| Counting and Numbers | 2 Sets |
| :---: | :---: |
| 1. Count with one-to-one correspondence <br> a. Within 5 <br> b. Within 10 <br> c. Within 20 <br> d. Counting forward (from a number other than one) | 1. Create sets <br> a. Within 5 <br> b. Within 10 <br> c. With 20 <br> d. Create two sets then add |
| 2. Identify numerals <br> a. Within 10 <br> b. Within 20 <br> c. Within 100 multiples of 10 <br> d. Within 100 any whole number | 2. Add and subtract within 20 <br> a. Within 10 <br> b. Within 20 <br> c. Three terms <br> d. Solve for unknown |
| 3. Subitize <br> a. Within 3 <br> b. Within 6 <br> c. Within 12 rolling dice <br> d. Within 18 rolling dice | 3. Add and subtract within 100 <br> a. Multiple of tens <br> b. One term with two-digits <br> c. Two terms with two-digits <br> d. Solve for unknown |
| 4. Skip count <br> a. By 2 s <br> b. By 5 s <br> c. By 10 s <br> d. Even and odd | 4. Advanced addition <br> a. Within 20 with regrouping <br> b. Within 100 with regrouping <br> c. Three addends with regrouping <br> d. Multiplication, product within 20 |
| 5. Identify number words (Supplemental) <br> a. Zero-ten <br> b. Zero-twenty <br> c. Multiples of 10 within one hundred <br> d. Whole numbers within one hundred | 5. Solve story problems (Supplemental) <br> a. Add within 20 <br> b. Subtract within 20 <br> c. Add within 100 <br> d. Subtract within 100 |
| 3 Categories, Symbols, and Patterns | Complete the Teacher Setup before you introduce a lesson. <br> Then follow this five-step process: |
| 1. Categorize |  |
| b. Sort 2 items with cues constant <br> c. Sort 2 items with an irrelevant cue <br> d. Sort 4 items | 1. Explain by reading or paraphrasing the Student Procedure in the lesson description. <br> 2. Model the procedure for the student. <br> 3. Guide the student through the lesson, giving prompts as needed. <br> 4. Observe the student completing the task independently. <br> 5. Adjust the lesson to present a unique problem to solve. |
| 2. Identify comparison symbols <br> a. Equals <br> b. Less <br> c. Greater <br> d. Combination |  |
| 3. Make ABAB patterns <br> a. Duplicate <br> b. Extend <br> c. Complete <br> d. Create |  |
| 4. Make more patterns <br> a. Duplicate <br> b. Extend <br> c. Complete <br> d. Create |  |
| 5. Identify math words and symbols (Supplemental) <br> a. Operation symbols <br> b. Addition words <br> c. Subtraction words <br> d. Story problem words | www.AttainmentCompany.com |

