

## **MATHEMATICS STANDARDS**

## Kindergarten

#### **Number Sense**

#### 1.0 Number Relationships

- 1.1 Compare two or more sets of objects (up to 10 objects per group) and identify which set is equal to, more than, or less than the other.
- 1.2 Count, recognize, represent, name, and order number of objects up to 30.
- 1.3 Know that the larger numbers describe sets with more objects in them than the smaller numbers have.

#### 2.0 Addition and Subtraction

2.1 Use concrete objects to determine the answers to addition and subtraction problems with two numbers, each less than 10.

#### 3.0 Estimation

3.1 Recognize when an estimate is reasonable.

### **Algebra and Functions**

### 1.0 Sorting and Classifying Objects

1.1 Identify, sort, and classify objects by attribute and identify which objects do not belong to a particular group.

## **Measurement and Geometry**

#### 1.0 Measurement

- 1.1 Compare the length, weight, and capacity of objects (e.g., shorter, longer, taller, lighter, heavier, holds more).
- 1.2 Understand concepts of time (e.g., morning, afternoon, evening, today, yesterday, tomorrow, week, month, year) and the tools used to measure time (e.g., clock, calendar).
- 1.3 Name the days of the week.
- 1.4 Identify the time (to the nearest hour) of everyday events (e.g., lunch time is 12 o'clock).

### 2.0 Geometry

- 2.1 Identify and describe common geometric objects such as the circle, triangle, square, rectangle, cube, sphere, and cone.
- 2.2 Compare familiar plane (e.g., square, triangle) and solid objects (e.g., cube, sphere) by common attributes such as position, shape, size, roundness, and number of corners.

## Statistics, Data Analysis, and Probability

## 1.0 Collecting Information

- 1.1 Pose informational questions, collecting data, then record the results using objects, pictures, and/or picture graphs.
- 1.2 Identify, describe, and extend simple patterns (e.g., circle, square, circle) by referring to their shapes, sizes, or colors.

## **Mathematical Reasoning**



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### 1.0 Making Decisions about a Problem

- 1.1 Determine the approach, materials, and strategies to be used.
- 1.2 Use tools and strategies, such as manipulatives or sketches, to model problems.

# 2.0 Solve Problems & Justify Reasoning

- 2.1 Explain their reasoning when using concrete objects and/or pictorial representations to solve a problem.
- 2.2 Make precise calculations when solving a problem, and check the validity of the results in the context of a problem.