



## 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

K.CC.B.4.B Understand that the last number name said tells the number of objects counted. The number of objects is the same regardless of their arrangement or the order in which they were counted.

## Target Goal

By (date), when given problems with number counting, the student will understand that the last number name said tells the number of objects counted, improving counting and cardinality skills from 0/10 work samples out of ten consecutive trials to 8/10 work samples in ten consecutive trials.

## Objectives

### **Numbers: Represent numbers up to 20**

- 1 By (date), when given a number up to 20, the student will draw an equal number of items to represent numbers up to 20, improving counting and cardinality skills from 0/10 problems out of ten consecutive trials to 8/10 problems in ten consecutive trials.

### **Counting: Identifying groups**

- 2 By (date), when given a number from 1 to 10 and two groups of items, the student will determine which group matches that given number, improving counting and cardinality skills from 0/10 problems out of ten consecutive trials to 8/10 problems in ten consecutive trials.

### **Numbers: Numbers with pictures up to 5**

- 3 By (date), when given a number up to 5, the student will represent numbers by drawing pictures of item groupings to match the number given up to 5, improving counting and cardinality skills from 0/10 problems out of ten consecutive trials to 8/10 problems in ten consecutive trials.

### **Numbers: With pictures up to 3**

- 4 By (date), when given a number up to 3, the student will represent numbers by drawing pictures of items groupings to match the number given up to 3, improving counting and cardinality 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

### Numbers: Represent numbers up to 20

By (date), when given a number up to 20, the student will draw an equal number of items to represent numbers up to 20, improving counting and cardinality skills from 0/10 problems out of ten consecutive trials to 8/10 problems in ten consecutive trials.

<b>Date:</b>										
<b>Score:</b>										

**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

### Counting: Identifying groups

By (date), when given a number from 1 to 10 and two groups of items, the student will determine which group matches that given number, improving counting and cardinality skills from 0/10 problems out of ten consecutive trials to 8/10 problems in ten consecutive trials.

<b>Date:</b>										
<b>Score:</b>										

**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

### Numbers: Numbers with pictures up to 5

By (date), when given a number up to 5, the student will represent numbers by drawing pictures of item groupings to match the number given up to 5, improving counting and cardinality skills from 0/10 problems out of ten consecutive trials to 8/10 problems in ten consecutive trials.

<b>Date:</b>										
<b>Score:</b>										

**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

### Numbers: With pictures up to 3

By (date), when given a number up to 3, the student will represent numbers by drawing pictures of items groupings to match the number given up to 3, improving counting and cardinality skills from 0/10 problems out of ten consecutive trials to 8/10 problems in ten consecutive trials.

<b>Date:</b>										
<b>Score:</b>										

**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