## What is an IEP Goal?

IEP goals or objectives represent a part of a required fluency or list of skills that describe what a student should accomplish during the school year (IEP cycle). Each objective in the IEP goal progression moves the learner through previously unmastered skills and skill gaps that may span multiple grade levels or be more condensed to a specific grade or developmental range.

Teach Tastic IEP goals written to be SMART: Specific, Measurable, Attainable, Results-oriented and Time-bound.

## Learning Standard

Add within 100, including adding a two-digit number and a one-digit number, and adding a two-digit number and a multiple of 10, using concrete models or drawings
1.NBT.C. 4 and strategies based on place value, properties of operations, and/or the relationship between addition and subtraction; relate the strategy to a written method and explain the reasoning used. Understand that in adding two-digit numbers, one adds tens and tens, ones and ones; and sometimes it is necessary to compose a ten.

## Target Goal

By (date), when given problems with double digit addition, the student will add within 100, including adding a two-digit number and a one-digit number, and adding a two-digit number and a multiple of 10 , improving number and operations in base ten skills from $0 / 10$ work samples out of ten consecutive trials to $8 / 10$ work samples in ten consecutive trials.

## Objectives

## Add a multiple of ten and a two-digit number

By (date), when given problems with addition strategies, the student will add a multiple of ten and a two-digit number, improving number and operations in base ten skills from $0 / 10$ problems out of ten consecutive trials to $8 / 10$ problems in ten consecutive trials.

## Use models to add a multiple of ten and a two-digit number

By (date), when given problems with addition strategies, the student will use models to add a multiple of ten and a two-digit number, improving number and operations in base ten skills from 0/10 problems out of ten consecutive trials to $8 / 10$ problems in ten consecutive trials.

Add a one-digit number to a two-digit number - with regrouping
By (date), when given problems with addition, the student will add a one-digit number to a twodigit number - with regrouping, improving number and operations in base ten skills from 0/10 problems out of ten consecutive trials to $8 / 10$ problems in ten consecutive trials.

Use models to add a two-digit and a one-digit number - without regrouping
By (date), when given problems with addition, the student will use models to add a two-digit and a one-digit number - without regrouping, improving number and operations in base ten skills from $0 / 10$ problems out of ten consecutive trials to $8 / 10$ problems in ten consecutive trials.

## Updates and Learning Resources

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## Quarterly Progress Monitoring

## Add a multiple of ten and a two-digit number

By (date), when given problems with addition strategies, the student will add a multiple of ten and a two-digit number, improving number and operations in base ten skills from 0/10 problems out of ten consecutive trials to $8 / 10$ problems in ten consecutive trials.

| Date: |  |  |  |  |  |  |  |  |  |  |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- |
| Score: |  |  |  |  |  |  |  |  |  |  |

## Use models to add a multiple of ten and a two-digit number

By (date), when given problems with addition strategies, the student will use models to add a multiple of ten and a two-digit number, improving number and operations in base ten skills from 0/10 problems out of ten consecutive trials to $8 / 10$ problems in ten consecutive trials.

| Date: |  |  |  |  |  |  |  |  |  |  |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- |
| Score: |  |  |  |  |  |  |  |  |  |  |

Proficiency:
$\square$ 1-Beginning 0-5/10
2-Practicing 6/10
2.5-Emerging 7/10
$\square$ 3-Proficient 8/10
$\square$ 3.5-Advanced 9/10
$\square$ 4-Mastery 10/10

Add a one-digit number to a two-digit number - with regrouping
By (date), when given problems with addition, the student will add a one-digit number to a two-digit number - with regrouping, improving number and operations in base ten skills from $0 / 10$ problems out of ten consecutive trials to $8 / 10$ problems in ten consecutive trials.

| Date: |  |  |  |  |  |  |  |  |  |  |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- |
| Score: |  |  |  |  |  |  |  |  |  |  |
| Proficiency: $\square$ 1-Beginning 0-5/10 | $\square$ 2-Practicing 6/10 |  |  |  |  |  |  |  |  |  |
|  | $\square$ 3-Proficient 8/10 | $\square$ 3.5-Advanced 9/10 |  |  |  |  |  |  |  |  |
|  | $\square$ |  |  |  |  |  |  |  |  |  |

Use models to add a two-digit and a one-digit number - without regrouping
By (date), when given problems with addition, the student will use models to add a two-digit and a one-digit number - without regrouping, improving number and operations in base ten skills from $0 / 10$ problems out of ten consecutive trials to $8 / 10$ problems in ten consecutive trials.

| Date: |  |  |  |  |  |  |  |  |  |  |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- |
| Score: |  |  |  |  |  |  |  |  |  |  |

Proficiency:
1-Beginning 0-5/10
$\square$ 2-Practicing 6/10
2.5-Emerging 7/10
$\square$ 3-Proficient 8/10
$\square$ 3.5-Advanced 9/10
$\square$ 4-Mastery 10/10

