	36, 37, 40-42, 44, 45	6-4, 26-1, 26-2, 27-1, 27-2, 28-1, 28-2
MA.K.AR.2	Develop an understanding of the equal sign.		
2.1	Explain why addition or subtraction equations are true using objects or drawings.	37, 39, 45	26-1, 26-2
		Student Book	Skill Builders
	Measurement		
MA.K.M.1	Identify and compare measurable attributes of objects.		
1.1	Identify the attributes of a single object that can be measured such as length, volume or weight.	50, 55	
1.2	Directly compare two objects that have an attribute which can be measured in common. Express the comparison using language to describe the difference.	3, 4, 52, 55, 56	14-1 to 14-4, 20-2, 21-1
1.3	Directly compare two objects that have an attribute which can be measured in common. Express the comparison using language to describe the difference.	50, 51	20-1, 20-3
	Geometric Reasoning		
MA.K.GR.1	Identify, compare and compose two- and three-dimensional figures.		
1.1	Identify two- and three-dimensional figures regardless of their size or orientation. Figures are limited to circles, triangles, rectangles, squares, spheres, cubes, cones and cylinders.	7, 8	15-1, 15-3, 15-6
1.2	Compare two-dimensional figures based on their similarities, differences and positions. Sort two-dimensional figures based on their similarities and differences. Figures are limited to circles, triangles, rectangles and squares.	2	12-2 to 12-5, 13-1

1.3	Compare three-dimensional figures based on their similarities, differences and positions. Sort three-dimensional figures based on their similarities and differences. Figures are limited to spheres, cubes, cones and cylinders.	53, 54	16-1 to 16-4
1.4	Find real-world objects that can be modeled by a given two- or three-dimensional figure. Figures are limited to circles, triangles, rectangles, squares, spheres, cubes, cones and cylinders.	53, 54	16-1, 16-2
1.5	Combine two-dimensional figures to form a given composite figure. Figures used to form a composite shape are limited to triangles, rectangles and squares.	9	15-2, 15-4 to 15-7, 29-2
		Student Book	Skill Builders
	Data and Probability		
MA.K.DP.1	<i>Develop an understanding for collecting, representing and comparing data.</i>		
1.1	Collect and sort objects into categories and compare the categories by counting the objects in each category. Report the results verbally, with a written numeral or with drawings.	28, 29	30-1