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 Unit 1	 Unit 2	 Unit 3	 Unit 4	 Unit 5	 Unit 6	Unit 7
Creating Routines Using Data	Developing Base Ten Number Sense	Operations and Algebraic Thinking	Sorting, Comparing and Ordering	Understanding Place Value	Understanding Shapes and Fractions	Show What We Know
MGSE1.NBT.1  Cloud Hopper MGSE1.MD.4  Treat Factory	MGSE1.NBT.1  Cloud Hopper MGSE1.NBT.7  Farmers Market MGSE1.MD.4  Treat Factory	MGSE1.OA.1  Keenville Sheriff MGSE1.OA.2  Keenville Sheriff MGSE1.OA.3  High-Rise Builders MGSE1.OA.4 – NA MGSE1.OA.5 – NA MGSE1.OA.6  River Tubing  Captain Peachbeard MGSE1.OA.7 – NA MGSE1.OA.8 – NA MGSE1.MD.4  Treat Factory	MGSE1.MD.1  Bargain Hunters MGSE1.MD.2  Bargain Hunters MGSE1.MD.3  Carnival Time MGSE1.MD.4  Treat Factory	MGSE1.NBT.2  Peachling Café MGSE1.NBT.3  Peachling Gym MGSE1.NBT.4  High-Rise Builders  Captain Peachbeard MGSE1.NBT.5 - NA MGSE1.NBT.6  Captain Peachbeard MGSE1.NBT.7  Farmers Market MGSE1.MD.4  Treat Factory	MGSE1.G.1  Guitar Maker MGSE1.G.2  Guitar Maker MGSE1.G.3 - NA MGSE1.MD.4  Treat Factory	ALL
These units were written to build upon concepts from prior units, so later units contain tasks that depend upon the concepts addressed in earlier units. All units will include the Mathematical Practices and indicate skills to maintain. However, the progression of the units is at the discretion of districts.						

NOTE: Mathematical standards are interwoven and should be addressed throughout the year in as many different units and tasks as possible in order to stress the natural connections that exist among mathematical topics. Grades K-2 Key: CC = Counting and Cardinality, G= Geometry, MD=Measurement and Data, NBT= Number and Operations in Base Ten, OA = Operations and Algebraic Thinking.