Q1	Q2	Q3	Q4	Date	Task
				K.A.MD.1	Sort by color, size, shape, kind
				K.A.NBT.1	Compose (construct) numbers 11-19 into tens & ones
				K.A.OA.1.1	Decompose (separate) numbers into two parts (0-5)
				K.A.G.1	Identify the position of objects
				K.A.CC.1.1	Count by ones to 25
				K.A.CC.1.2	Count by ones to 50
				K.A.CC.1.3	Count by ones to 75
				K.A.CC.1.4	Count by ones to 100
				K.A.CC.2.1	Count forward to 25
				K.A.CC.2.2	Count forward to 50
				K.A.CC.2.3	Count forward to 75
				K.A.CC.2.4	Count forward to 100
				K.A.CC.3.1	Name numerals 0 to 5
				K.A.CC.3.2	Name numerals 0 to 10
				K.A.CC.3.3	Name numerals 0 to 20
				K.A.CC.4.1	Match quantities to numerals 0 to 5
				K.A.CC.4.2	Match quantities to numerals 0 to 10
				K.A.CC.4.3	Match quantities to numerals 0 to 20
				K.A.CC.7	Compare numerals and sets 0-10 to determine same/ more/less
				K.A.MD.2.1	Name coins (penny)
				K.A.G.2.1	Name shapes and describe in the environment (2-D)
				K.A.CC.6.1	Order numerals 0-5
				K.A.CC.1a.1	Skip count by 10's
				K.A.CC.5.1	Write numerals 0-5
				K.A.MD.2.2	Name coins (penny, nickel)
				K.A.G.2.2	Name shapes and describe in the environment (2D, 3-D)
				K.A.NBT.1a	Decompose (separate) numbers 11-19 into tens & ones
				K.A.OA.1.2	Decompose (separate) numbers into two parts (0-10)
				K.A.CC.6.2	Order numerals 0 to 10
				K.A.CC.1a.2	Skip count by 10's and 5's
				K.A.OA.2	Solve addition/subtraction story problems 0-10 using manipulatives
				K.A.CC.5.2	Write numerals 0 to 10
				K.A.MD.2.3	Name coins (penny, nickel, dime)
				K.A.MD.3	Copy and extend patterns
				K.A.G.5	Create and compose 2-D shapes
				K.A.CC.6.3	Order numerals 0 to 20
				K.A.CC.1a.3	Skip count by 10's, 5's and 2's
				K.A.OA.3	Solve addition problems within 10 using manipulatives
				K.A.CC.5.3	Write numerals 0 to 20
				K.A.MD.2.4	Name coins (penny, nickel, dime, quarter)
				K.A.G.5a	Create and compare 3-D shapes
				K.A.OA.3a	Solve subtraction problems within 10 using manipulatives
				K.A.MD.4	Tell time to the hour
				K.A.MD.5	Describe and compare length and weight
				K.A.OA.4	Find the missing addend to make 10
				K.A.MD.6	Classify and graph
				K.A.OA.5	Fluently add and subtract within 5