

# Kindergarten

## Standards for Mathematical Practice

- 1 Make sense of problems and persevere in solving them. 1
- 2 Reason abstractly and quantitatively. 2
- 3 Construct viable arguments and critique the reasoning of others. 3
- 4 Model with mathematics. 4
- 5 Use appropriate tools strategically. 5
- 6 Attend to precision. 6
- 7 Look for and make use of structure. 7
- 8 Look for and express regularity in repeated reasoning. 8

## Counting and Cardinality

- A Know number names and the count sequence.**
- 1 Count to 100 by ones and by tens. [K.CC.A.1](#)
  - 2 Count forward beginning from a given number within the known sequence (instead of having to begin at 1). [K.CC.A.2](#)
  - 3 Write numbers from 0 to 20. Represent a number of objects with a written numeral 0–20 (with 0 representing a count of no objects). [K.CC.A.3](#)
- B Count to tell the number of objects.**
- 4 Understand the relationship between numbers and quantities; connect counting to cardinality. [K.CC.B.4](#)
  - 5 Count to answer “how many?” questions about as many as 20 things arranged in a line, a rectangular array, or a circle, or as many as 10 things in a scattered configuration; given a number from 1–20, count out that many objects. [K.CC.B.5](#)
- C Compare numbers.**
- 6 Identify whether the number of objects in one group is greater than, less than, or equal to the number of objects in another group. [K.CC.C.6](#)
  - 7 Compare two numbers between 1 and 10 presented as written numerals. [K.CC.C.7](#)

## Operations and Algebraic Thinking

### A Represent and solve problems involving addition and subtraction.

- 1 Represent addition and subtraction with objects, fingers, mental images, drawings, sounds (e.g., claps), acting out situations, verbal explanations, expressions, or equations. [K.OA.A.1](#)
  - 2 Flexibly, efficiently, and accurately solve addition and subtraction word problems, and add and subtract within 10. [K.OA.A.2](#)
  - 3 Decompose numbers less than or equal to 10 into pairs in more than one way, e.g., by using objects or drawings, and record each decomposition by a drawing or equation (e.g.,  $5 = 2 + 3$  and  $5 = 4 + 1$ ). [K.OA.A.3](#)
  - 4 For any number from 1 to 9, find the number that makes 10 when added to the given number, e.g., by using objects or drawings, and record the answer with a drawing or equation. [K.OA.A.4](#)
  - 5 Flexibly, efficiently, and accurately add and subtract within 5. [K.OA.A.5](#)
- 

## Numbers and Operations in Base Ten

### A Work with numbers 11–19 to gain foundations for place value.

- 1 Compose and decompose numbers from 11 to 19 into ten ones and some further ones, e.g., by using objects or drawings, and record each composition or decomposition by a drawing or equation (e.g.,  $18 = 10 + 8$ ); understand that these numbers are composed of ten ones and one, two, three, four, five, six, seven, eight, or nine ones. [K.NBT.A.1](#)
- 

## Measurement and Data

### A Describe and compare measurable attributes.

- 1 Describe measurable attributes of objects, such as length or weight. Describe several measurable attributes of a single object. [K.MD.A.1](#)
  - 2 Directly compare two objects with a measurable attribute in common, to see which object has “more of”/“less of” the attribute, and describe the difference. [K.MD.A.2](#)
- 

### B Classify objects and count the number of objects in each category.

- 3 Classify objects into given categories; count the numbers of objects in each category and sort the categories by count. [K.MD.B.3](#)
- 

## Geometry

### A Identify and describe shapes (squares, circles, triangles, rectangles, hexagons, cubes, cones, cylinders, and spheres).

- 1 Describe objects in the environment using names of shapes and describe the relative positions of these objects using terms such as above, below, beside, in front of, behind, and next to. [K.G.A.1](#)
- 2 Correctly name shapes regardless of their orientations or overall size. [K.G.A.2](#)
- 3 Identify shapes as two-dimensional (lying in a plane, “flat”) or three-dimensional (“solid”). [K.G.A.3](#)

---

**B Analyze, compare, create, and compose shapes.**

- 4 Analyze and compare two- and three-dimensional shapes, in different sizes and orientations, using informal language to describe their similarities, differences, parts (e.g., number of sides and vertices/“corners”) and other attributes (e.g., having sides of equal length). **K.G.B.4**
  - 5 Model shapes in the world by building shapes from components (e.g., sticks and clay balls) and drawing shapes. **K.G.B.5**
  - 6 Use simple shapes to compose a variety of larger shapes. **K.G.B.6**
- 

**Data Science****Formulate statistical investigative questions.**

- 1 Generate questions to investigate situations within the classroom. **K.DS.1**
- 

**Collect data/consider data.**

- 2 Collect or consider data through organizing objects or drawing pictures to represent and communicate observations. **K.DS.2**
- 

**Analyze the data.**

- 3 Analyze data sets by noticing and describing patterns in data-rich situations. **K.DS.3**
- 

**Interpret results.**

- 4 Interpret and communicate results through structured answers with teacher guidance. **K.DS.4**