

PROMISE Module 2

Benchmark Code	Benchmark	PROMISE Activity	Chapter(s)	Page Number(s)
MA.K.A.1.1	Represent quantities with numbers up to 20, verbally, in writing, and with manipulatives.	Give Me Five!	4	121–170
MA.K.A.1.1	Represent quantities with numbers up to 20, verbally, in writing, and with manipulatives.	Sets of Five	4	121–170
MA.K.A.1.1	Represent quantities with numbers up to 20, verbally, in writing, and with manipulatives.	Ten Black Dots by Donald Crews	5	171–212
MA.K.A.1.1	Represent quantities with numbers up to 20, verbally, in writing, and with manipulatives.	“Show Me”, 10 Frame Activity	5	171–212

PROMISE Module 5

Benchmark Code	Benchmark	PROMISE Activity	Chapter(s)	Page Number(s)
MA.K.G.2.2	Identify, name, describe, and sort basic two-dimensional shapes such as squares, triangles, circles, rectangles, hexagons, and trapezoids.	Creating and Sorting Polygons Using Geoboards	9	313–358
MA.1.K.2.2	Identify, name, describe, and sort basic two-dimensional shapes such as squares, triangles, circles, rectangles, hexagons, and trapezoids.	Pattern Blocks – Recreate the Shape	9	313–358
MA.1.K.2.2	Identify, name, describe, and sort basic two-dimensional shapes such as squares, triangles, circles, rectangles, hexagons, and trapezoids.	Use what you know... Name that shape	9	313–358

PROMISE Module 3

Benchmark Code	Benchmark	PROMISE Activity	Chapter(s)	Page Number(s)
MA.1.A.2.2	Represent two digit numbers in terms of tens and ones.	Activity A: Place value and base-10 blocks	8	331–384
MA.1.A.2.2 MA.1.A.6.1	Represent two digit numbers in terms of tens and ones. Use mathematical reasoning and beginning understanding of tens and ones, including the use of invented strategies, to solve two-digit addition and subtraction problems.	Activity B: Place value and basic facts	8, 12, 13	331–384, 507–546, 547–584
MA.1.A.2.2 MA.1.A.6.1	Represent two digit numbers in terms of tens and ones. Use mathematical reasoning and beginning understanding of tens and ones, including the use of invented strategies, to solve two-digit addition and subtraction problems.	Activity C: The 0–99 and 1–100 charts as learning tools	8, 12, 13	331–384, 507–546, 547–584

PROMISE Module 5

Benchmark Code	Benchmark	PROMISE Activity	Chapter(s)	Page Number(s)
MA.1.G.3.1	Use appropriate vocabulary to compare shapes according to attributes and properties such as number and length of sides, and number of vertices.	Creating and Sorting Polygons Using Geoboards	10	425–472
MA.1.G.3.1	Use appropriate vocabulary to compare shapes according to attributes and properties such as number and length of sides, and number of vertices.	Pattern Blocks— Recreate the Shape	10	425–472
MA.1.G.3.1	Use appropriate vocabulary to compare shapes according to attributes and properties such as number and length of sides, and number of vertices.	Use what you know... Name that shape	10	425–472

PROMISE Module 3

Benchmark Code	Benchmark	PROMISE Activity	Chapter(s)	Page Number(s)
MA.2.A.1.1	Identify relationships between the digits and their place values through the thousands, including counting by tens and hundreds.	Activity A: Place value and base-10 blocks	5, 9	205–250, 377–418
MA.2.A.1.1	Identify relationships between the digits and their place values through the thousands, including counting by tens and hundreds.	Activity B: Place value and basic facts	3, 5	123–162, 205–250
MA.2.A.2.2	Add and subtract multi-digit whole numbers through three digits with fluency by using a variety of strategies, including invented and standard algorithms and explanations of those procedures.			
MA.2.A.1.1	Identify relationships between the digits and their place values through the thousands, including counting by tens and hundreds.	Activity C: The 0–99 and 1–100 charts as learning tools	3	123–162
MA.2.A.2.2	Add and subtract multi-digit whole numbers through three digits with fluency by using a variety of strategies, including invented and standard algorithms and explanations of those procedures.			
MA.2.A.1.1	Identify relationships between the digits and their place values through the thousands, including counting by tens and hundreds.	Activity D: Expanded notation	9	377–418

PROMISE Module 4

Benchmark Code	Benchmark	PROMISE Activity	Chapter(s)	Page Number(s)
MA.2.A.2.2	Add and subtract multi-digit whole numbers through three digits with fluency by using a variety of strategies, including invented and standard algorithms and explanations of those procedures.	Problem 1	3, 4	129–130, 145–148, 151–152, 167–168, 171–172, 187–190, 193–194
MA.2.A.2.2	Add and subtract multi-digit whole numbers through three digits with fluency by using a variety of strategies, including invented and standard algorithms and explanations of those procedures.	Problem 2	3, 4	129–130, 145–148, 151–152, 167–168, 171–172, 187–190, 193–194
MA.2.A.2.2	Add and subtract multi-digit whole numbers through three digits with fluency by using a variety of strategies, including invented and standard algorithms and explanations of those procedures.	Problem 3	3, 4	129–130, 145–148, 151–152, 167–168, 171–172, 187–190, 193–194
MA.2.A.2.2	Add and subtract multi-digit whole numbers through three digits with fluency by using a variety of strategies, including invented and standard algorithms and explanations of those procedures.	Problem 4	3, 4	129–130, 145–148, 151–152, 167–168, 171–172, 187–190, 193–194
MA.2.A.2.2	Add and subtract multi-digit whole numbers through three digits with fluency by using a variety of strategies, including invented and standard algorithms and explanations of those procedures.	Transitioning to a “New” Standard Algorithm	3, 4	129–130, 145–148, 151–152, 167–168, 171–172, 187–190, 193–194
MA.2.A.2.2	Add and subtract multi-digit whole numbers through three digits with fluency by using a variety of strategies, including invented and standard algorithms and explanations of those procedures.	Partial Sums—A “New” Standard Algorithm	3, 4	129–130, 145–148, 151–152, 167–168, 171–172, 187–190, 193–194
MA.2.A.2.2	Add and subtract multi-digit whole numbers through three digits with fluency by using a variety of strategies, including invented and standard algorithms and explanations of those procedures.	Partial Sums—Focus on Place Value	3, 4	129–130, 145–148, 151–152, 167–168, 171–172, 187–190, 193–194
MA.2.A.2.2	Add and subtract multi-digit whole numbers through three digits with fluency by using a variety of strategies, including invented and standard algorithms and explanations of those procedures.	Partial Differences—A “New” Standard Algorithm	3, 4	129–130, 145–148, 151–152, 167–168, 171–172, 187–190, 193–194