Mathematics: Kindergarten

Counting and Cardinality CC	**1a** Rote count up to 10. LC.K.CC.A.1A
	1b Rote count up to 31. LC.K.CC.A.1B
	1c Rote count up to 100. LC.K.CC.A.1C
	2 Count forward beginning from any given number below 10. LC.K.CC.A.2
	3a Identify numerals 1-10. LC.K.CC.A.3A
	3b Identify the numerals 1-10 when presented the name of the number. LC.K.CC.A.3B
	3c Write or select the numerals 1-10. LC.K.CC.A.3C
	3d Match the numeral to the number of objects in a set. LC.K.CC.A.3D
	4 Use manipulatives (e.g., counters, blocks) to count up to 10 objects by matching one number per object. LC.K.CC.B.4
	5 Count up to 10 objects in a line, rectangle, or array. LC.K.CC.B.5
	6 Identify the set that has more. LC.K.CC.C.6
	7 Identify the smaller or larger number given 2 numbers between 0-10. LC.K.CC.C.7
Operations and Algebraic Thinking OA	**1a** Use objects or pictures to respond appropriately to "add " and "take away." LC.K.OA.A.1A
	1b Communicate answer after adding or taking away. LC.K.OA.A.1B
	2a Solve one step addition and subtraction word problems, and add and subtract within 10 using objects, drawings, pictures. LC.K.OA.A.2A
	2b Solve word problems within 10. LC.K.OA.A.2B
	3 Decompose a set of up to 10 objects into a group; count the quantity in each group. LC.K.OA.A.3

Skip to main content

	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 or select the answer. LC.K.OA.A.4
	5	Add and subtract within 5 using manipulatives. LC.K.OA.A.5
Numbers and Operations in Base Ten NBT	1	Build representations of numbers up to 19 by creating a group of 10 and some 1s (e.g., 13 = one 10 and three 1s). LC.K.NBT.A.1
Multiplication and Division MD	1	Describe objects in terms of measurable attributes (longer, shorter, heavier, lighter...). LC.K.MD.A.1
	2	Compare 2 objects with a measurable attribute in common to see which object has more/less of the attribute (length, height, weight). LC.K.MD.A.2
	3	Sort objects by characteristics (e.g., big/little, colors, shapes, etc.). LC.K.MD.B.3
	4	Recognize pennies, nickels, dimes, and quarters by name and value (e.g., This is a nickel and it is worth 5 cents.). LC.K.MD.C.4
Geometry G	1	Use spatial language (e.g., above, below, etc.) to describe two- dimensional shapes. LC.K.G.A.1
	2a	Recognize two- dimensional shapes (e.g., circle, square, triangle, rectangle) regardless of orientation or size. LC.K.G.A.2A
	2b	Recognize two-dimensional shapes in environment regardless of orientation or size. LC.K.G.A.2B
	3a	Identify shapes as two-dimensional (lying flat) or three- dimensional (solid). LC.K.G.A.3A
	3b	Distinguish two-dimensional shapes based upon their defining attributes (i.e., size, corners, and points). LC.K.G.A.3B
	4	Use informal language to describe how two shapes are similar and/or different. LC.K.G.B.4
	5	Uses three dimensional objects (blocks, sticks, balls) to model shapes in the world. LC.K.G.B.5