

Unit Dependency Chart



	Solve Story Problems
	K.4.C: Addition and Subtraction Expressions
K.1.A: Explore Our Math Tools	K.5.A: Make and Break Apart Numbers to 9
K.1.B: Recognize Quantities	K.5.B: More Types of Story Problems
K.1.C: Are There Enough?	K.5.C: Make and Break Apart 10
K.1.D: Counting Collections	K.6.A: Count Groups of 11?20 Objects
K.2.A: Count and Compare Groups of Objects	K.6.B: 10 Ones and Some More
K.2.B: Count and Compare Groups of Images	K.6.C: Count Groups of 11?20 Images
K.2.C: Connect Quantities and Numbers	K.7.A: Compose and Count with Flat Shapes
K.2.D: Compare Numbers	K.7.B: Describe, Compare, and Create Solid Shapes
K.3.A: Exploring Shapes in Our Environment	
K.3.B: Making Shapes	
K.4.A: Count to Add and Subtract	
K.4.B: Represent and	



Section Dependency Chart Kindergarten



K.4.B: Represent and Solve Story Problems K.3.A: Exploring Shapes in Our Environment.

K.4.B: Represent and Solve Story Problems K.3.A: Exploring Shapes in Our Environment. K.2.B: Count and Compare Groups of Images

K.6.B: 10 Ones and Some More

K.6.B: 10 Ones and Some More K.6.B: 10 Ones and Some More

K.7.B: Describe, Compare, and Create Solid Shapes

K.3.A: Exploring Shapes in Our Environment K.3.B: Making Shapes



Section Dependency Chart Grade 1

1.1.A: Add and Subtract within 10

1.1.C: What Does the Data Tell Us?

1.6.A: From Direct to Indirect Measurements

1.2.A: Add To and Take From Story Problems

1.2.B: Put Together/Take Apart Problems

1.2.C: Compare Story Problems

1.2.D: All Kinds of Story Problems

1.3.A: Develop Fluency with Addition and Subtraction within 10

1.4.B: Numbers with Tens and Ones 1.4.C: Comparing Numbers to 99

1.3.B: Add and Subtract Using Ten as a Unit

1.7.A: Flat and Solid Shapes

1.3.C: Add within 20

1.7.B: Splitting Shapes into Halves and Quarters 1.7.C: Telling Time in Hours and Half

1.3.D: Subtract within 20

Hours

1.4.A: Units of Ten

1.4.B: Tens and Ones

1.4.C: Compare Numbers to 99

1.4.D: Different Ways to Make a Number

1.5.A: Add Without Making a Ten

1.3.C: Add within 20

1.5.B: Make a Ten: Add One- and Two-digit Numbers

1.5.C: Make a Ten: Add within 100

1.6.A: From Direct to Indirect Comparisons

1.6.B: Measure by Iterating up to 120 Length Units



1.6.C: All Kinds of Story Problems

Section Dependency Chart Grade 2

1.7.A: Flat and Solid Shapes

1.7.B: Halves and Quarters

1.7.C: Tell Time in Hours and Half Hours

2.1.A: Add and Subtract Within 20

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2.1.B: Ways to Represent Data



2.1.C: Diagrams to Compare

1.3.C: Add within 20

2.2.A: Add and Subtract

1.1.C: What Does the Data Tell Us? 1.2.C: Compare Story Problems

2.2.B: Decompose to Subtract

1.5.A: Add Without Composing a Ten 1.4.B: Numbers with Tens and Ones 1.2.D: All

2.2.C: Represent and Solve Story Problems

Kinds of Story Problems

2.3.A: Metric Measurement

2.3.B: Customary Measurement

2.3.C: Line Plots

2.4.A: The Structure of the Number Line

2.4.B: Add and Subtract on a Number Line

2.5.A: The Value of Three Digits

2.5.B: Compare and Order Numbers within 1,000

2.6.A: Attributes of Shapes

2.6.B: Halves, Thirds, and Fourths

2.6.C: Time on the Clock

2.6.D: The Value of Money

2.7.A: Add and Subtract within 1,000 without Composition or Decomposition

2.7.B: Add within 1,000 using Place Value Strategies

2.7.C: Subtract within 1,000 using Place Value Strategies

2.8.A: Odd and Even

2.8.B: Arrays and Equations

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2.1.B: Ways to Represent Data 2.8.A: Odds and Evens

2.8.B: Arrays and Equations

2.3.B: Customary Measurement

2.8.B: Arrays and Equations

2.7.B: Add within 1,000 using Place Value Strategies

2.7.B: Add within 1,000 using Place Value Strategies

2.5.B: Compare and Order Numbers within 1000 2.8.B: Arrays and Equations

2.6.B: Halves, Thirds, and Fourths

2.4.A: The Structure of the Number Line 2.5.B: Compare and Order Numbers within

1,000 2.5.B: Compare and Order Numbers within 1,000 2.3.C: Line Plots

2.3.A: Metric Measurement

2.6.C: Time on the Clock

2.6.A: Attributes of Shapes

2.3.B: Customary Measurement



Section Dependency Chart Grade 3

3.1.A: Interpret and Represent Data on Scaled Graphs

3.1.B: From Graphs to Multiplication

3.1.C: Represent Multiplication with Arrays and the Commutative Property

3.2.A: Concepts of Area Measurement

3.2.B: Relate Area to Multiplication

3.2.C: Find Area of Figures Composed of Rectangles

3.3.A: Add within 1,000

3.3.B: Subtract within 1,000

3.3.C: Round within 1,000

3.3.D: Solve Two-Step Problems

3.4.A: What is Division?

3.4.B: Relate Multiplication and Division

3.4.C: Multiplying Larger Numbers

3.4.D: Dividing Larger Numbers

3.5.A: Introduction to Fractions

3.5.B: Fractions on the Number Line

3.5.C: Equivalent Fractions

3.5.D: Fraction Comparisons

3.6.A: Measurement Data on Line Plots

3.6.B: Weight and Liquid Volume

3.6.C: Problems Involving Time

3.6.D: Measurement Problems in Context

3.7.A: Reason with Shapes

3.7.B: What is Perimeter?

3.7.C: Expanding on Perimeter

3.7.D: Design with Perimeter and Area

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3.1.B: From Graphs to Multiplication

3.1.B: From Graphs to Multiplication

3.5.B: Fractions on the Number Line

3.5.C: Equivalent Fractions

3.5.D: Fraction Comparisons

3.1.B: From Graphs to Multiplication

3.5.B: Fractions on the Number Line

3.5.A: Introduction to Fractions

3.3.A: Numbers within 1,000

2.5.B: Compare and Order Numbers within 1,000 3.3.B: Add within 1,000

3.1.B: From Graphs to Multiplication

3.6.B: Weight and Liquid Volume

3.1.B: From Graphs to Multiplication

3.4.C: Multiplying Larger Numbers

3.4.D: Dividing Larger Numbers

3.4.C: Multiplying Larger Numbers

3.7.A: Reason with Shapes

3.7.A: Reason with Shapes

3.7.A: Reason with Shapes

3.7.A: Reason with Shapes

3.7.B: What is Perimeter?



Section Dependency Chart Grade 4

4.1.A: Understand Factors and Multiples

4.1.B: Find Factor Pairs and Multiples

4.2.A: Size and Location of Fractions

4.2.B: Equivalent Fractions

4.2.C: Fraction Comparison

4.3.A: Equal Groups of Fractions

4.3.B: Addition and Subtraction of Fractions

4.3.C: Addition of Tenths and Hundredths

4.4.A: Decimals with Tenths and Hundredths

4.4.B: Place-value Relationships through 1,000,000

4.4.C: Compare, Order, and Round

4.4.D: Add and Subtract

4.5.A: Multiplicative Comparison

4.5.B: Measurement Conversion

4.5.C: Let's Put it to Work

4.6.A: Features of Patterns

4.6.B: Multi-digit Multiplication

4.6.C: Multi-digit Division

4.6.D: Let's Put It to Work: Problem Solving with Large Numbers

4.7.A: Points, Lines, Segments, Rays, and Angles

4.7.B: The Size of Angles

Section Dependency Chart Grade 5

4.7.C: Angle Analysis

4.8.A: Side Lengths, Angles, and Lines of Symmetry

4.8.B: Reason about Attributes to Solve Problems

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3.2.A: Concepts of Area Measurement

3.2.B: Relate Area to Multiplication

3.2.C: Find Area of Figures Composed of Rectangles

3.4.A: What is Division?

4.3.A: Equal Groups of Fractions

4.8.B: Reason about Attributes to Solve Problems 4.3.A: Equal Groups of Fractions

4.3.A: Equal Groups of Fractions

4.5.C: Let's Put it to Work

4.6.B: Multi-digit Multiplication

4.6.C: Multi-digit Division

4.6.B: Multi-digit Multiplication

4.4.A: Decimals with Tenths and Hundredths 4.3.C: Addition of Tenths and Hundredths

4.6.C: Multi-digit Division

4.5.B: Measurement Conversion

4.3.B: Addition and Subtraction of Fractions

4.5.A: Multiplicative Comparison

3.5.B: Fractions on the Number Line

4.8.A: Side Lengths, Angles, and Lines of Symmetrying Shapes

4.6.A: Features of Patterns

5.1.A: Unit Cubes and Volume

5.1.B: Expressions for Finding Volume

5.1.C: Volume of Solid Figures

5.2.A: Fractions as Quotients

5.2.B: Fractions of Whole Numbers

5.2.C: Area and Fractional Side Lengths

5.3.A: Fraction Multiplication

5.3.B: Fraction Division

5.3.C: Problem Solving with Fractions

5.4.A: Multi-digit Multiplication Using the Standard Algorithm

5.4.B: Multi-digit Division Using Partial Quotients

5.4.C: Let's Put it to Work

5.5.A: Numbers to Thousandths

5.5.B: Add and Subtract Decimals

5.5.C: Multiply Decimals

5.5.D: Divide Decimals

5.6.A: Measurement Conversions and Powers of 10

5.6.B: Add and Subtract Fractions with Unlike Denominators

5.6.C: The Size of Products

5.7.A: The Coordinate Plane

5.7.B: The Hierarchy of Shapes

5.7.C: Numerical Patterns

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