

## K-2 Mathematics Formative Tasks Overview

The K-2 Mathematics Formative Tasks are a set of innovative tools developed to support teachers at kindergarten, first, and second grades. The purpose of these tools is to provide educators with instructionally useful information related to how students demonstrate proficiencies with each grade's Common Core State Standards. The K-2 tasks are designed to fit within the regular experience of young students' instruction, and the data collection process has been designed in such a way as to be "invisible" to the student. The evidence gathered by the teacher is at an appropriate level of detail and specificity and can be immediately used to adjust instruction as appropriate and supplement the teacher's current best practices.

There are 16 K-2 Mathematics Performance Tasks that can serve as a model for integrating multiple Common Core State Standards (CCSS) and formative assessment into everyday instruction. Each task was carefully reviewed by several educators, field tested in classrooms, and finally revised based on teacher feedback from the field tests. The tasks were not designed to be done in any particular order. The tasks should fit in to teachers' curriculum where most appropriate. The tables below indicate each task, the most prominent content standards and Standards for Mathematical Practice (SMP) embedded in the tasks, and a brief description of each task.

**Use the embedded links to access the resources on the Partnership Resource Center.**

### [Kindergarten Tasks](#)

Task Name (w/PRC Link)	SMP	Content	Task Description
<a href="#">Pairs That Make 10</a>	MP2,7	K.OA.A.4	Students play a game using counters, cards, and dice to build their understanding of numbers that sum to 10.
<a href="#">Two Numbers</a>	MP1,7	K.OA.A.5 K.CC.B.5	Students play a game using numeral cards and dice to build their understanding and skill of addition and subtraction.
<a href="#">Breaking Apart Numbers</a>	MP2,7	K.OA.A.3 K.OA.A.1	Students find all the ways to decompose numbers up to 10 (e.g., breaking 9 into 8 + 1) using visual, manipulative, or numeric representations.
<a href="#">Creating Teen Numbers</a>	MP2,7	K.NBT.A.1 K.CC.B.5	Students use cubes and layered cards to represent teen numbers as 10 + some ones.
<a href="#">Counting Stories</a>	MP1,3	K.OA.A.2 K.OA.A.1	Students create stories that can be used to pose situations and ask mathematical questions to be answered by other students.
<a href="#">How Many Do I Have?</a>	MP3,7	K.CC.B.5 K.CC.B.4	In this game, one student arranges a "secret" number of cubes in a particular way (line, circle, array, or scattered) and the other student counts the cubes to determine the number of objects.

## 1<sup>st</sup> Grade Tasks

Task Name (w/PRC Link)	SMP	Content	Task Description
<a href="#">The Equality Game</a>	MP2,3	1.OA.D.7	Playing in pairs, students work together to form equations that make true statements.
<a href="#">Be a "Smart" Calculator</a>	MP3,7	1.OA.B.3 1.OA.C.6 1.OA.A.2	Students draw and arrange number cards in order to find the sum in an efficient manner.
<a href="#">Unknown Numbers</a>	MP3,6,7	1.OA.D.8	Students draw number cards and roll number cubes as they develop their ability to determine an unknown number in an addition or subtraction equation relating three whole numbers.
<a href="#">"Making and Breaking" Two-Digit Numbers</a>	MP4,7,8	1.NBT.B.2 1.NBT.A.1	Students create two-digit numbers using drawings, layered cards, and written numerals, and also say the count-word.
<a href="#">Comparing Two-Digit Numbers</a>	MP2,7	1.NBT.B.3 1.NBT.B.2	Students build two-digit numbers using objects, drawings, and layered cards, and compare the numbers using $<$ , $>$ , and $=$ symbols.
<a href="#">Creating and Solving Word Problems</a>	MP1,4	1.OA.A.1	Students pose mathematical questions about a situation and solve various addition and subtraction problems related to the situation.

## 2<sup>nd</sup> Grade Tasks

Task Name (w/PRC Link)	SMP	Content	Task Description
<a href="#">Adding and Subtracting within 100, 1000</a>	MP7,8	2.NBT.B.7 2.NBT.B.5	Students roll number cubes to create addition and subtraction problems to solve in a game-like format.
<a href="#">Scavenger Hunt: Comparing Length Units</a>	MP5,6	2.MD.A.2 2.MD.A.1	Students "hunt" for objects in the classroom and measure them using a variety of units (inches, centimeters, and feet), comparing the measurements to describe the relationship among the units.
<a href="#">Using Stories to Solve One-Step Word Problems</a>	MP1,2	2.OA.A.1 2.OA.B.2 2.NBT.B.5	Students listen to stories that pose a variety of addition and subtraction problems to solve.
<a href="#">Math Libs: Solving Two-Step Word Problems</a>	MP1,2	2.OA.A.1	In this game, students choose objects and numbers according to given criteria and solve addition and subtraction word problems based on their choices.