

# Ojibwe/Michif Math Video Project

Project of Turtle Mountain College IndigiMath

Alignment to [ND Math Priority Standards](#)

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Course . Video	Title	Priority Standards for K-12 Math in ND <a href="https://ndsbl.org/resources/">https://ndsbl.org/resources/</a> <b>ND Math Standard / Common Core Standard</b>
1.1	Count to 10 Objects	K.NO.CC.1 - Count verbally in sequential order by ones and tens to 100 K.NO.CC.3 - Identify and write any given numeral within 20
1.2	Count to 10 Fingers	K.NO.CC.1 - Count verbally in sequential order by ones and tens to 100 K.NO.CC.3 - Identify and write any given numeral within 20
2.1	Adding by 1	1.AR.OA.1 - Automatically add and subtract within 10
2.2	Adding by 2	1.AR.OA.1 - Automatically add and subtract within 10
2.3	Adding by 3	1.AR.OA.1 - Automatically add and subtract within 10
3.1	Adding 0-10	K.NO.CC.3 - Identify and write any given numeral within 20 1.AR.OA.1 - Automatically add and subtract within 10
3.2	Adding 11-20	K.NO.CC.3 - Identify and write any given numeral within 20 2.AR.OA.1 - Automatically add and subtract within 20
3.3	Adding 21-50	2.NO.NBT.3 - Add within 100 using place value strategies and/or relationship between addition and subtraction.
4.1	Word Problems 1-10	K.AR.OA.4 - Solve authentic word problems with addition by adding to within 10 K.NO.CC.1 - Count verbally in sequential order by ones and tens to 100 K.NO.CC.3 - Identify and write any given numeral within 20
4.2	Numbers in Context 1-14	K.NO.CC.1 - Count verbally in sequential order by ones and tens to 100 K.NO.CC.3 - Identify and write any given numeral within 20
5.1	Skip Counting by 2's	2.NO.CC.4 - Skip count forward and backward by 2s 3.AR.OA.1 - Using mental strategies, automatically multiply and divide up to $5 \times 5$ 4.AR.OA.1 - Automatically multiply and divide through $10 \times 10$

5.2	Skip Counting by 3's	3.AR.OA.1 - Using mental strategies, automatically multiply and divide up to 5 x 5 4.AR.OA.1 - Automatically multiply and divide through 10x10
5.3	Skip Counting by 4's	3.AR.OA.1 - Using mental strategies, automatically multiply and divide up to 5 x 5 4.AR.OA.1 - Automatically multiply and divide through 10x10
5.4	Skip Counting by 5's	1.NO.CC.5 - Skip count forward and backward by 5's 3.AR.OA.1 - Using mental strategies, automatically multiply and divide up to 5 x 5 4.AR.OA.1 - Automatically multiply and divide through 10x10
5.5	Skip Counting by 6's	4.AR.OA.1 - Automatically multiply and divide through 10x10
5.6	Skip Counting by 7's	4.AR.OA.1 - Automatically multiply and divide through 10x10
5.7	Skip Counting by 8's	4.AR.OA.1 - Automatically multiply and divide through 10x10
5.8	Skip Counting by 9's	4.AR.OA.1 - Automatically multiply and divide through 10x10
5.9	Skip Counting by 10's	K.NO.CC.1 - Count verbally in sequential order by ones and tens to 100 4.AR.OA.1 - Automatically multiply and divide through 10x10
6.1	Count 1-10	K.NO.CC.1 - Count verbally in sequential order by ones and tens to 100 K.NO.CC.3 - Identify and write any given numeral within 20
6.2	1-10 Animals	K.NO.CC.1 - Count verbally in sequential order by ones and tens to 100 K.NO.CC.3 - Identify and write any given numeral within 20
6.3	1-10 Animal Sentences	K.NO.CC.1 - Count verbally in sequential order by ones and tens to 100 K.NO.CC.3 - Identify and write any given numeral within 20
7.1	Count Backwards from 10 by 2	2.NO.CC.4 - Skip count forward and backward by 2s 3.AR.OA.1 - Using mental strategies, automatically multiply and divide up to 5 x 5 4.NO.NBT.6 - Find whole-number quotients and remainders
7.2	Count Backwards from 11 by 2	2.NO.CC.4 - Skip count forward and backward by 2s 3.AR.OA.1 - Using mental strategies, automatically multiply and divide up to 5 x 5 4.NO.NBT.6 - Find whole-number quotients and remainders

8.1	Two Squirrels in a Tree (Q1)	K.AR.OA.5 - Solve authentic word problems with subtraction by taking apart or taking from within 10.
8.2	Five Apples in a Fridge (Q2)	K.AR.OA.5 - Solve authentic word problems with subtraction by taking apart or taking from within 10.
8.3	12 Eagles in a Tree (Q3)	2.AR.OA.1 - Automatically add and subtract within 20. 2.AR.OA.4 - Solve one- and two-step authentic word problems with subtraction within 100.
9.1	Count 11-19	K.NO.NBT.1 - Compose and decompose numbers from 11-19 using a group of ten ones and some more ones using a model, drawing, or equation 1.NO.CC.1 - Count forward by ones and tens from any given point within 120.
9.2	11-19 Animals	K.NO.NBT.1 - Compose and decompose numbers from 11-19 using a group of ten ones and some more ones using a model, drawing, or equation 1.NO.CC.1 - Count forward by ones and tens from any given point within 120.
10.1	Count 20-29	1.NO.CC.1 - Count forward by ones and tens from any given point within 120.
10.2	20-29 Animals	1.NO.CC.1 - Count forward by ones and tens from any given point within 120.
10.3	20-24 Animal Sentences	1.NO.CC.1 - Count forward by ones and tens from any given point within 120.
10.4	25-29 Animal Sentences	1.NO.CC.1 - Count forward by ones and tens from any given point within 120.
11.1	Bags of Flour (Multiply) #1	3.AR.OA.1 - Using mental strategies, automatically multiply and divide up to 5 x 5
11.2	Bags of Flour (Multiply) #2	3.AR.OA.1 - Using mental strategies, automatically multiply and divide up to 5 x 5
11.3	Bags of Flour (Multiply) #3	3.AR.OA.1 - Using mental strategies, automatically multiply and divide up to 5 x 5
11.4	Bags of Flour (Multiply) #4	3.AR.OA.1 - Using mental strategies, automatically multiply and divide up to 5 x 5
11.5	Bags of Flour (Multiply) #5	3.AR.OA.1 - Using mental strategies, automatically multiply and divide up to 5 x 5
11.6	Bags of Flour Story (English and Ojibwe)	3.AR.OA.1 - Using mental strategies, automatically multiply and divide up to 5 x 5

11.7	Bags of Flour (Ojibwe Only)	3.AR.OA.1 - Using mental strategies, automatically multiply and divide up to $5 \times 5$
12.1	Shapes by B. Monkman	K.GM.G.1 - Name shapes and identify them as two-dimensional regardless of their orientations or overall sizes.
12.2	Adding by B. Monkman	K.NO.CC.5 - Count and tell how many objects up to 20 are in an arranged pattern or up to 10 objects in a scattered configuration. 1.AR.OA.1 - Automatically add and subtract within 10
13.1	Coont De Jhis	K.NO.CC.1 - Count verbally in sequential order by ones and tens to 100 K.NO.CC.3 - Identify and write any given numeral within 20
13.2	Machistaa Coont Aryaen De Saenk	K.NO.CC.1 - Count verbally in sequential order by ones and tens to 100 K.NO.CC.3 - Identify and write any given numeral within 20
13.3	Machistaa Coont Jhis De Vaen Kaatr	1.NO.CC.1 - Count forward by ones and tens from any given point within 120. 1.NO.NBT.1 - Demonstrate that the two digits of a two-digit number represent a composition of some tens and some ones.
14.1	Coont Le Deu De Vaen	2.NO.CC.4 - Skip count forward and backward by 2s 3.AR.OA.1 - Using mental strategies, automatically multiply and divide up to $5 \times 5$ 4.AR.OA.1 - Automatically multiply and divide through $10 \times 10$
14.2	Coont Le Trwaa De Traant	3.AR.OA.1 - Using mental strategies, automatically multiply and divide up to $5 \times 5$ 4.AR.OA.1 - Automatically multiply and divide through $10 \times 10$
15.1	Coont Aen Aryael De Jhis Ooshchi	K.NO.CC.2 - Count backwards from 20 by ones and from a given number within 10.
15.2	Coont Aen Aryael De Jhis Le Deau Ooshchi	2.NO.CC.4 - Skip count forward and backward by 2s 3.AR.OA.1 - Using mental strategies, automatically multiply and divide up to $5 \times 5$ 4.NO.NBT.6 - Find whole-number quotients and remainders