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Revised Mathematics TEKS (2012): Building to Kindergarten Number and Operations – A Vertical Look at Key Concepts and Procedures

Grade 3	Grade 2	Grade 1	Kindergarten
<p>The 2012 TEKS are the student expectations adopted in 2012 and are scheduled to be implemented in 2014-2015 pending funding.</p> <p>Compose and decompose numbers up to 100,000 using concrete and pictorial models, and numbers.</p> <p>Represent whole numbers up to 100,000.</p> <p>Compare and order numbers using symbols.</p> <p>Represent a number on a number line between two consecutive multiples of 10, 100, 1,000, or 10,000.</p>	<p>Compose and decompose numbers up to 1,200 using concrete and pictorial models.</p> <p>Represent, whole numbers up to 1,200 using standard, word, and expanded form.</p> <p>Represent whole numbers up to 1,200 using symbols.</p> <p>Generate a number that is greater than or less than a number up to 1,200.</p> <p>Locate and name the whole number identified by a specific point on a number line.</p>	<p>Recognize instantly the quantity of structured arrangements.</p> <p>Compose and decompose numbers up to 120 using concrete and pictorial models.</p> <p>Represent whole numbers up to 120 using concrete and pictorial objects and expanded form</p> <p>Compare two numbers up to 100 using language and symbols.</p> <p>Generate a number that is greater than or less than a number up to 120.</p> <p>Order whole numbers up to 120 using place value and open number lines.</p>	<p>Count, connect, number forward.</p> <p>Recognize groupings of objects in structured arrangements.</p> <p>Compose and decompose within 10 with concrete and pictorial models.</p> <p>Read, write, and represent whole numbers to at least 20 with or without objects.</p> <p>Compare sets of objects to at least 20 and describe using comparative language.</p> <p>Generate a number that is one more than or one less than another number up to 20.</p>
<p>Recall facts to multiply up to 10 by 10 with automaticity.</p>	<p>Recall basic facts to add and subtract within 20 with automaticity</p>	<p>Apply basic fact strategies to add and subtract within 20.</p>	<p>Compose and decompose numbers within 10 with concrete and pictorial models.</p>
<p>Solve with fluency problems with addition and subtraction within 1,000.</p>	<p>Add up to four two-digit numbers and subtract two-digit numbers.</p> <p>Solve problems involving addition and subtraction within 1,000 using computation with three operations.</p>	<p>Determine the sum of a multiple of ten and a one-digit number up to 99 using concrete and pictorial models.</p> <p>Compose 10 with two or more addends.</p> <p>Solve addition and subtraction problems involving unknowns in all positions, including separating, and unknowns as any operation. Use concrete and pictorial models to represent the problem. Explain one's solution process.</p>	<p>Generate a number that is one more than or one less than another number up to 20.</p> <p>Model and solve addition and subtraction word problems within 10 using objects and drawings. Explain one's solution process.</p>
<p>Determine the value of a collection of coins and bills.</p>	<p>Determine the value of a collection of coins up to one dollar.</p>	<p>Count by twos, fives, and tens to determine the value of a collection of pennies, nickels, and/or dimes.</p>	<p>Identify pennies, nickels, dimes, and quarters.</p>

The statements are summaries of student expectations that build up to each key concept and procedures. Not all student expectations for all grade levels are represented.

The strand from the Revised TEKS (2012) is found at the top of each page along with the grade level.

Key concepts and procedures for the identified grade level are in the shaded column.

Grade levels for the concepts and procedures are identified in column headings for each set of key concepts and procedures.

Revised Mathematics TEKS (2012): Building to Kindergarten Number and Operations – A Vertical Look at Key Concepts and Procedures

Grade 3	Grade 2	Grade 1	Kindergarten
			Count a set of objects up to 20 and connect the last number stated to the number of objects in the set. Count forward and backward to at least 20.
		Recognize instantly the quantity of structured arrangements.	Recognize instantly the quantity of a small group of objects in organized and random arrangements.
Compose and decompose numbers up to 100,000 using concrete and pictorial models, and numbers.	Compose and decompose numbers up to 1,200 using concrete and pictorial models.	Compose and decompose numbers up to 120 using concrete and pictorial models.	Compose and decompose within 10 with concrete and pictorial models.
Represent whole numbers up to 100,000.	Represent, whole numbers up to 1,200 using standard, word, and expanded form.	Represent whole numbers up to 120 using concrete and pictorial objects and expanded form	Read, write, and represent whole numbers to at least 20 with or without objects.
Compare and order numbers to 100,000 using symbols.	Compare and order numbers to 1,200 using language, numbers, and symbols.	Compare two numbers up to 100 using language and symbols.	Compare sets of objects to at least 20 and describe using comparative language.
	Generate a number that is greater than or less than a number up to 1,200.	Generate a number that is greater than or less than a number up to 120.	Generate a number that is one more than or one less than another number up to 20.
Represent a number on a number line between two consecutive multiples of 10, 100, 1,000, or 10,000.	Locate and name the whole number identified by a specific point on a number line.	Order whole numbers up to 120 using place value and open number lines.	
Grade 3	Grade 2	Grade 1	Kindergarten
Recall facts to multiply up to 10 by 10 with automaticity.	Recall basic facts to add and subtract within 20 with automaticity.	Apply basic fact strategies to add and subtract within 20.	Compose and decompose within 10 with concrete and pictorial models.
Grade 3	Grade 2	Grade 1	Kindergarten
Solve with fluency problems with addition and subtraction within 1,000.	Solve problems involving addition and subtraction within 1,000. This includes computation with three-digit numbers.	Solve addition and subtraction problem situations involving joining, separating, and comparing sets within 20 and unknowns as any one of the terms using concrete and pictorial models and number sentences. Explain one's solution process.	Generate a number that is one more than or one less than another number up to 20. Model and solve addition and subtraction word problems within 10 using objects and drawings. Explain one's solution process.
Grade 3	Grade 2	Grade 1	Kindergarten
Determine the value of a collection of coins and bills.	Determine the value of a collection of coins up to one dollar.	Count by twos, fives, and tens to determine the value of a collection of pennies, nickels, and/or dimes.	Identify pennies, nickels, dimes, and quarters.



Revised Mathematics TEKS (2012): Building to Kindergarten Algebraic Reasoning – A Vertical Look at Key Concepts and Procedures

	<p>Grade 2</p> <hr/> <p>Determine whether a number up to 40 is even or odd.</p>	<p>Grade 1</p> <hr/> <p>Recite numbers forward and backwards between 1 and 120.</p> <p>Determine total number of objects in a set by skip counting by two, fives, and tens up to 120.</p>	<p>Kindergarten</p> <hr/> <p>Recite numbers up to 100 by ones and tens beginning with any number.</p>
	<p>Grade 2</p> <hr/> <p>Determine a number that is 10 or 100 more than a given number up to 1,200.</p>	<p>Grade 1</p> <hr/> <p>Determine a number that is 10 more and 10 less than a given number up to 120.</p>	<p>Kindergarten</p> <hr/> <p>See the Number and Operations strand for a similar student expectation for determining a number that is 1 more and 1 less than a given number.</p>
<p>Grade 3</p> <hr/> <p>Represent and solve one-and two-step problems using pictorial models, number lines, and equations.</p>	<p>Grade 2</p> <hr/> <p>Represent and solve addition and subtraction problems where unknowns may be any one of the terms in a problem.</p>	<p>Grade 1</p> <hr/> <p>Represent addition and subtraction problems up to 20 using concrete and pictorial models and number sentences.</p> <p>Determine the unknown whole number in and addition or subtraction equation when the unknown may be any one of the three or four terms in the equation.</p> <p>Apply properties of operations to add and subtract two or three numbers.</p>	<p>Kindergarten</p> <hr/> <p>See the Number and Operations strand for related student expectations for representing joining and separating.</p>

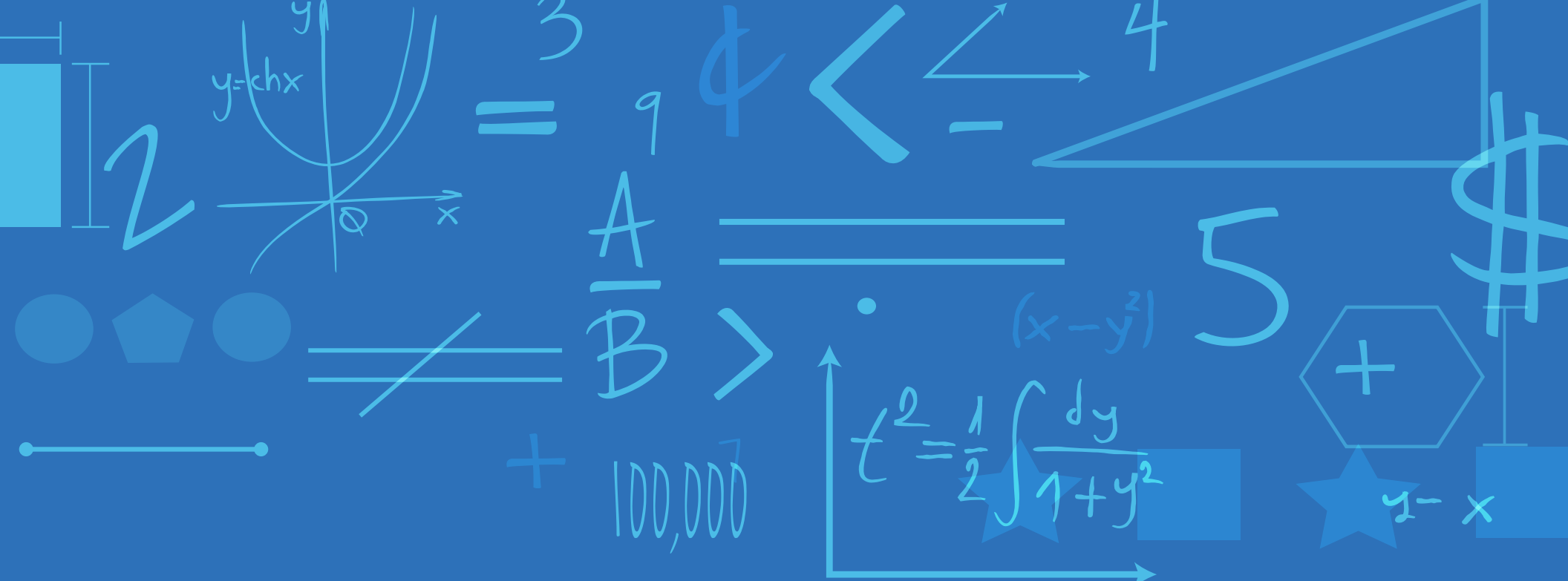


Revised Mathematics TEKS (2012): Building to Kindergarten Geometry and Measurement – A Vertical Look at Key Concepts and Procedures

Grade 3	Grade 2	Grade 1	Kindergarten
Classify and sort 2-d and 3-d figures based on attributes using formal geometric language.	Classify and sort specified 3-d figures and polygons with fewer than 12 sides based on attributes. Use language of sides and vertices. Compose 2-d and 3-d figures with given properties. Decompose 2-d figures.	Identify, classify, sort, and create specified 2-d and 3-d figures based on attributes using informal and formal language. Distinguish defining attributes from attributes that do not define a shape. Compose 2-d shapes (using up to four figures) and partition (using two or four fair shares) 2-d figures. Identify examples and non-examples of halves and fourths.	Identify, classify, sort and create specified 2-d and 3-d figures. Identify attributes using informal and formal geometric language.
Solve problems with measures of time, liquid volume, and weight.	Measure length to the nearest marked unit using tools, including concrete models for standard units of length, rulers, yardsticks, meter sticks, or measuring tape. Describe the relationship between the size of a unit of length and the number of units required to measure a length. Solve problems involving length.	Grade 1 Illustrate the meaning of length and its measure. Use measuring tools to measure the length of objects to the nearest whole unit. Compare the measures of length when using two different units of length.	Kindergarten Give an example of a measureable attribute, including length, capacity, and weight. Compare two measureable attributes to determine more or less.

Revised Mathematics TEKS (2012): Building to Kindergarten Data Analysis – A Vertical Look at Key Concepts and Procedures

Grade 3	Grade 2	Grade 1	Kindergarten
Represent and solve problems with: Frequency Tables Bar graphs Dot plots Note: Representations may have scaled intervals.	Grade 2 Represent, solve problems, draw conclusions and make predictions with: Bar graphs Pictographs Note: Representations may have intervals of one.	Grade 1 Represent and draw conclusions with: Tally marks or t-charts Bar-type graphs Picture graphs	Kindergarten Represent data and draw conclusions with: Picture graphs Real object graphs



Introduction to the Revised Mathematics TEKS

A VERTICAL LOOK AT KEY CONCEPTS
AND PROCEDURES
GRADE 1



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Revised TEKS (2012): Building to Grade 1 Number and Operations – A Vertical Look at Key Concepts and Procedures

Grade 3	Grade 2	Grade 1	Kindergarten
Compose and decompose numbers up to 100,000 using concrete and pictorial models, and numbers.	Compose and decompose numbers up to 100,000 using concrete and pictorial models.	Recognize instantly the quantity of structured arrangements.	Recognize and group objects into sets of up to 10 by one-to-one correspondence.
Represent whole numbers up to 100,000.	Represent, whole numbers up to 1,200 using standard, word, and expanded form.	Represent whole numbers up to 120 using concrete and pictorial models.	Read, write, and represent whole numbers to at least 20 with or without objects.
Compare and order numbers to 100,000 using symbols.	Compare and order numbers to 1,200 using language, numbers, and symbols.	Compare two numbers to 120 using language and symbols.	Compare sets of objects to at least 20 and describe using comparative language.
	Generate a number that is greater than or less than a number up to 1,200.	Generate a number less than a number up to 120.	Generate sets of concrete objects that are more than, less than, or equal to a given number.
Represent a number on a number line between two consecutive multiples of 10, 100, 1,000, or 10,000.	Locate and name the whole number identified by a specific point on a number line.	Order whole numbers up to 120 using place value and open number lines.	
Grade 3	Grade 2	Grade 1	
Decompose a/b (proper fractions only) as a sum of fractions $1/b$.	Partition and explain fractional parts, including halves, fourths, eighths, one whole, and fractional parts beyond one whole.	See the Geometry and Measurement strand for connections to fair shares of a whole.	
Represent proper fractions with denominators of 2, 3, 4, 6, and 8.	Identify examples and non-examples of halves, fourths, and eighths.		
Grade 3	Grade 2	Grade 1	Kindergarten
Recall facts to multiply up to 10 by 10 with automaticity.	Recall basic facts to multiply up to 20 with automaticity.	Recall basic facts to multiply up to 10 with automaticity.	Recall basic facts to multiply up to 10 with automaticity.
Grade 3	Grade 2	Grade 1	Kindergarten
Solve with fluency within 100 and subtract within 1,000.	Add up to four two-digit numbers and subtract within 1,000. This includes three-digit numbers.	Determine the sum of a multiple of ten and a one-digit number up to 99 using concrete and pictorial models.	Generate a number that is one more than or one less than another number up to 20.
		Compose 10 with two or more addends.	Solve addition and subtraction word problems within 10 using objects and drawings. Explain one's solution process.
		Generate and solve addition and subtraction problem situations involving joining, separating, and comparing sets within 20 and unknowns as any one of the terms using concrete and pictorial models and number sentences. Explain one's solution process.	
	Grade 2	Grade 1	Kindergarten
	Determine the value of a collection of coins up to one dollar.	Count by twos, fives, and tens to determine the value of a collection of pennies, nickels, and/or dimes.	Identify pennies, nickels, dimes, and quarters.

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Grade levels for the concepts and procedures are identified in column headings for each set of key concepts and procedures.

The statements are summaries of student expectations that build up to each key concept and procedures. Not all student expectations for all grade levels are represented.

Revised TEKS (2012): Building to Grade 1 Number and Operations – A Vertical Look at Key Concepts and Procedures

Grade 3	Grade 2	Grade 1	Kindergarten
<p>Compose and decompose numbers up to 100,000 using concrete and pictorial models, and numbers.</p> <p>Represent whole numbers up to 100,000.</p> <p>Compare and order numbers to 100,000 using symbols.</p> <p>Represent a number on a number line between two consecutive multiples of 10, 100, 1,000, or 10,000.</p>	<p>Compose and decompose numbers up to 1,200 using concrete and pictorial models.</p> <p>Represent, whole numbers up to 1,200 using standard, word, and expanded form.</p> <p>Compare and order numbers to 1,200 using language, numbers, and symbols.</p> <p>Generate a number that is greater than or less than a number up to 1,200.</p> <p>Locate and name the whole number identified by a specific point on a number line.</p>	<p>Recognize instantly the quantity of structured arrangements.</p> <p>Compose and decompose numbers up to 120 using concrete and pictorial models.</p> <p>Represent whole numbers up to 120 using concrete and pictorial objects and expanded form.</p> <p>Compare two numbers up to 100 using language and symbols.</p> <p>Generate a number that is greater than or less than a number up to 120.</p> <p>Order whole numbers up to 120 using place value and open number lines.</p>	<p>Recognize instantly the quantity of a small group of objects in organized and random arrangements.</p> <p>Compose and decompose within 10 with concrete and pictorial models.</p> <p>Read, write, and represent whole numbers to at least 20 with or without objects.</p> <p>Compare sets of objects to at least 20 and describe using comparative language.</p> <p>Generate sets of concrete objects that are more than, less than, or equal to a given number.</p>
Grade 3	Grade 2	Grade 1	
<p>Decompose a/b (proper fractions only) as a sum of fractions $1/b$.</p> <p>Represent proper fractions with denominators of 2, 3, 4, 6, and 8.</p>	<p>Partition and explain fractional parts, including halves, fourths, eighths, one whole, and fractional parts beyond one whole.</p> <p>Identify examples and non-examples of halves, fourths, and eighths.</p>	<p>See the Geometry and Measurement strand for connections to fair shares of a whole.</p>	
Grade 3	Grade 2	Grade 1	
<p>Recall facts to multiply up to 10 by 10 with automaticity.</p>	<p>Recall basic facts to add and subtract within 20 with automaticity.</p>	<p>Apply basic fact strategies to add and subtract within 20.</p>	
Grade 3	Grade 2	Grade 1	Kindergarten
<p>Solve with fluency problems with addition and subtraction within 1,000.</p>	<p>Add up to four two-digit numbers and subtract two-digit numbers.</p> <p>Generate and solve problems involving addition and subtraction within 1,000. This includes computation with three-digit numbers.</p>	<p>Determine the sum of a multiple of ten and a one-digit number up to 99 using concrete and pictorial models.</p> <p>Compose 10 with two or more addends.</p> <p>Generate and solve addition and subtraction problem situations involving joining, separating, and comparing sets within 20 and unknowns as any one of the terms using concrete and pictorial models and number sentences. Explain one's solution process.</p>	<p>Generate a number that is one more than or one less than another number up to 20.</p> <p>Solve addition and subtraction word problems within 10 using objects and drawings. Explain one's solution process.</p>
Grade 3	Grade 2	Grade 1	Kindergarten
<p>Determine the value of a collection of coins and bills.</p>	<p>Determine the value of a collection of coins up to one dollar.</p>	<p>Describe the relationships among pennies, nickels, dimes, and quarters</p> <p>Count by twos, fives, and tens to determine the value of a collection of pennies, nickels, and/or dimes.</p>	<p>Identify pennies, nickels, dimes, and quarters.</p>

Revised TEKS (2012): Building to Grade 1 for Algebraic Reasoning – A Vertical Look at Key Concepts and Procedures


<p>Grade 2</p> <p>Determine whether a number up to 40 is even or odd.</p>	<p>Grade 1</p> <p>Recite numbers forward and backwards between 1 and 120.</p> <p>Determine total number of objects in a set by skip counting by two, fives, and tens up to 120.</p>	<p>Kindergarten</p> <p>Recite numbers up to 100 by ones and tens beginning with any number.</p>
<p>Grade 2</p> <p>Determine a number that is 10 or 100 more than a given number up to 1,200.</p>	<p>Grade 1</p> <p>Determine a number that is 10 more and 10 less than a given number up to 120.</p>	<p>Kindergarten</p> <p>See the Number and Operations strand for a similar student expectation for determining a number that is 1 more and 1 less than a given number.</p>
<p>Grade 3</p> <p>Represent and solve one-and two-step problems using pictorial models, number lines, and equations.</p>	<p>Grade 2</p> <p>Represent and solve addition and subtraction problems where unknowns may be any one of the terms in a problem.</p>	<p>Grade 1</p> <p>Represent addition and subtraction problems up to 20 using concrete and pictorial models and number sentences.</p> <p>Determine the unknown whole number in an addition or subtraction equation when the unknown may be any one of the three or four terms in the equation.</p> <p>Apply properties of operations to add and subtract two or three numbers.</p>

Revised TEKS (2012): Building to Grade 1 Geometry and Measurement – A Vertical Look at Key Concepts and Procedures

Grade 3	Grade 2	Grade 1	Kindergarten
Classify and sort 2-d and 3-d figures based on attributes using formal geometric language.	Classify and sort specified 3-d figures and polygons with fewer than 12 sides based on attributes. Use language of sides and vertices. Compose 2-d and 3-d figures with given properties. Decompose 2-d figures.	Identify, classify, sort, and create specified 2-d and 3-d figures based on attributes using informal and formal language. Distinguish defining attributes from attributes that do not define a shape. Compose 2-d shapes (using up to four figures) and partition (using two or four fair shares) 2-d figures. Identify examples and non-examples of halves and fourths.	Identify, classify, and create specified 2-d and 3-d figures. Identify attributes using informal and formal geometric language.
Solve problems with measures of time, liquid volume, and weight.	Measure length to the nearest marked unit using tools, including concrete models for standard units of length, rulers, yardsticks, meter sticks, or measuring tape. Describe the relationship between the size of a unit of length and the number of units required to measure a length. Solve problems involving length.	Illustrate the meaning of length and its measure. Use measuring tools to measure the length of objects to the nearest whole unit. Compare the measures of length when using two different units of length.	Give an example of a measureable attribute, including length, capacity, and weight. Compare two measureable attributes to determine more or less.
	Grade 2	Grade 1	
	Read and write time to the nearest 1-minute increment.	Tell time to the nearest hour and half hour.	

Revised TEKS (2012): Building to Grade 1 Data Analysis – A Vertical Look at Key Concepts and Procedures

Grade 3	Grade 2	Grade 1	Kindergarten
Represent and solve problems with: Frequency Tables Bar graphs Dot plots Note: Representations may have scaled intervals.	Represent, solve problems, draw conclusions and make predictions with: Bar graphs Pictographs Note: Representations may have intervals of one.	Represent and draw conclusions with: Tally marks or t-charts Bar-type graphs Picture graphs	Represent data and draw conclusions with: Picture graphs Real object graphs



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Revised TEKS (2012): Building to Grade 2 Number and Operations – A Vertical Look at Key Concepts and Procedures

Grade 3	Grade 2	Grade 1	Kindergarten
<p>Represent, compare and order whole numbers up to 100,000.</p> <p>Represent a number on a number line. Find two consecutive multiples of 10, 10,000.</p>	<p>Represent whole numbers up to 100,000. Represent a number on a number line. Find two consecutive multiples of 10, 10,000.</p>	<p>Represent, compare, and order whole numbers up to 120.</p> <p>Represent the comparisons of two numbers to 100.</p> <p>Order whole numbers up to 120 using open number lines.</p>	<p>Represent and compare sets of objects up to 20.</p> <p>Generate one less and one more.</p>
<p>Represent proper fractions with denominators of 2, 3, 4, 6, and 8.</p> <p>Locate fractions between 0 and 1 with specified denominators on a number line.</p> <p>Decompose a/b (proper fractions only) as a sum of fractions $1/b$.</p>	<p>Represent and explain fractional parts, including halves, fourths, eighths, one whole, and fractional parts based on a whole.</p> <p>Identify fractions, including halves, fourths, and eighths.</p>	<p>Grade 1</p>	<p>Grade 1</p>
<p>Grade 3</p> <p>Recall facts to multiply up to 10 by 10 with automaticity.</p>	<p>Grade 2</p> <p>Recall basic facts to add and subtract within 20 with automaticity.</p>	<p>Grade 1</p> <p>Apply basic fact strategies to add and subtract within 20.</p>	<p>Grade 1</p>
<p>Grade 3</p> <p>Solve with fluency problems with addition and subtraction within 1,000.</p>	<p>Grade 2</p> <p>Add up to four two-digit numbers and subtract two-digit numbers.</p> <p>Solve problems involving addition and subtraction within 1,000. This includes computation with three-digit numbers.</p>	<p>Grade 1</p> <p>Compose 10 with two or more addends.</p> <p>Solve addition and subtraction problem situations within 20.</p>	<p>Kindergarten</p> <p>Compose and decompose within 10 with objects and pictures.</p> <p>Solve addition and subtraction word problems within 10 using objects and drawings.</p>
<p>Grade 3</p>	<p>Grade 2</p> <p>Determine the value of coins to one dollar.</p>	<p>Grade 1</p> <p>Use tens to determine the value of coins, pennies, nickels, and/or dimes.</p>	<p>Kindergarten</p> <p>Identify pennies, nickels, dimes, and quarters.</p>
<p>Grade 3</p> <p>Multiply a 2-digit by a 1-digit number.</p> <p>Solve problems involving multiplication and division within 100.</p>	<p>Grade 2</p> <p>Model, create, and describe multiplication and division situations with equivalent sets using concrete objects.</p>	<p>Grade 1</p> <p>Use skip counting to skip counting by twos, fives, and tens up to 120.</p>	<p>Grade 1</p>

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Revised TEKS (2012): Building to Grade 2 Number and Operations – A Vertical Look at Key Concepts and Procedures

<p>Grade 3</p> <p>Represent, compare and order whole numbers up to 100,000.</p> <p>Represent a number on a number line between two consecutive multiples of 10, 100, 1,000, or 10,000.</p>	<p>Grade 2</p> <p>Represent, compare, and order whole numbers up to 1,200 using standard, word, and expanded form.</p> <p>Locate and name the whole number identified by a specific point on a number line and an open number line.</p>	<p>Grade 1</p> <p>Represent, compare, and order whole numbers up to 120 using concrete and pictorial models.</p> <p>Represent the comparisons of two numbers to 100.</p> <p>Order whole numbers up to 120 using open number lines.</p>	<p>Kindergarten</p> <p>Represent and compare sets of objects up to 20.</p> <p>Generate sets of concrete objects that are more than, less than, or equal to a given number.</p>
<p>Grade 3</p> <p>Represent proper fractions with denominators of 2, 3, 4, 6, and 8 using objects and pictorial models, strip diagrams, and number lines.</p> <p>Decompose a/b (proper fractions only) as a sum of fractions $1/b$.</p>	<p>Grade 2</p> <p>Represent and explain fractional parts, including halves, fourths, and eighths.</p> <p>Identify non-examples of halves, fourths, and eighths.</p> <p>Count fractional parts beyond one whole using words and recognize the number of parts needed to make a whole.</p>	<p>Grade 1</p> <p>See the Geometry and Measurement strand for related student expectations for identifying examples and non-examples of halves and fourths.</p>	
<p>Grade 3</p> <p>Recall facts to multiply up to 10 by 10 with automaticity.</p>	<p>Grade 2</p> <p>Recall basic facts to add and subtract within 20 with automaticity.</p>	<p>Grade 1</p> <p>Apply basic fact strategies to add and subtract within 20.</p>	
<p>Grade 3</p> <p>Solve with fluency problems with addition and subtraction within 1,000.</p>	<p>Grade 2</p> <p>Add up to four two-digit numbers and subtract two-digit numbers.</p> <p>Generate and solve problems involving addition and subtraction within 1,000. This includes computation with three-digit numbers.</p>	<p>Grade 1</p> <p>Determine the sum of a multiple of ten and a one-digit number up to 99 using concrete and pictorial models.</p> <p>Compose 10 with two or more addends.</p> <p>Generate and solve addition and subtraction problem situations within 20.</p>	<p>Kindergarten</p> <p>Solve addition and subtraction word problems within 10 using objects and drawings.</p>
<p>Grade 3</p> <p>Determine the value of a collection of coins and bills.</p>	<p>Grade 2</p> <p>Determine the value of a collection of coins up to one dollar.</p>	<p>Grade 1</p> <p>Count by twos, fives, and tens to determine the value of a collection of pennies, nickels, and/or dimes.</p>	<p>Kindergarten</p> <p>Identify pennies, nickels, dimes, and quarters.</p>
<p>Grade 3</p> <p>Multiply a 2-digit by a 1-digit number.</p> <p>Solve problems involving multiplication and division within 100.</p>	<p>Grade 2</p> <p>Model, create, and describe multiplication and division situations with equivalent sets using concrete objects.</p>	<p>Grade 1</p> <p>See the Algebraic Reasoning strand for connections to skip counting by twos, fives, and tens up to 120.</p>	

Revised TEKS (2012): Building to Grade 2 Algebraic Reasoning – A Vertical Look at Key Concepts and Procedures

Grade 2	Grade 1	Kindergarten
Determine a number that is 10 or 100 more than a given number up to 1,200.	Determine a number that is 10 more and 10 less than a given number up to 120.	See the Number and Operations strand for a similar student expectation for determining a number that is 1 more and 1 less than a given number up to 20.
Grade 3	Grade 2	Grade 1
Represent and solve one-and two-step problems with equations.	Represent and solve addition and subtraction problems where unknowns may be any one of the terms in a problem.	Represent addition and subtraction problems up to 20 using concrete and pictorial models and number sentences.
Grade 3	Grade 2	Kindergarten
Represent and solve one-and two-step problems with equations.	Represent and solve addition and subtraction problems where unknowns may be any one of the terms in a problem.	See the Number and Operations strand for a similar student expectation for representing joining and separating problems.

Revised TEKS (2012): Building to Grade 2 Geometry and Measurement – A Vertical Look at Key Concepts and Procedures

Grade 3	Grade 2	Grade 1	Kindergarten
Classify and sort 2-d and 3-d figures based on attributes using formal geometric language.	Classify and sort specified 3-d figures and polygons with fewer than 12 sides based on attributes. Use language of sides and vertices. Compose 2-d and 3-d figures with given properties. Decompose 2-d figures.	Identify, classify, sort, and create specified 2-d and 3-d figures based on attributes using informal and formal language. Distinguish defining attributes from attributes that do not define a figure. Create 2-d figures. Compose 2-d figures, using up to four figures.	Identify, classify, and sort specified 2-d and 3-d figures. Identify attributes using informal and formal geometric language. Create 2-d figures.
Grade 3	Grade 2	Grade 1	Kindergarten
Solve problems with measures of length, liquid volume, and weight.	Describe the relationship between the size of a unit of length and the number of units required to measure a length. Measure length to the nearest marked unit using tools, including concrete models for standard units of length, rulers, yardsticks, meter sticks, or measuring tape. Solve problems involving length.	Illustrate the meaning of length and its measure. Use measuring tools to measure the length of objects to the nearest whole unit. Compare the measures of length when using two different units of length.	Give an example of a measureable attribute, including length, capacity, and weight. Compare two measureable attributes to determine more or less.
Grade 3	Grade 2	Grade 2	Grade 1
Represent halves, fourths, and eights as distances from zero on a number line.	Represent whole numbers as distances from any given location on a number line.	Represent whole numbers as distances from any given location on a number line.	Represent whole numbers as distances from any given location on a number line.
Grade 3	Grade 2	Grade 2	Grade 1
Determine the area of rectangle with layering of unit squares by multiplying the number of rows and columns of square units.	Determine the area of a rectangle using concrete models of square units.	Determine the area of a rectangle using concrete models of square units.	Determine the area of a rectangle using concrete models of square units.
Grade 3	Grade 2	Grade 1	Grade 1
Solve problems involving addition and subtraction of time intervals using pictorial models or tools.	Read and write time to the nearest 1-minute increment.	Read and write time to the nearest 1-minute increment.	Tell time to the nearest hour and half hour.

Revised TEKS (2012): Building to Grade 2 Data Analysis – A Vertical Look at Key Concepts and Procedures

Grade 3	Grade 2	Grade 1	Kindergarten
<i>Represent and solve problems with:</i> Frequency Tables Bar graphs Dot plots Note: Representations may have scaled intervals.	<i>Represent, solve problems, draw conclusions and make predictions with:</i> Bar graphs Pictographs Note: Representations may have intervals of one.	<i>Represent and draw conclusions with:</i> Tally marks or t-charts Bar-type graphs Picture graphs	<i>Represent and draw conclusions with:</i> Picture graphs Real object graphs