

West Contra Costa Unified School District

Suggested Pacing Guide for Grade K

Text: California Everyday Mathematics 2008

Time/ # of days	Topics: Content & Assessment	CA Content Standards	Resources
18	Section 1		
1	Lesson 1.1: Partner Match	MG 1.1	Number Books Graphing in the Primary Grades Decomposing/Recomposing Geometric Shapes Number Recognition – Bar Models Number Recognition – Book Number Recognition – Decomposition Number Recognition – Number Lines Number Recognition – Side-By-Side Number Recognition – Subitizing Number Recognition – Ten Frames Rounding Subtraction – Comparison Model
2	Lesson 1.2: Introduction to Pattern Blocks	MG 2.0, 2.1	
1	Lesson 1.3: Multisensory Counts	NS 1.2	
1	Lesson 1.4: Countdown to Zero	NS 1.0, 1.2	
1	Lesson 1.5: Getting to Know Numbers 1–9	NS 1.0, MR 1.2	
1	Lesson 1.6: Introduction to Sorting	AF 1.0, 1.1	
1	Lesson 1.7: Sand and Water Play	MG 1.0, 1.1 MR 2.1	
1	Lesson 1.8: Birthday Graphs	SDAP 1.0, 1.1	
1	Lesson 1.9: Sound and Motion Patterns	SDAP 1.2	
1	Lesson 1.10: Patterns with Color	SDAP 1.2	
1	Lesson 1.11: Coin Comparison	AF 1.0, 1.1	
1	Lesson 1.12: Give the Next Number Game	NS 1.2	
1	Lesson 1.13: Body Height Comparisons	MG 1.0, 1.1 SDAP 1.1	
1	Lesson 1.14: Finger Count Fun	NS 1.0, 1.2	
3	Review		

Optional: One day per week for games or reteach

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Time/ # of days	Topics: Content & Assessment	CA Content Standards	
20	Section 2		
1	Lesson 2.1: Shape Collages	AF 1.1, MG 2.1, 2.2	Number Books Graphing in the Primary Grades Decomposing/Recomposing Geometric Shapes Number Recognition – Bar Models Number Recognition – Book Number Recognition – Decomposition Number Recognition – Number Lines Number Recognition – Side-By-Side Number Recognition – Subitizing Number Recognition – Ten Frames Rounding Subtraction – Comparison Model
1	Lesson 2.2: Shapes By Feel	MG 2.1 MG 2.2	
1	Lesson 2.3: Which Way Do I Go?	MG 2.0	
1	Lesson 2.4: Spin a Number Game	NS 1.0 NS 1.2	
1	Lesson 2.5: Patterns All Around	SDAP 1.0 SDAP 1.2	
1	Lesson 2.6: Playful Oral Counting Games	NS 1.2	
1	Lesson 2.7: Preparation For Number Writing	NS 1.2	
1	Lesson 2.8: Matching Coin Game	AF 1.0 AF 1.1	
1	Lesson 2.9: Number Board	NS 1.0 NS 1.2	
2	Lesson 2.10: Tricky Teens	NS 1.0 NS 1.2	
1	Lesson 2.11: Listen and Do (10-19)	NS 1.0 NS 1.2	
2	Lesson 2.12: Teen Partners	NS 1.0 NS 1.2	
1	Lesson 2.13: Estimation Jars	NS 1.0, NS 3.0, 3.1	
2	Lesson 2.14: Number Stories: Stage 1	NS 2.0, 2.1 MR 1.2	
1	Lesson 2.15: Symmetry Painting	MG 2.0	
1	Lesson 2.16: Symmetry in Nature	MG 2.0 SDAP 1.1	
1	Review		

Optional: One day per week for games or reteach

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Time/ # of days	Topics: Content & Assessment	CA Content Standards	
23	Section 3		
1	Lesson 3.1: Number Books	NS 1.2	Number Books Graphing in the Primary Grades Decomposing/Recomposing Geometric Shapes Number Recognition – Bar Models Number Recognition – Book Number Recognition – Decomposition Number Recognition – Number Lines Number Recognition – Side-By-Side Number Recognition – Subitizing Number Recognition – Ten Frames Rounding Subtraction – Comparison Model
1	Lesson 3.2: Macaroni Necklaces	SDAP 1.2	
1	Lesson 3.3: Roll and Record	NS 1.2 SDAP 1.1	
1	Lesson 3.4: The Pan Balance	MG 1.0, 1.1	
2	Lesson 3.5: Domino Concentration Game	NS 1.0, 1.2	
1	Lesson 3.6: Monster Squeeze	NS 1.1	
2	Lesson 3.7: Measurement with Objects	MG 1.0, 1.1	
1	Lesson 3.8: Pocket Problems	NS 2.0, 2.1	
1	Lesson 3.9: Number Card Games	NS 1.0, 1.2	
1	Lesson 3.10: Probability Stories	SDAP 1.0	
1	Lesson 3.11: Probability Tray	SDAP 1.0 SDAP 1.1	
1	Lesson 3.12: Pan Balance 2: Leveling	MG 1.0 MG 1.1	
1	Lesson 3.13: Train Games	NS 1.2 NS 2.0	
1	Lesson 3.14: Favorite Colors Graph	SDAP 1.0 SDAP 1.1	
1	Lesson 3.15: Count by Ten's	NS 1.2	
2	Lesson 3.16: Teen Frame Game	NS 1.1 NS 1.2	
4	Review		
1	Benchmark 1 Assessment		

Optional: One day per week for games or reteach

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Time/ # of days	Topics: Content & Assessment	CA Content Standards	
18	Section 4		
1	Lesson 4.1: Number Line Mathematics	NS 2.0 NS 2.1	Number Books Graphing in the Primary Grades Decomposing/Recomposing Geometric Shapes Number Recognition – Bar Models Number Recognition – Book Number Recognition – Decomposition Number Recognition – Number Lines Number Recognition – Side-By-Side Number Recognition – Subitizing Number Recognition – Ten Frames Rounding Subtraction – Comparison Model
1	Lesson 4.2: Top-It Card Games	NS 1.1 NS 1.3	
1	Lesson 4.3: The Pattern Block Template	MG 2.1 SDAP 1.2	
1	Lesson 4.4: The Addition Symbol (+)	NS 2.0 NS 2.1	
1	Lesson 4.5: Follow My Pattern	MG 2.1 SDAP 1.2	
1	Lesson 4.6: Interrupted Counts	NS 1.2	
1	Lesson 4.7: Meet the Calculator — Optional	NS 1.0	
1	Lesson 4.8: Roll and Record With Two Dice	NS 2.1 SDAP 1.1	
1	Lesson 4.9: Body and Rope Shapes	MG 2.1 MG 2.2	
1	Lesson 4.10: Shape Comparisons	MG 2.1 MG 2.2	
1	Lesson 4.11: The Subtraction Symbol (-)	NS 2.0 NS 2.1	
1	Lesson 4.12: Slate Activities	NS 1.1 NS 1.2	
2	Lesson 4.13: Introduction to Attribute Blocks	AF 1.0 AF 1.1	
1	Lesson 4.14: “What’s My Rule?” Fishing Game	AF 1.0 AF 1.1	
1	Lesson 4.15: Number Stories: Stage 2	NS 2.0 MR 1.2	
1	Lesson 4.16: Two-Digit Numbers	NS 1.0 NS 1.2	
1	Review		

Optional: One day per week for games or reteach

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Time/ # of days	Topics: Content & Assessment	CA Content Standards	
20	Section 5		
1	Lesson 5.1: Order of Daily Events	MG 1.2	Number Books Graphing in the Primary Grades Decomposing/Recomposing Geometric Shapes Number Recognition – Bar Models Number Recognition – Book Number Recognition – Decomposition Number Recognition – Number Lines Number Recognition – Side-By-Side Number Recognition – Subitizing Number Recognition – Ten Frames Rounding Subtraction – Comparison Model
1	Lesson 5.2: Patterns with Craft Sticks	SDAP 1.2	
1	Lesson 5.3: Find the Block Game	AF 1.0, 1.1 MG 2.1	
1	Lesson 5.4: Guess My Number Game	NS 1.0 NS 2.0	
1	Lesson 5.5: Count with Calculators — Optional	NS 1.2	
1	Lesson 5.6: Measurement with Children’s Feet	MG 1.0 MG 1.1	
1	Lesson 5.7: How Big Is a Foot?	MG 1.0 MG 1.1	
1	Lesson 5.8: Count By 5’s	NS 1.2	
1	Lesson 5.9: Intro of Tally Marks	NS 1.2 SDAP 1.0	
1	Lesson 5.10: The Raft Game	NS 1.0 NS 1.2	
1	Lesson 5.11: Standards and Nonstandard Feet	MG 1.0 MG 1.1	
1	Lesson 5.12: Tools for Measuring Length	MG 1.0 MG 1.1	
1	Lesson 5.13: Pet Bar Graph	SDAP 1.0 SDAP 1.1	
1	Lesson 5.14: Attribute Spinner Game	AF 1.0, 1.1 MG 2.1	
1	Lesson 5.15: Intro to the Number Grid	NS 1.2	
1	Lesson 5.16: Number Grid Search Grid	NS 1.2	
4	Review		

Optional: One day per week for games or reteach

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Time/ # of days	Topics: Content & Assessment	CA Content Standards	
20	Section 6		
1	Lesson 6.1: Introduction of the Penny	NS 1.0	Number Books Graphing in the Primary Grades Decomposing/Recomposing Geometric Shapes Number Recognition – Bar Models Number Recognition – Book Number Recognition – Decomposition Number Recognition – Number Lines Number Recognition – Side-By-Side Number Recognition – Subitizing Number Recognition – Ten Frames Rounding Subtraction – Comparison Model
1	Lesson 6.2: Introduction of the Nickel	NS 1.0	
1	Lesson 6.3: Solid Shape Museum	MG 2.0, 2.1, 2.2	
1	Lesson 6.4: Counts to Measure Time	MG 1.0, 1.2	
1	Lesson 6.5: Surveys and Graphs	SDAP 1.0 SDAP 1.1	
1	Lesson 6.6: I Spy with Shapes	MG 2.0	
1	Lesson 6.7: Introduction of the Dime	NS 1.0, 1.2	
1	Lesson 6.8: Coin Exchanges	NS 1.0, 1.2, MR 2.1	
1	Lesson 6.9: Comparison Number Stories	NS 1.1, 1.3, 2.1	
1	Lesson 6.10: Count By Two's	NS 1.0 SDAP 1.2	
1	Lesson 6.11: Divide Groups in Half	NS 1.0	
1	Lesson 6.12: Read My Mind Game	AF 1.1	
1	Lesson 6.13: Tools for Measuring Time	MG 1.0, 1.2	
1	Lesson 6.14: Skip Count with Calculators — Optional	SDAP 1.2	
1	Lesson 6.15: Symbolic Representatives of Patterns	SDAP 1.2	
1	Lesson 6.16: Division of Whole Objects into Halves	MR 2.0 MR 2.1	
4	Review		
1	Benchmark 2 Assessment		

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29	Section 7		
2	Lesson 7.1: Money Cube Game	NS 1.2	Number Books Graphing in the Primary Grades Decomposing/Recomposing Geometric Shapes Number Recognition – Bar Models Number Recognition – Book Number Recognition – Decomposition Number Recognition – Number Lines Number Recognition – Side-By-Side Number Recognition – Subitizing Number Recognition – Ten Frames Rounding Subtraction – Comparison Model
3	Lesson 7.2: Counting Object: Writing Number Models for Number Stories	NS 1.0, 1.2 SDAP 1.1	
3	Lesson 7.3: Creating Number Stories	NS 2.0, 2.1	
3	Lesson 7.4: Making Geometric Shapes	MG 2.1	
1	Lesson 7.5: Exploring the Quarter – Introduction to Quarter	NS 1.2	
2	Lesson 7.6: Dice Addition Games	NS 1.0, 1.2	
1	Lesson 7.7: Counting Forward and Backward	NS 1.0, 1.2	
1	Lesson 7.8: Bundling Sticks	NS 1.0, 1.2	
1	Lesson 7.9: Exploring Equivalent Names for Numbers	NS 1.0, 1.2, 2.1	
1	Lesson 7.10: Number Scrolls	NS 1.0, 1.2	
1	Lesson 7.11: Recording Decades	NS 1.0, 1.2	
1	Lesson 7.12: Plan Plus or Minus Steps	NS 2.0, 2.1, SDAP 1.1	
1	Lesson 7.13: Double-Digit Number	NS 1.0, 1.1, 1.2	
2	Lesson 7.14: Number in Sequence	NS 1.0, 1.2	
1	Lesson 7.15: Comparing Patterns	SDAP 1.2	
1	Lesson 7.16: Making Name Collections	NS 1.0, 1.2	
4	Review		

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Time/ # of days	Topics: Content & Assessment	CA Content Standards	
20	Section 8		
1	Lesson 8.1: Ones, Tens, Hundreds Game	NS 1.0, 1.1, 1.2	Number Books Graphing in the Primary Grades Decomposing/ Recomposing Geometric Shapes Number Recognition – Bar Models Number Recognition – Book Number Recognition – Decomposition Number Recognition – Number Lines Number Recognition – Side-By-Side Number Recognition – Subitizing Number Recognition – Ten Frames Rounding Subtraction – Comparison Model
1	Lesson 8.2: How Long is an Hour	MG 1.0, 1.2 SDAP 1.1	
1	Lesson 8.3: The Hour Hand Clock	MG 1.2, 1.4	
1	Lesson 8.4: High Roller Game	NS 2.0, 2.1	
1	Lesson 8.5: Intro to Function Machines	NS 2.0 AF 1.1 MR 2.1	
1	Lesson 8.6: Number Gymnastics Game	NS 2.0 MR 2.2	
1	Lesson 8.7: Intro of the \$1 Bill	NS 1.0	
1	Lesson 8.8: One-Dollar Game	NS 1.0, 1.1	
1	Lesson 8.9: Name Collection Posters	NS 1.2 NS 2.0	
1	Lesson 8.10: What's My Rule? With Numbers	NS 2.0 MR 2.1	
1	Lesson 8.11: Hour-Hand, Minute-Hand Story	MG 1.0, 1.2	
1	Lesson 8.12: Time Match Game	MG 1.0, 1.2	
1	Lesson 8.13: Missing Number Problems	NS 2.0, 2.1 MR 2.2	
1	Lesson 8.14: Number Stories with Calculators	NS 2.0 MR 1.2, 2.2	
1	Lesson 8.15: Pan Balance with Uniform Weights	MS 3.1 MG 1.0, 1.1	
1	Lesson 8.16: Intro of the \$10 Bill	NS 1.0, 1.1	
4	Review		
1	Benchmark 3 Assessment		

Optional: One day per week for games or reteach