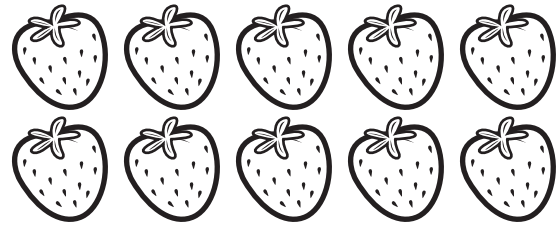
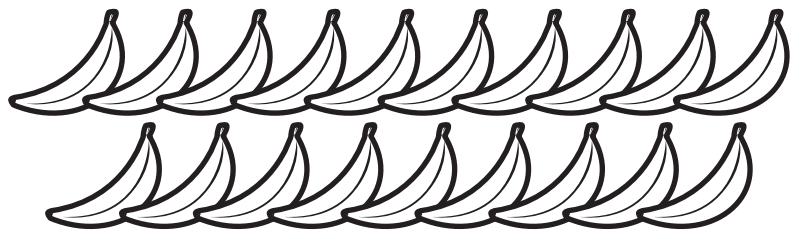


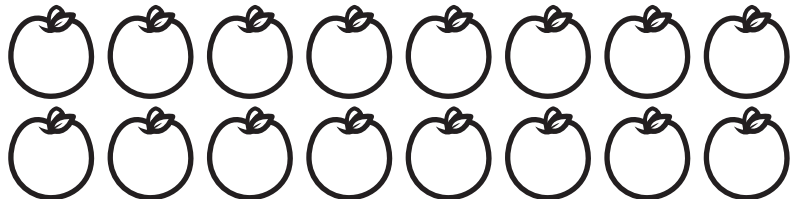
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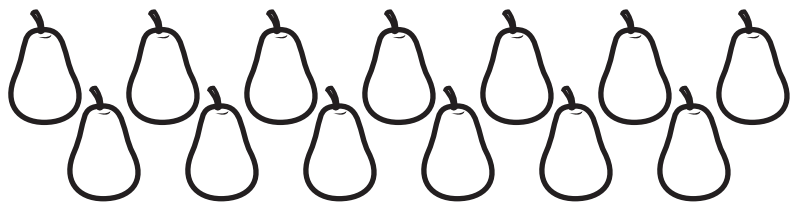
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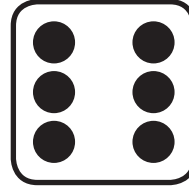
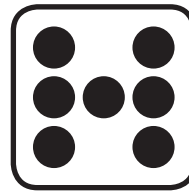
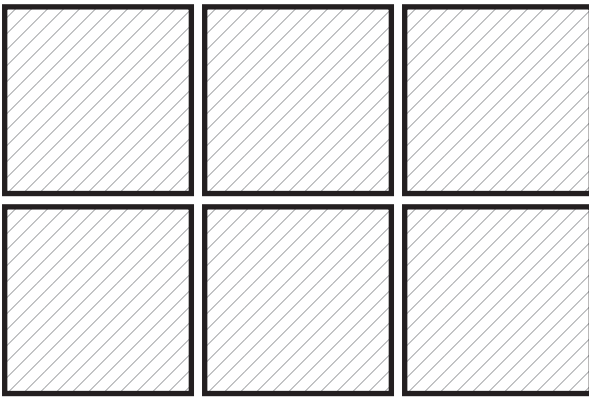
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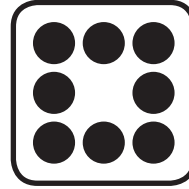
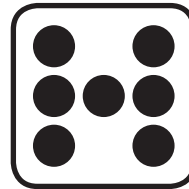
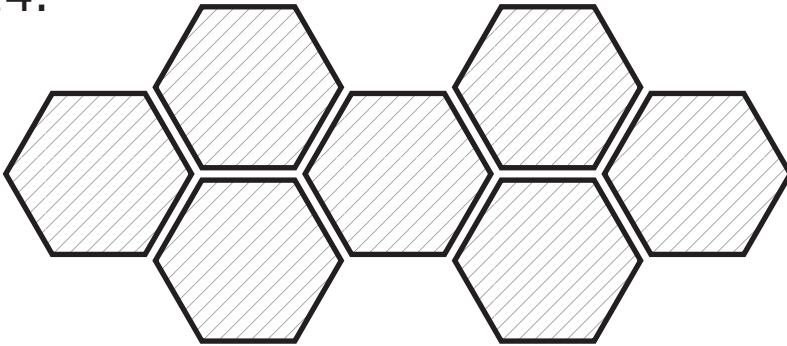


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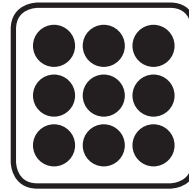
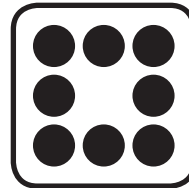
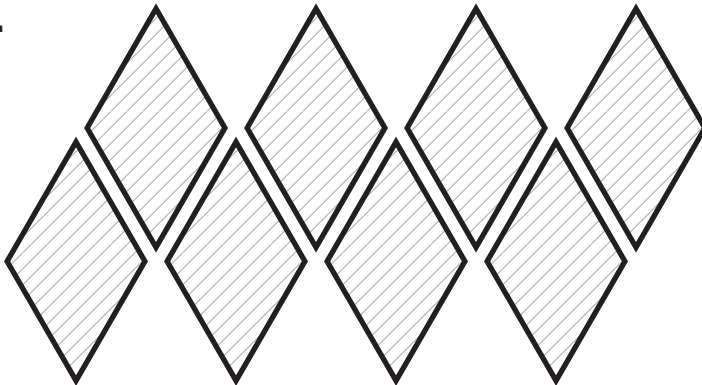
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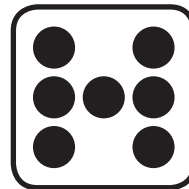
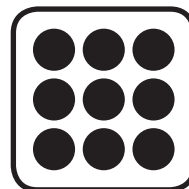
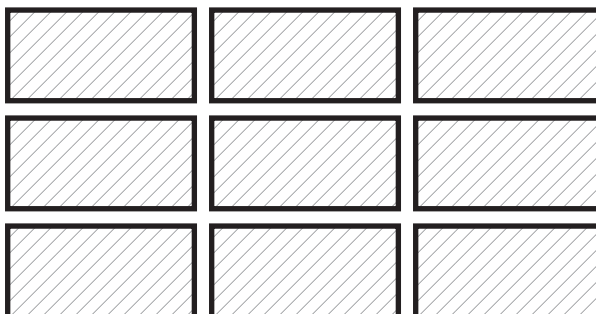
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15.



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16.



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Test Sheets 3–4


Standards-Based Placement Test

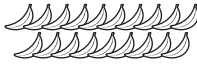
K.CC.3


Test sheet 3


- ⚠ • Pencils
- Counters (accommodation)
- 📄 Encourage the children to practice counting to 20 before matching to quantities.
- 💬 Follow the directions for all rows.
 - ✓ Count the objects.
 - ✓ Say and write the number.

3

9. 10 

10. 19 

11. 16 

12. 13 

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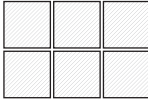

- 123 Accommodation Use counters to show the number of objects. Give the test orally. Show only one row at a time.

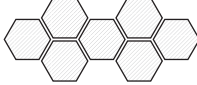

K.CC.4

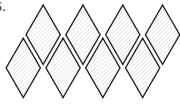

Test sheet 4



- ⚠ • Pencils
- Crayons
- TouchShapes (accommodation)
- Dominoes (accommodation)
- 📄 Give line-by-line directions if needed. Help the children cover all rows except the one they are doing.
- 💬 Follow the directions for all rows.
 - ✓ Count the number of TouchShapes.
 - ✓ Count the number of dots on the dominoes.
 - ✓ Color the domino orange.
 - ✓ Write the number that matches the TouchShapes and the domino.

4

13.   6

14.   7

15.   8

16.   9

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- 123 Accommodation Use TouchShapes to match the picture. Count the dots on the dominoes. Use one or the other if needed.

Test Sheet	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21			
Student Name																								
	K.C.C.1 (count to 100, count by tens)	K.C.C.2 (count from any number w/in 50/100)	K.C.C.3 (TouchPoints)	K.C.C.3 (write/represent numbers within 20)	K.C.C.4 (relationship between numbers & quantiles)	K.C.C.5 (TouchPoints as a strategy within 10)	K.C.C.6 (without TouchPoints within 10)	K.C.C.7 (TouchPoints as a strategy within 20)	K.O.A.1 (represent addition and subtraction)	K.O.A.2 (word problems)	K.O.A.3 (decompose 10 into pair different ways)	K.O.A.4 (make 10)	K.O.A.5 (with pictures and TouchPoints)	K.O.A.5 (without TouchPoints)	K.NBT.1 (place value)	K.MD.1 (describe objects)	K.MD.2 (compare objects)	K.MD.3 (sort and classify)	K.G.1 (objects & relative positions in the environment)	K.G.2 (name and match shapes)	K.G.3 (identify shapes as 2-D or 3-D)	K.G.4 (compare shapes using attributes)	K.G.5 (model and draw shapes)	K.G.6 (compose new shapes)