Scope and Sequence by Level

Hands-On Math

		LEVEL ONE	LEVEL TWO	LEVEL THREE
Counting and Numbers 1	1. Count with one–to–one correspondence	a. Within 5 b. Within 10	c. Within 20 d. Counting forward (from a number other than one)	
	2. Identify numerals	a. Within 10 b. Within 20	c. Within 100 multiples of 10 d. Within 100 any whole number	
	3. Subitize	a. Within 3 b. Within 6	c. Within 12 rolling dice d. Within 18 rolling dice	
	4. Skip count	a. By 2s	b. By 5s c. By 10s	d. Even and odd
	5. Identify number words (supplemental)	a. Zero–ten	b. Zero–twenty	c. Multiples of 10 within one hundred d. Whole numbers within one hundred
Sets 2	1. Create sets	a. Within 5 b. Within 10	c. Within 20	d. Create two sets then add
	2. Add and subtract 0–20	a. Within 10	b. Within 20 c. Three terms	d. Solve for unknown
	3. Add and subtract 0–100		a. Multiple of tens b. One term with two digits	c. Two terms with two digits d. Solve for unknown
	4. Advanced addition			a. Within 20 with regrouping b. Within 100 with regrouping c. Three addends with regrouping d. Multiplication, product within 20
	5. Solve story problems (supplemental)		a. Add within 20 b. Subtract within 20	c. Add within 100 d. Subtract within 100
Categories, Symbols, and Patterns 3	1. Categorize	a. Sort 2 items with a cue redundancy b. Sort 2 items with cues constant c. Sort 2 items with an irrelevant cue d. Sort 4 items		
	2. Identify comparison symbols	a. Equals b. Less	c. Greater	d. Combination
	3. Make ABAB patterns	a. Duplicate b. Extend	c. Complete	d. Create
	4. Make more patterns	a. Duplicate	b. Extend	c. Complete d. Create
	5. Identify math words and symbols (supplemental)		a. Operation symbols	b. Addition words c. Subtraction words d. Story problem words