Pearson

SuccessMaker®

Alignments to SuccessMaker

Providing rigorous intervention
for K-8 learners with unparalleled precision

AimswebPlus Standard Codes	AimswebPlus Standard Text Kindergarten	SuccessMaker Item Description	SuccessMaker Item ID
Fall			
K.CC.4	Counts the number of objects in a set.	Find the next number in a sequence, counting by 1's (1 to 9).	SMMA_LO_00948
		R: Match objects to show a one-to-one correspondence (2 to 5 objects).	SMMA_LO_00921
		Find the next number in a sequence, counting by 1's (1 to 5).	SMMA_LO_00939
		Count objects by pairing each object with one number 1 to 10; determine how many objects there are.	SMMA_LO_02092
		Count objects by pairing each object with one number 1 to 10; determine how many objects there are when 1 more is added.	SMMA_LO_02093
K.MD.2	Identifies a specific object in a set by comparing heights.	Identify the tallest object.	SMMA_LO_00694
		Identify the biggest or smallest object.	SMMA_LO_00695
		Identify the object that is a different height.	SMMA_LO_00712
		Identify the objects that are taller or shorter than a nonstandard unit.	SMMA_LO_00743
K.CC.6	Identifies sets that have an equal number of items.	Identify a set with the same number of objects as a given set (1 to 5 objects).	SMMA_LO_00922
		Make a set with the same number of objects as a given set (1 to 5 objects).	SMMA_LO_00926
		Make a group with the same number of objects as a given group (6 to 9 objects).	SMMA_LO_00929
		Create a set with the same, more, or fewer number of objects than a given group (1 to 9 objects).	SMMA_LO_00953
K.CC.5	Counts objects in scattered set.	Count two sets of objects to find the total (sums 2 to 4).	SMMA_LO_00003
		Count objects not arranged in a row (1 to 5 objects).	SMMA_LO_0935
		Count specific objects within a larger set (1 to 6 objects).	SMMA_LO_0936

AimswebPlus Standard Codes	AimswebPlus Standard Text Kindergarten	SuccessMaker Item Description	SuccessMaker Item ID
		Count objects not arranged in a row (6 to 9 objects).	SMMA_LO_0943
		Count specific objects within a larger set (6 to 9 objects).	SMMA_LO_00958
K.OA.2	Solves addition word problems using a representative drawing.	Add zero to a number (sums 1 to 9).	SMMA_LO_00035
		Solve a problem in context by adding or subtracting 1.	SMMA_LO_01535
		Solve an addition problem in context (same objects, sums 2 to 5).	SMMA_LO_01540
		R: Write an addition number sentence to represent a picture (sums 1 to 9).	SMMA_LO_00036
K.MD.3	Determines which group an object belongs to.	Identify the figure that is a different color from a given figure.	SMMA_LO_00541
		Identify the figure with a different shape.	SMMA_LO_00547
		Classify geometric figures by a shape attribute.	SMMA_LO_00576
		Identify a pair of objects that are not the same size.	SMMA_LO_00692
		R: Use logical reasoning to identify the item that does not belong in a group.	SMMA_LO_01227
		R: Formulate questions around numerical data.	SMMA_LO_01642
K.OA.2	Solves addition word problems using a representative drawing.	Add zero to a number (sums 1 to 9).	SMMA_LO_00035
		Solve a problem in context by adding or subtracting 1.	SMMA_LO_01540
		Solve an addition problem in context (same objects, sums 2 to 5).	SMMA_LO_00036
		R: Write an addition number sentence to represent a picture (sums 1 to 9).	SMMA_LO_00541
K.CC.2	Counts forward starting at a given number other than 1.	Enter the missing date on a calendar.	SMMA_LO_00700
		Find the next number in a sequence, counting by 1's (1 to 5).	SMMA_LO_00940
		Find the number that comes before a given number, counting by 1's (1 to 9).	SMMA_LO_00949

AimswebPlus Standard Codes	AimswebPlus Standard Text Kindergarten	SuccessMaker Item Description	SuccessMaker Item ID
		Order four numbers from least to greatest (1 to 9).	SMMA_LO_00950
		Find a missing number in a sequence, counting by 1's (1 to 20).	SMMA_LO_00951
		Find a missing number in a sequence, counting by 1's (1 to 9).	SMMA_LO_00960
		Find a missing number in a sequence, counting by 1's (10 to 20).	SMMA_LO_00970
		Find a missing number in a sequence, counting by 1's (11 to 50).	SMMA_LO_00982
		Find a missing number in a sequence, counting by 1's (51 to 99).	SMMA_LO_00983
		Identify four numbers ordered from least to greatest (two-digit).	SMMA_LO_00985
K.G.2	Identifies and counts 2-dimensional shapes.	Identify circles or squares by name.	SMMA_LO_00529
		Identify triangles or rectangles by name.	SMMA_LO_00530
		Identify a geometric figure (circle, triangle, rectangle, or square).	SMMA_LO_00531
		Identify circles or squares by name.	SMMA_LO_00544
		Identify triangles or rectangles by name.	SMMA_LO_00546
		Identify 3-, 4-, and 5-sided figures.	SMMA_LO_00550
		Identify a shape by two positive tests, e.g., red, circle.	SMMA_LO_00565
		Match a geometric figure to its name (circle, triangle, square, or rectangle).	SMMA_LO_00568
		Identify the figure that is not of a given type (rectangle or triangle).	SMMA_LO_00571
		Count the geometric figures in a picture.	SMMA_LO_00572
K.OA.2	Solves subtraction word problems using a representative drawing.	Solve a subtraction problem in context (minuends 2 to 5, pictorial models).	SMMA_LO_01411
		Solve a problem in context by adding or subtracting 1.	SMMA_LO_01535

AimswebPlus Standard Codes	AimswebPlus Standard Text Kindergarten	SuccessMaker Item Description	SuccessMaker Item ID
		Act out the solution to a subtraction problem in context (minuends 1 to 6).	SMMA_LO_01536
K.G.6	Identifies the shapes composing a larger shape.	Count the geometric figures in a picture.	SMMA_LO_00572
		R: Match simple geometric figures that have the same size, shape, and color.	SMMA_LO_00514
		R: Match pictures that are identical	SMMA_LO_00515
		R: Match geometric figures that have the same size and shape (simple figures).	SMMA_LO_00516
		R: Move puzzle pieces to complete a puzzle (2 pieces).	SMMA_LO_00534
		R: Match a shape to a picture containing that shape.	SMMA_LO_00548
		R: Identify shapes that are alike.	SMMA_LO_00549
K.OA.5	Mentally solves subtraction problems.	Subtract using basic math facts displayed horizontally (minuends 0 to 5)	SMMA_LO_01415
		Subtract using basic math facts (minuends 0 to 5).	SMMA_LO_01416
K.OA.5	Mentally solves addition problems.	Add using basic math facts (sums 1 to 5).	SMMA_LO_00010
		Add using basic math facts displayed horizontally (sums 2 to 5).	SMMA_LO_00011
K.G.2	Identifies and counts 3-dimensional shapes.	Identify a geometric solid (cylinder, pyramid, or rectangular prism).	SMMA_LO_00616
		Identify geometric solids (cones, cubes, cylinders, pyramids, rectangular prisms, spheres).	SMMA_LO_00622
K.CC.4	Identifies an object in a group by counting the objects in order.	Find the next number in a sequence, counting by 1's (1 to 9).	SMMA_LO_00948
		R: Match objects to show a one-to-one correspondence (2 to 5 objects).	SMMA_LO_00921
		Find the next number in a sequence, counting by 1's (1 to 5).	SMMA_LO_00939

AimswebPlus Standard Codes	AimswebPlus Standard Text Kindergarten	SuccessMaker Item Description	SuccessMaker Item ID
		Count objects by pairing each object with one number 1 to 10; determine how many objects there are.	SMMA_LO_02092
		Count objects by pairing each object with one number 1 to 10; determine how many objects there are when 1 more is added.	SMMA_LO_02093
K.OA.5	Mentally solves subtraction problems.	Subtract using basic math facts displayed horizontally (minuends 0 to 5)	SMMA_LO_01415
		Subtract using basic math facts (minuends 0 to 5).	SMMA_LO_01416
K.CC.7	Identifies the largest and smallest numbers in a set.	Identify a number that is greater than or less than a spoken number (1 to 9).	SMMA_LO_00946
		Identify the number with the greatest value (1 to 9).	SMMA_LO_00947
		Identify whole numbers on a number line that satisfy the inequality (0 to 10).	SMMA_LO_01023
K.CC.2	Counts forward starting at a given number other than 1.	Enter the missing date on a calendar.	SMMA_LO_00700
		Find the next number in a sequence, counting by 1's (1 to 5).	SMMA_LO_00940
		Find the number that comes before a given number, counting by 1's (1 to 9).	SMMA_LO_00949
		Order four numbers from least to greatest (1 to 9).	SMMA_LO_00950
		Find a missing number in a sequence, counting by 1's (1 to 20).	SMMA_LO_00951
		Find a missing number in a sequence, counting by 1's (1 to 9).	SMMA_LO_00960
		Find a missing number in a sequence, counting by 1's (10 to 20).	SMMA_LO_00970
		Find a missing number in a sequence, counting by 1's (11 to 50).	SMMA_LO_00982
		Find a missing number in a sequence, counting by 1's (51 to 99).	SMMA_LO_00983

AimswebPlus Standard Codes	AimswebPlus Standard Text Kindergarten	SuccessMaker Item Description	SuccessMaker Item ID
		Identify four numbers ordered from least to greatest (two-digit).	SMMA_LO_00985
K.OA.2	Solves addition word problems.	Add zero to a number (sums 1 to 9).	SMMA_LO_00035
		Solve a problem in context by adding or subtracting 1.	SMMA_LO_01535
		Solve an addition problem in context (same objects, sums 2 to 5).	SMMA_LO_01540
		R: Write an addition number sentence to represent a picture (sums 1 to 9).	SMMA_LO_00036
K.MD.2	Identifies a specfic object in a set by comparing sizes.	Identify the tallest object.	SMMA_LO_00694
		Identify the biggest or smallest object.	SMMA_LO_00695
		Identify the container with the greatest or least capacity.	SMMA_LO_00696
		Identify the object that is a different length.	SMMA_LO_00708
		Identify the object that is a different height.	SMMA_LO_00712
		Identify the objects that are taller or shorter than a nonstandard unit.	SMMA_LO_00743
		Identify the smaller or bigger rectangle.	SMMA_LO_00747
		Identify which familiar object is heavier.	SMMA_LO_00781
K.MD.3	Counts and sorts a group of objects into given categories.	Identify the figure that is a different color from a given figure.	SMMA_LO_00541
		Identify the figure with a different shape.	SMMA_LO_00547
		Classify geometric figures by a shape attribute.	SMMA_LO_00576
		Identify a pair of objects that are not the same size.	SMMA_LO_00692
		R: Use logical reasoning to identify the item that does not belong in a group.	SMMA_LO_01227
		R: Formulate questions around numerical data.	SMMA_LO_01642

AimswebPlus Standard Codes	AimswebPlus Standard Text Kindergarten	SuccessMaker Item Description	SuccessMaker Item ID
K.OA.4	Determines how many more objects are needed to make a total of 10.	Model the number that makes 10 when added to a given number from 1 to 9; then identify the number.	SMMA_LO_02097
K.G.4	Identifies a shape by its characteristics.	Identify the figure that has a different number of sides from a given figure.	SMMA_LO_00553
		Count the number of sides in a polygon.	SMMA_LO_00586
		Identify figures with more or fewer than a given number of sides.	SMMA_LO_00587
		Identify corners (vertices) of polygons.	SMMA_LO_00589
		Count the corners (vertices) of a polygon (3 to 7 corners).	SMMA_LO_00596
K.OA.2	Solves addition word problems using a representative drawing.	Add zero to a number (sums 1 to 9).	SMMA_LO_00035
		Solve a problem in context by adding or subtracting 1.	SMMA_LO_01535
		Solve an addition problem in context (same objects, sums 2 to 5).	SMMA_LO_01540
		R: Write an addition number sentence to represent a picture (sums 1 to 9).	SMMA_LO_00036
K.NBT.1	Identifies the place value of each digit in a 2-digit number.	Decompose numbers from 11 to 19 into ten ones and some further ones.	SMMA_LO_02094
		Compose numbers from 11 to 19 given ten ones and some further ones by using objects	SMMA_LO_02095
Winter			
K.CC.4	Counts the number of objects in a set.	Find the next number in a sequence, counting by 1's (1 to 9).	SMMA_LO_00948
		R: Match objects to show a one-to-one correspondence (2 to 5 objects).	SMMA_LO_00921
		Find the next number in a sequence, counting by 1's (1 to 5).	SMMA_LO_00939
		Count objects by pairing each object with one number 1 to 10; determine how many objects there are.	SMMA_LO_02092

AimswebPlus Standard Codes	AimswebPlus Standard Text Kindergarten	SuccessMaker Item Description	SuccessMaker Item ID
		Count objects by pairing each object with one number 1 to 10; determine how many objects there are when 1 more is added.	SMMA_LO_02093
K.OA.2	Solves subtraction word problems using a representative drawing.	Solve a subtraction problem in context (minuends 2 to 5, pictorial models).	SMMA_LO_01411
		Solve a problem in context by adding or subtracting 1.	SMMA_LO_01535
		Act out the solution to a subtraction problem in context (minuends 1 to 6).	SMMA_LO_01536
K.CC.6	Identifies sets that have an equal number of items.	Identify a set with the same number of objects as a given set (1 to 5 objects).	SMMA_LO_00922
		Make a set with the same number of objects as a given set (1 to 5 objects).	SMMA_LO_00926
		Make a group with the same number of objects as a given group (6 to 9 objects).	SMMA_LO_00929
		Create a set with the same, more, or fewer number of objects than a given group (1 to 9 objects).	SMMA_LO_00953
K.CC.5	Counts objects in scattered set.	Count two sets of objects to find the total (sums 2 to 4).	SMMA_LO_00003
		Count objects not arranged in a row (1 to 5 objects).	SMMA_LO_0935
		Count specific objects within a larger set (1 to 6 objects).	SMMA_LO_0936
		Count objects not arranged in a row (6 to 9 objects).	SMMA_LO_0943
		Count specific objects within a larger set (6 to 9 objects).	SMMA_LO_00958
K.MD.2	Identifies a specific object in a set by comparing heights.	Identify the tallest object.	SMMA_LO_00694
		Identify the biggest or smallest object.	SMMA_LO_00695
		Identify the object that is a different height.	SMMA_LO_00712
		Identify the objects that are taller or shorter than a nonstandard unit.	SMMA_LO_00743

AimswebPlus Standard Codes	AimswebPlus Standard Text Kindergarten	SuccessMaker Item Description	SuccessMaker Item ID
K.G.2	Identifies and counts 2-dimensional shapes.	Identify circles or squares by name.	SMMA_LO_00529
		Identify triangles or rectangles by name.	SMMA_LO_00530
		Identify a geometric figure (circle, triangle, rectangle, or square).	SMMA_LO_00531
		Identify circles or squares by name.	SMMA_LO_00544
		Identify triangles or rectangles by name.	SMMA_LO_00546
		Identify 3-, 4-, and 5-sided figures.	SMMA_LO_00550
		Identify a shape by two positive tests, e.g., red, circle.	SMMA_LO_00565
		Match a geometric figure to its name (circle, triangle, square, or rectangle).	SMMA_LO_00568
		Identify the figure that is not of a given type (rectangle or triangle).	SMMA_LO_00571
		Count the geometric figures in a picture.	SMMA_LO_00572
K.OA.2	Solves addition word problems using a representative drawing.	Add zero to a number (sums 1 to 9).	SMMA_LO_00035
		Solve a problem in context by adding or subtracting 1.	SMMA_LO_01535
		Solve an addition problem in context (same objects, sums 2 to 5).	SMMA_LO_01540
		R: Write an addition number sentence to represent a picture (sums 1 to 9).	SMMA_LO_00036
K.OA.2	Solves subtraction word problems using a representative drawing.	Solve a subtraction problem in context (minuends 2 to 5, pictorial models).	SMMA_LO_01411
		Solve a problem in context by adding or subtracting 1.	SMMA_LO_01535
		Act out the solution to a subtraction problem in context (minuends 1 to 6).	SMMA_LO_01536
K.CC.2	Counts forward starting at a given number other than 1.	Enter the missing date on a calendar.	SMMA_LO_00700
		Find the next number in a sequence, counting by 1's (1 to 5).	SMMA_LO_00940
		Find the number that comes before a given number, counting by 1's (1 to 9).	SMMA_LO_00949

AimswebPlus Standard Codes	AimswebPlus Standard Text Kindergarten	SuccessMaker Item Description	SuccessMaker Item ID
		Order four numbers from least to greatest (1 to 9).	SMMA_LO_00950
		Find a missing number in a sequence, counting by 1's (1 to 20).	SMMA_LO_00951
		Find a missing number in a sequence, counting by 1's (1 to 9).	SMMA_LO_00960
		Find a missing number in a sequence, counting by 1's (10 to 20).	SMMA_LO_00970
		Find a missing number in a sequence, counting by 1's (11 to 50).	SMMA_LO_00982
		Find a missing number in a sequence, counting by 1's (51 to 99).	SMMA_LO_00983
		Identify four numbers ordered from least to greatest (two-digit).	SMMA_LO_00985
K.G.6	Identifies the shapes composing a larger shape.	Count the geometric figures in a picture.	SMMA_LO_00572
		R: Match simple geometric figures that have the same size, shape, and color.	SMMA_LO_00514
		R: Match pictures that are identical	SMMA_LO_00515
		R: Match geometric figures that have the same size and shape (simple figures).	SMMA_LO_00516
		R: Move puzzle pieces to complete a puzzle (2 pieces).	SMMA_LO_00534
		R: Match a shape to a picture containing that shape.	SMMA_LO_00548
		R: Identify shapes that are alike.	SMMA_LO_00549
K.OA.5	Mentally solves subtraction problems.	Add using basic math facts (sums 1 to 5).	SMMA_LO_00010
		Add using basic math facts displayed horizontally (sums 2 to 5).	SMMA_LO_00011
K.OA.5	Mentally solves addition problems.	Subtract using basic math facts displayed horizontally (minuends 0 to 5)	SMMA_LO_01415
		Subtract using basic math facts (minuends 0 to 5).	SMMA_LO_01416
K.MD.3	Determines which group an object belongs to.	Identify the figure that is a different color from a given figure.	SMMA_LO_00541

AimswebPlus Standard Codes	AimswebPlus Standard Text Kindergarten	SuccessMaker Item Description	SuccessMaker Item ID
		Identify the figure with a different shape.	SMMA_LO_00547
		Classify geometric figures by a shape attribute.	SMMA_LO_00576
		R: Use logical reasoning to identify the item that does not belong in a group.	SMMA_LO_01227
		R: Formulate questions around numerical data.	SMMA_LO_01642
K.OA.5	Mentally solves subtraction problems.	Subtract using basic math facts (minuends 0 to 5).	SMMA_LO_01416
K.G.2	Identifies and counts 3-dimensional shapes.	Identify a geometric solid (cylinder, pyramid, or rectangular prism).	SMMA_LO_00616
		Identify geometric solids (cones, cubes, cylinders, pyramids, rectangular prisms, spheres).	SMMA_LO_00622
K.CC.7	Identifies the largest and smallest numbers in a set.	Identify a number that is greater than or less than a spoken number (1 to 9).	SMMA_LO_00946
		Identify the number with the greatest value (1 to 9).	SMMA_LO_00947
		Identify whole numbers on a number line that satisfy the inequality (0 to 10).	SMMA_LO_01023
K.MD.2	Identifies a specfic object in a set by comparing sizes.	Identify the tallest object.	SMMA_LO_00694
		Identify the biggest or smallest object.	SMMA_LO_00695
		Identify the container with the greatest or least capacity.	SMMA_LO_00696
		Identify the object that is a different length.	SMMA_LO_00708
		Identify the object that is a different height.	SMMA_LO_00712
		Identify the objects that are taller or shorter than a nonstandard unit.	SMMA_LO_00743
		Identify the smaller or bigger rectangle.	SMMA_LO_00747
		Identify which familiar object is heavier.	SMMA_LO_00781
K.CC.2	Counts forward starting at a given number other than 1.	Enter the missing date on a calendar.	SMMA_LO_00700

AimswebPlus Standard Codes	AimswebPlus Standard Text Kindergarten	SuccessMaker Item Description	SuccessMaker Item ID
		Find the next number in a sequence, counting by 1's (1 to 5).	SMMA_LO_00940
		Find the number that comes before a given number, counting by 1's (1 to 9).	SMMA_LO_00949
		Order four numbers from least to greatest (1 to 9).	SMMA_LO_00950
		Find a missing number in a sequence, counting by 1's (1 to 20).	SMMA_LO_00951
		Find a missing number in a sequence, counting by 1's (1 to 9).	SMMA_LO_00960
		Find a missing number in a sequence, counting by 1's (10 to 20).	SMMA_LO_00970
		Find a missing number in a sequence, counting by 1's (11 to 50).	SMMA_LO_00982
		Find a missing number in a sequence, counting by 1's (51 to 99).	SMMA_LO_00983
		Identify four numbers ordered from least to greatest (two-digit).	SMMA_LO_00985
K.OA.2	Solves addition word problems.	Add zero to a number (sums 1 to 9).	SMMA_LO_00035
		Solve a problem in context by adding or subtracting 1.	SMMA_LO_01535
		Solve an addition problem in context (same objects, sums 2 to 5).	SMMA_LO_01540
		R: Write an addition number sentence to represent a picture (sums 1 to 9).	SMMA_LO_00036
K.CC.4	Identifies an object in a group by counting the objects in order.	Find the next number in a sequence, counting by 1's (1 to 9).	SMMA_LO_00948
		R: Match objects to show a one-to-one correspondence (2 to 5 objects).	SMMA_LO_00921
		Find the next number in a sequence, counting by 1's (1 to 5).	SMMA_LO_00939
		Count objects by pairing each object with one number 1 to 10; determine how many objects there are.	SMMA_LO_02092

AimswebPlus Standard Codes	AimswebPlus Standard Text Kindergarten	SuccessMaker Item Description	SuccessMaker Item ID
		Count objects by pairing each object with one number 1 to 10; determine how many objects there are when 1 more is added.	SMMA_LO_02093
K.G.4	Identifies a shape by its characteristics.	Identify the figure that has a different number of sides from a given figure.	SMMA_LO_00553
		Count the number of sides in a polygon.	SMMA_LO_00586
		Identify figures with more or fewer than a given number of sides.	SMMA_LO_00587
		Identify corners (vertices) of polygons.	SMMA_LO_00589
		Count the corners (vertices) of a polygon (3 to 7 corners).	SMMA_LO_00596
K.MD.3	Counts and sorts a group of objects into given categories.	Identify the figure that is a different color from a given figure.	SMMA_LO_00541
		Identify the figure with a different shape.	SMMA_LO_00547
		Classify geometric figures by a shape attribute.	SMMA_LO_00576
		Identify a pair of objects that are not the same size.	SMMA_LO_00692
		R: Use logical reasoning to identify the item that does not belong in a group.	SMMA_LO_01227
		R: Formulate questions around numerical data.	SMMA_LO_01642
K.OA.4	Determines how many more objects are needed to make a total of 10.	Model the number that makes 10 when added to a given number from 1 to 9; then identify the number.	SMMA_LO_02097
K.OA.2	Solves addition word problems using a representative drawing.	Add zero to a number (sums 1 to 9).	SMMA_LO_00035
		Solve a problem in context by adding or subtracting 1.	SMMA_LO_01535
		Solve an addition problem in context (same objects, sums 2 to 5).	SMMA_LO_01540
		R: Write an addition number sentence to represent a picture (sums 1 to 9).	SMMA_LO_00036

AimswebPlus Standard Codes	AimswebPlus Standard Text Kindergarten	SuccessMaker Item Description	SuccessMaker Item ID
K.NBT.1	Identifies the place value of each digit in a 2-digit number.	Decompose numbers from 11 to 19 into ten ones and some further ones.	SMMA_LO_02094
		Compose numbers from 11 to 19 given ten ones and some further ones by using objects	SMMA_LO_02095
Spring			
K.CC.4	Counts the number of objects in a set.	Find the next number in a sequence, counting by 1's (1 to 9).	SMMA_LO_00948
		R: Match objects to show a one-to-one correspondence (2 to 5 objects).	SMMA_LO_00921
		Find the next number in a sequence, counting by 1's (1 to 5).	SMMA_LO_00939
		Count objects by pairing each object with one number 1 to 10; determine how many objects there are.	SMMA_LO_02092
		Count objects by pairing each object with one number 1 to 10; determine how many objects there are when 1 more is added.	SMMA_LO_02093
K.G.4	Identifies and counts the sides on a given shape.	Identify the figure that has a different number of sides from a given figure.	SMMA_LO_00553
		Count the number of sides in a polygon.	SMMA_LO_00586
		Identify figures with more or fewer than a given number of sides.	SMMA_LO_00587
K.CC.6	Identifies sets that have an equal number of items.	Identify a set with the same number of objects as a given set (1 to 5 objects).	SMMA_LO_00922
		Make a set with the same number of objects as a given set (1 to 5 objects).	SMMA_LO_00926
		Make a group with the same number of objects as a given group (6 to 9 objects).	SMMA_LO_00929
		Create a set with the same, more, or fewer number of objects than a given group (1 to 9 objects).	SMMA_LO_00953
K.G.2	Identifies and counts 3-dimensional shapes.	Identify a geometric solid (cylinder, pyramid, or rectangular prism).	SMMA_LO_00616

AimswebPlus Standard Codes	AimswebPlus Standard Text Kindergarten	SuccessMaker Item Description	SuccessMaker Item ID
		Identify geometric solids (cones, cubes, cylinders, pyramids, rectangular prisms, spheres).	SMMA_LO_00622
K.CC.2	Counts forward starting at a given number other than 1.	Enter the missing date on a calendar.	SMMA_LO_00700
		Find the next number in a sequence, counting by 1's (1 to 5).	SMMA_LO_00940
		Find the number that comes before a given number, counting by 1's (1 to 9).	SMMA_LO_00949
		Order four numbers from least to greatest (1 to 9).	SMMA_LO_00950
		Find a missing number in a sequence, counting by 1's (1 to 20).	SMMA_LO_00951
		Find a missing number in a sequence, counting by 1's (1 to 9).	SMMA_LO_00960
		Find a missing number in a sequence, counting by 1's (10 to 20).	SMMA_LO_00970
		Find a missing number in a sequence, counting by 1's (11 to 50).	SMMA_LO_00982
		Find a missing number in a sequence, counting by 1's (51 to 99).	SMMA_LO_00983
		Identify four numbers ordered from least to greatest (two-digit).	SMMA_LO_00985
K.MD.3	Determines which group an object belongs to.	Identify the figure that is a different color from a given figure.	SMMA_LO_00541
		Identify the figure with a different shape.	SMMA_LO_00547
		Classify geometric figures by a shape attribute.	SMMA_LO_00576
		R: Use logical reasoning to identify the item that does not belong in a group.	SMMA_LO_01227
		R: Formulate questions around numerical data.	SMMA_LO_01642
K.OA.2	Solves addition word problems using a representative drawing.	Add zero to a number (sums 1 to 9).	SMMA_LO_00035
		Solve a problem in context by adding or subtracting 1.	SMMA_LO_01535

AimswebPlus Standard Codes	AimswebPlus Standard Text Kindergarten	SuccessMaker Item Description	SuccessMaker Item ID
		Solve an addition problem in context (same objects, sums 2 to 5).	SMMA_LO_01540
		R: Write an addition number sentence to represent a picture (sums 1 to 9).	SMMA_LO_00036
K.CC.4	Identifies an object in a group by counting the objects in order.	Find the next number in a sequence, counting by 1's (1 to 9).	SMMA_LO_00948
		R: Match objects to show a one-to-one correspondence (2 to 5 objects).	SMMA_LO_00921
		Find the next number in a sequence, counting by 1's (1 to 5).	SMMA_LO_00939
		Count objects by pairing each object with one number 1 to 10; determine how many objects there are.	SMMA_LO_02092
		Count objects by pairing each object with one number 1 to 10; determine how many objects there are when 1 more is added.	SMMA_LO_02093
K.CC.5	Counts the number of objects in a rectangular array.	Count objects not arranged in a row (1 to 5 objects).	SMMA_LO_0935
K.MD.3	Identifies a specific object in a set by comparing multiple attributes.	R: Identify the figure that is a different color from a given figure.	SMMA_LO_00541
		R: Identify the figure with a different shape.	SMMA_LO_00547
		R: Classify geometric figures by a shape attribute.	SMMA_LO_00576
		R: Use logical reasoning to identify the item that does not belong in a group.	SMMA_LO_01227
		R: Formulate questions around numerical data.	SMMA_LO_01642
K.G.6	Identifies the shapes composing a larger shape.	Count the geometric figures in a picture.	SMMA_LO_00572
		R: Match simple geometric figures that have the same size, shape, and color.	SMMA_LO_00514
		R: Match pictures that are identical	SMMA_LO_00515
		R: Match geometric figures that have the same size and shape (simple figures).	SMMA_LO_00516

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		R: Move puzzle pieces to complete a puzzle (2 pieces).	SMMA_LO_00534
		R: Match a shape to a picture containing that shape.	SMMA_LO_00548
		R: Identify shapes that are alike.	SMMA_LO_00549
K.OA.5	Mentally solves addition problems.	Subtract using basic math facts displayed horizontally (minuends 0 to 5)	SMMA_LO_01415
		Subtract using basic math facts (minuends 0 to 5).	SMMA_LO_01416
K.OA.2	Solves subtraction word problems using a representative drawing.	Solve a subtraction problem in context (minuends 2 to 5, pictorial models).	SMMA_LO_01411
		Solve a problem in context by adding or subtracting 1.	SMMA_LO_01535
		Act out the solution to a subtraction problem in context (minuends 1 to 6).	SMMA_LO_01536
K.CC.7	Identifies the largest and smallest numbers in a set.	Identify a number that is greater than or less than a spoken number (1 to 9).	SMMA_LO_00946
		Identify the number with the greatest value (1 to 9).	SMMA_LO_00947
		Identify whole numbers on a number line that satisfy the inequality (0 to 10).	SMMA_LO_01023
K.OA.5	Mentally solves subtraction problems.	Add using basic math facts (sums 1 to 5).	SMMA_LO_00010
		Add using basic math facts displayed horizontally (sums 2 to 5).	SMMA_LO_00011
K.CC.2	Counts forward starting at a given number other than 1.	Enter the missing date on a calendar.	SMMA_LO_00700
		Find the next number in a sequence, counting by 1's (1 to 5).	SMMA_LO_00940
		Find the number that comes before a given number, counting by 1's (1 to 9).	SMMA_LO_00949
		Order four numbers from least to greatest (1 to 9).	SMMA_LO_00950
		Find a missing number in a sequence, counting by 1's (1 to 20).	SMMA_LO_00951
		Find a missing number in a sequence, counting by 1's (1 to 9).	SMMA_LO_00960

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		Find a missing number in a sequence, counting by 1's (10 to 20).	SMMA_LO_00970
		Find a missing number in a sequence, counting by 1's (11 to 50).	SMMA_LO_00982
		Find a missing number in a sequence, counting by 1's (51 to 99).	SMMA_LO_00983
		Identify four numbers ordered from least to greatest (two-digit).	SMMA_LO_00985
K.OA.5	Mentally solves addition problems.	Subtract using basic math facts displayed horizontally (minuends 0 to 5)	SMMA_LO_01415
		Subtract using basic math facts (minuends 0 to 5).	SMMA_LO_01416
K.OA.4	Determines how many more objects are needed to make a total of 10.	Model the number that makes 10 when added to a given number from 1 to 9; then identify the number.	SMMA_LO_02097
K.OA.2	Solves addition word problems.	Add zero to a number (sums 1 to 9).	SMMA_LO_00035
		Solve a problem in context by adding or subtracting 1.	SMMA_LO_01535
		Solve an addition problem in context (same objects, sums 2 to 5).	SMMA_LO_01540
		R: Write an addition number sentence to represent a picture (sums 1 to 9).	SMMA_LO_00036
K.MD.2	Identifies a specfic object in a set by comparing sizes.	Identify the tallest object.	SMMA_LO_00694
		Identify the biggest or smallest object.	SMMA_LO_00695
		Identify the container with the greatest or least capacity.	SMMA_LO_00696
		Identify the object that is a different length.	SMMA_LO_00708
		Identify the object that is a different height.	SMMA_LO_00712

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		Identify the objects that are taller or shorter than a nonstandard unit.	SMMA_LO_00743
		Identify the smaller or bigger rectangle.	SMMA_LO_00747
		Identify which familiar object is heavier.	SMMA_LO_00781
K.MD.3	Counts and sorts a group of objects into given categories.	Identify the figure that is a different color from a given figure.	SMMA_LO_00541
		Identify the figure with a different shape.	SMMA_LO_00547
		Classify geometric figures by a shape attribute.	SMMA_LO_00576
		Identify a pair of objects that are not the same size.	SMMA_LO_00692
		R: Use logical reasoning to identify the item that does not belong in a group.	SMMA_LO_01227
		R: Formulate questions around numerical data.	SMMA_LO_01642
K.G.2	Identifies and counts 2-dimensional shapes.	Identify circles or squares by name.	SMMA_LO_00529
		Identify triangles or rectangles by name.	SMMA_LO_00530
		Identify a geometric figure (circle, triangle, rectangle, or square).	SMMA_LO_00531
		Identify circles or squares by name.	SMMA_LO_00544
		Identify triangles or rectangles by name.	SMMA_LO_00546
		Identify 3-, 4-, and 5-sided figures.	SMMA_LO_00550
		Identify a shape by two positive tests, e.g., red, circle.	SMMA_LO_00565
		Match a geometric figure to its name (circle, triangle, square, or rectangle).	SMMA_LO_00568
		Identify the figure that is not of a given type (rectangle or triangle).	SMMA_LO_00571
		Count the geometric figures in a picture.	SMMA_LO_00572
K.G.4	Identifies a shape by its characteristics.	Identify the figure that has a different number of sides from a given figure.	SMMA_LO_00553
		Count the number of sides in a polygon.	SMMA_LO_00586

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		Identify figures with more or fewer than a given number of sides.	SMMA_LO_00587
		Identify corners (vertices) of polygons.	SMMA_LO_00589
		Count the corners (vertices) of a polygon (3 to 7 corners).	SMMA_LO_00596
K.OA.2	Solves addition word problems using a representative drawing.	Add zero to a number (sums 1 to 9).	SMMA_LO_00035
		Solve a problem in context by adding or subtracting 1.	SMMA_LO_01535
		Solve an addition problem in context (same objects, sums 2 to 5).	SMMA_LO_01540
		R: Write an addition number sentence to represent a picture (sums 1 to 9).	SMMA_LO_00036
K.NBT.1	Identifies the place value of each digit in a 2-digit number.	Decompose numbers from 11 to 19 into ten ones and some further ones.	SMMA_LO_02094
		Compose numbers from 11 to 19 given ten ones and some further ones by using objects	SMMA_LO_02095