TRUE ROBOTICS

PAVING THE WAY WITH TREADS

GRADES K–3

This document lists the Florida learning standards addressed by Paving the Way with Treads, True Robotics' grades K–3 robotics curriculum. Standards are grouped by subject and grade level, with codes and wording as published by the Florida Department of Education.

46	36	22	3	107
MATH	ELA	CS	SCIENCE	TOTAL STANDARDS

MATHEMATICS

46 STANDARDS

Based on the Florida state standards

GRADE	CODE	STANDARD
K–3	MA.K12.MTR.1.1	Actively participate in effortful learning both individually and collectively.
K	MA.K.NSO.1.1	Given a group of up to 20 objects, count the number of objects in that group and represent the number of objects with a written numeral. State the number of objects in a rearrangement of that group without recounting.
K	MA.K.NSO.2.1	Recite the number names to 100 by ones and by tens. Starting at a given number, count forward within 100 and backward within 20.
K	MA.K.NSO.3.1	Explore addition of two whole numbers from 0 to 10, and related subtraction facts.
K	MA.K.AR.1.3	Solve addition and subtraction real-world problems using objects, drawings or equations to represent the problem.
K	MA.K.M.1.1	Identify the attributes of a single object that can be measured such as length, volume or weight.
K	MA.K.M.1.2	Directly compare two objects that have an attribute which can be measured in common. Express the comparison using language to describe the difference.
K	MA.K.M.1.3	Express the length of an object, up to 20 units long, as a whole number of lengths by laying non-standard objects end to end with no gaps or overlaps.
K	MA.K.GR.1.1	Identify two- and three-dimensional figures regardless of their size or orientation. Figures are limited to circles, triangles, rectangles, squares, spheres, cubes, cones and cylinders.
K	MA.K.GR.1.2	Compare two-dimensional figures based on their similarities, differences and positions. Sort two-dimensional figures based on their similarities and differences. Figures are limited to circles, triangles, rectangles and squares.

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GRADE	CODE	STANDARD
K	MA.K.GR.1.4	Find real-world objects that can be modeled by a given two- or three-dimensional figure. Figures are limited to circles, triangles, rectangles, squares, spheres, cubes, cones and cylinders.
K	MA.K.DP.1.1	Collect and sort objects into categories and compare the categories by counting the objects in each category. Report the results verbally, with a written numeral or with drawings.
1	MA.K12.MTR.2.1	Demonstrate understanding by representing problems in multiple ways.
1	MA.1.NSO.1.3	Compose and decompose two-digit numbers in multiple ways using tens and ones. Demonstrate each composition or decomposition with objects, drawings and expressions or equations.
1	MA.1.NSO.1.4	Plot, order and compare whole numbers up to 100.
1	MA.1.AR.1.1	Apply properties of addition to find a sum of three or more whole numbers.
1	MA.1.AR.1.2	Solve addition and subtraction real-world problems using objects, drawings or equations to represent the problem.
1	MA.1.M.1.2	Compare and order the length of up to three objects using direct and indirect comparison.
1	MA.1.GR.1.1	Identify, compare and sort two- and three-dimensional figures based on their defining attributes. Figures are limited to circles, semi-circles, triangles, rectangles, squares, trapezoids, hexagons, spheres, cubes, rectangular prisms, cones and cylinders.
1	MA.1.GR.1.2	Sketch two-dimensional figures when given defining attributes. Figures are limited to triangles, rectangles, squares and hexagons.
1	MA.1.GR.1.3	Compose and decompose two- and three-dimensional figures. Figures are limited to semi-circles, triangles, rectangles, squares, trapezoids, hexagons, cubes, rectangular prisms, cones and cylinders.
1	MA.1.DP.1.1	Collect data into categories and represent the results using tally marks or pictographs.
1	MA.1.DP.1.2	Interpret data represented with tally marks or pictographs by calculating the total number of data points and comparing the totals of different categories.
2	MA.2.NSO.1.1	Read and write numbers from 0 to 1,000 using standard form, expanded form and word form.
2	MA.2.NSO.1.2	Compose and decompose three-digit numbers in multiple ways using hundreds, tens and ones. Demonstrate each composition or decomposition with objects, drawings and expressions or equations.
2	MA.2.NSO.2.3	Add two whole numbers with sums up to 100 with procedural reliability. Subtract a whole number from a whole number, each no larger than 100, with procedural reliability.
2	MA.2.FR.1.1	Partition circles and rectangles into two, three or four equal-sized parts. Name the parts using appropriate language, and describe the whole as two halves, three thirds or four fourths.
2	MA.2.FR.1.2	Partition rectangles into two, three or four equal-sized parts in two different ways showing that equal-sized parts of the same whole may have different shapes.
2	MA.2.AR.1.1	Solve one- and two-step addition and subtraction real-world problems.

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GRADE	CODE	STANDARD
2	MA.2.M.1.1	Estimate and measure the length of an object to the nearest inch, foot, yard, centimeter or meter by selecting and using an appropriate tool.
2	MA.2.M.2.2	Solve one- and two-step addition and subtraction real-world problems involving either dollar bills within $100 or coins within 100¢ using $ and ¢ symbols appropriately.
2	MA.2.GR.1.1	Identify and draw two-dimensional figures based on their defining attributes. Figures are limited to triangles, rectangles, squares, pentagons, hexagons and octagons.
2	MA.2.DP.1.1	Collect, categorize and represent data using tally marks, tables, pictographs or bar graphs. Use appropriate titles, labels and units.
2	MA.2.DP.1.2	Interpret data represented with tally marks, tables, pictographs or bar graphs including solving addition and subtraction problems.
3	MA.3.NSO.2.2	Explore multiplication of two whole numbers with products from 0 to 144, and related division facts.
3	MA.3.FR.1.1	Represent and interpret unit fractions in the form 1/n as the quantity formed by one part when a whole is partitioned into n equal parts.
3	MA.3.FR.1.2	Represent and interpret fractions, including fractions greater than one, in the form of m/n as the result of adding the unit fraction 1/n to itself m times.
3	MA.3.FR.2.1	Plot, order and compare fractional numbers with the same numerator or the same denominator.
3	MA.3.AR.1.1	Apply the distributive property to multiply a one-digit number and two-digit number. Apply properties of multiplication to find a product of one-digit whole numbers.
3	MA.3.AR.1.2	Solve one- and two-step real-world problems involving any of four operations with whole numbers.
3	MA.3.AR.2.3	Determine the unknown whole number in a multiplication or division equation, relating three whole numbers, with the unknown in any position.
3	MA.3.M.1.1	Select and use appropriate tools to measure the length of an object, the volume of liquid within a beaker and temperature.
3	MA.3.GR.1.2	Identify and draw quadrilaterals based on their defining attributes. Quadrilaterals include parallelograms, rhombi, rectangles, squares and trapezoids.
3	MA.3.GR.2.1	Explore area as an attribute of a two-dimensional figure by covering the figure with unit squares without gaps or overlaps. Find areas of rectangles by counting unit squares.
3	MA.3.DP.1.1	Collect and represent numerical and categorical data with whole-number values using tables, scaled pictographs, scaled bar graphs or line plots. Use appropriate titles, labels and units.
3	MA.3.DP.1.2	Interpret data with whole-number values represented with tables, scaled pictographs, circle graphs, scaled bar graphs or line plots by solving one- and two-step problems.

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ENGLISH LANGUAGE ARTS

36 STANDARDS

Based on the Florida state standards

GRADE	CODE	STANDARD
K	ELA.K.F.1.1(b)	Distinguish letters from words within sentences.
K	ELA.K.F.1.2(b)	Identify and produce alliterative and rhyming words.
K	ELA.K.F.1.3(b)	Demonstrate knowledge of the short and long sounds for the five major vowels.
K	ELA.K.F.1.4	Recognize and read with automaticity grade-level high frequency words.
K	ELA.K.R.3.2	Retell a text orally to enhance comprehension
K	ELA.K.C.3.1	Follow the rules of standard English grammar, punctuation, capitalization, and spelling appropriate to grade level.
K	ELA.K.C.5.1	Use a multimedia element to enhance oral or written tasks.
K	ELA.K.V.1.3	Identify and sort common words into basic categories, relating vocabulary to background knowledge.
1	ELA.1.F.1.2(a)	Segment spoken words into initial, medial, and final phonemes, including words with digraphs, blends, and trigraphs.
1	ELA.1.F.1.3	Use knowledge of grade-appropriate phonics and word-analysis skills to decode words accurately.
1	ELA.1.F.1.3(c)	Decode and encode regularly spelled one-syllable words.
1	ELA.1.F.1.3(f)	Decode words that use final -e and vowel teams to make long-vowel sounds.
1	ELA.1.F.1.4	Read grade-level texts with accuracy, automaticity, and appropriate prosody or expression.
1	ELA.1.F.1.4(a)	Recognize and read with automaticity the grade-level sight words.
1	ELA.1.R.3.2	Retell a text in oral or written form to enhance comprehension.
1	ELA.1.C.2.1	Present information orally using complete sentences and appropriate volume.
1	ELA.1.C.3.1	Follow the rules of standard English grammar, punctuation, capitalization, and spelling appropriate to grade level.
2	ELA.2.F.1.3(a)	Decode words with variable vowel teams (e.g., oo, ea, ou) and vowel diphthongs (e.g., oi, oy, ow).
2	ELA.2.F.1.3(b)	Decode regularly spelled two-syllable words with long and short vowels.
2	ELA.2.R.3.2	Retell a text to enhance comprehension.
2	ELA.2.C.1.2	Write personal or fictional narratives using a logical sequence of events, transitions, and an ending.
2	ELA.2.C.1.3	Write opinions about a topic or text with reasons supported by details from a source, use transitions, and provide a conclusion.
2	ELA.2.C.1.5	Improve writing as needed by planning, revising, and editing with guidance and support from adults and feedback from peers.

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GRADE	CODE	STANDARD
2	ELA.2.C.2.1	Present information orally using complete sentences, appropriate volume, and clear pronunciation.
2	ELA.2.C.3.1	Follow the rules of standard English grammar, punctuation, capitalization, and spelling appropriate to grade level.
2	ELA.2.C.5.1	Use one or more multimedia element(s) to enhance oral or written tasks.
2	ELA.2.V.1.3	Identify and use context clues, word relationships, reference materials, and/or background knowledge to determine the meaning of unknown words.
2	ELA.K12.EE.4.1	Use appropriate collaborative techniques and active listening skills when engaging in discussions in a variety of situations.
3	ELA.3.F.1.3	Use knowledge of grade-level phonics and word-analysis skills to decode words.
3	ELA.3.R.1.2	Explain a theme and how it develops, using details, in a literary text.
3	ELA.3.R.2.2	Identify the central idea and explain how relevant details support that idea in a text.
3	ELA.3.R.3.2	Summarize a text to enhance comprehension.
3	ELA.3.C.1.2	Write personal or fictional narratives using a logical sequence of events, appropriate descriptions, dialogue, a variety of transitional words or phrases, and an ending.
3	ELA.3.C.1.5	Improve writing as needed by planning, revising, and editing with guidance and support from adults and feedback from peers.
3	ELA.3.V.1.3	Use context clues, figurative language, word relationships, reference materials, and/or background knowledge to determine the meaning of multiple-meaning and unknown words and phrases, appropriate to grade level.
3	ELA.K12.EE.1.1	Cite evidence to explain and justify reasoning.

COMPUTER SCIENCE

22 STANDARDS

Based on the Florida state standards

GRADE	CODE	STANDARD
K–3	SC.K12.CTR.5.1	Create an algorithm to achieve a given goal.
K	SC.K.HS.2.2	Explore how to create a healthy balance between physical activity and time spent on a digital device.
K	SC.K.PE.1	Recognize that tasks are completed in a sequential order.
K	SC.K.PE.1.1	Discuss how a computer program is a set of instructions made by people to show a computer how to complete a task.
K	SC.K.PE.3.2	Solve problems involving logical order thinking or sequencing with or without technology.
K	SC.K.TI.1.1	Explore the use of technology in daily life.
1	SC.1.CC.1.1	Communicate and collaborate with teachers and other students with and without the use of technology.
1	SC.1.CO.1.1	Recognize and operate different types of computer components.

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GRADE	CODE	STANDARD
1	SC.1.CO.1.9	Recognize and operate different types of computer applications.
1	SC.1.CO.1.11	Demonstrate proper care for electronic devices.
1	SC.1.PE.1.1	Explain that a computer program can only follow a set of instructions made by people to complete a task.
2	SC.2.CO.1.5	Create and present a digital product.
2	SC.2.PE.1.1	Construct code segments using tools that do not require a textual programming language.
3	SC.3.CC.1.2	Use feedback from peers to make revisions using technology.
3	SC.3.CO.1.5	Use digital tools for sharing information.
3	SC.3.PE.1.1	Explore using graphics, blocks or visual cues to design a program.
3	SC.3.PE.1.2	Create a program that includes user choices based on defined conditions.
3	SC.3.PE.2.1	Collect data using a digital tool.
3	SC.3.PE.2.2	Compile data collected and draw conclusions based on trends.
3	SC.3.PE.3.2	Demonstrate how programs written differently can have the same outcome.
3	SC.3.PE.3.3	Use graphical programming or visual cues to represent a set of instructions (algorithm) that includes repetition.
3	SC.K12.CTR.3.1	Complete tasks with digital fluency.

SCIENCE

3 STANDARDS

Based on the Florida state standards

GRADE	CODE	STANDARD
1	SC.1.N.1.1	Raise questions about the natural world, investigate them in teams through free exploration, and generate appropriate explanations based on those explorations.
2	SC.2.N.1.2	Compare the observations made by different groups using the same tools.
3	SC.3.N.1.1	Raise questions about the natural world, investigate them individually and in teams through free exploration and systematic investigations, and generate appropriate explanations based on those explorations.

SOURCES & NOTES

- The official mathematics, English language arts, computer science and science standards for Florida, as published by the Florida Department of Education.
- Codes and standard wording are reproduced from the official standards documents. Clarification statements, examples and assessment boundaries are omitted.
- Grade shows the grade level at which True Robotics lessons address each standard. A range (for example K–2) marks a standard written for a grade band.
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