

## 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

2.NBT.A.1 Understand that the three digits of a three-digit number represent amounts of hundreds, tens, and ones; e.g., 706 equals 7 hundreds, 0 tens, and 6 ones. Understand the following as special cases:

## Target Goal

By (date), when given problems with place values, the student will understand that the three digits of a three-digit number represent amounts of hundreds, tens, and ones, 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

### **Convert to/from a number - up to hundreds**

- 1 By (date), when given problems with place values, the student will convert to/from a number - up to hundreds, 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.

### **Write place value of a given digit - tens and ones**

- 2 By (date), when given problems with place values, the student will write place value of a given digit - tens and ones, 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.

### **Place value: Identify a digit up to the hundreds place**

- 3 By (date), when given a number between 11-99, the student will tell which digit is in the ones and tens place, improving place value skills from 0/10 work samples out of ten consecutive trials to 8/10 work samples in ten consecutive trials.

### **Place value: Match place value models (hundreds)**

- 4 By (date), when given problems with place values, the student will match place value models with number equivalent up to hundreds, 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.

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## Quarterly Progress Monitoring

### Convert to/from a number - up to hundreds

By (date), when given problems with place values, the student will convert to/from a number - up to hundreds, 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                      ☐ 2-Practicing 6/10                      ☐ 2.5-Emerging 7/10  
                         ☐ 3-Proficient 8/10                      ☐ 3.5-Advanced 9/10                      ☐ 4-Mastery 10/10

### Write place value of a given digit - tens and ones

By (date), when given problems with place values, the student will write place value of a given digit - tens and ones, 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                      ☐ 2-Practicing 6/10                      ☐ 2.5-Emerging 7/10  
                         ☐ 3-Proficient 8/10                      ☐ 3.5-Advanced 9/10                      ☐ 4-Mastery 10/10

### Place value: Identify a digit up to the hundreds place

By (date), when given a number between 11-99, the student will tell which digit is in the ones and tens place, improving place value skills from 0/10 work samples out of ten consecutive trials to 8/10 work samples in ten consecutive trials.

Date:										
Score:										

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

### Place value: Match place value models (hundreds)

By (date), when given problems with place values, the student will match place value models with number equivalent up to hundreds, 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                      ☐ 2-Practicing 6/10                      ☐ 2.5-Emerging 7/10  
                         ☐ 3-Proficient 8/10                      ☐ 3.5-Advanced 9/10                      ☐ 4-Mastery 10/10