

Grade K

Adopted 2018

Standards for Mathematical Practice

1. Make sense of problems and persevere in solving them. MP.1

2. Reason abstractly and quantitatively. MP.2

3. Construct viable arguments and critique the reasoning of others. MP.3

4. Model with mathematics. MP.4

5. Use appropriate tools strategically. MP.5

6. Attend to precision. MP.6

7. Look for and make use of structure. MP.7

8. Look for and express regularity in repeated reasoning. MP.8

Counting and Cardinality

Know number names and the count sequence.

1. Count to 100 by ones and by tens. K.CC.1
 2. Count forward beginning from any given number within 100 (instead of having to begin at 1). Count backwards beginning from any given number within 20. K.CC.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.3
-

Count to tell the number of objects.

4. Understand the relationship between numbers and quantities; connect counting to cardinality. K.CC.4
 - a. When counting objects, say the number names in the standard order, pairing each object with one and only one number name and each number name with one and only one object. (one-to-one correspondence) K.CC.4.A
 - b. Understand that the last number name said tells the number of objects counted. (cardinality) The number of objects is the same regardless of their arrangement or the order in which they were counted. K.CC.4.B
 - c. Understand that each successive number name refers to a quantity that is one larger. K.CC.4.C

5. Count to answer "how many?" **K.CC.5**
 - a. When counting, answer questions about as many as 20 things arranged in a line, a rectangular array, or a circle, or and as many as 10 things in a scattered configuration. **K.CC.5.A**
 - b. Given a number(s) from 1–20, count out that many objects. **K.CC.5.B**

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. Include groups with up to ten objects. **K.CC.6**
7. Compare two numbers between 1 and 10 presented as written numerals. **K.CC.7**

Operations and Algebraic Thinking**Understand addition as putting together and adding to, and understand subtraction as taking apart and taking from.**

1. Represent addition and subtraction with objects, fingers, mental images, drawings, sounds (e.g., claps), acting out situations, verbal explanations, expressions, or equations. (Drawings need not show details, but should show the mathematics in the problem.) **K.OA.1**
2. Solve addition and subtraction word problems. **K.OA.2**
 - a. Solve addition and subtraction word problems (within 10), involving result unknown problems, put together/take apart total unknown, and put together/take apart addend unknown, e.g., using objects or drawings to represent the problem. (see appendix for K-2 Common Addition and Subtraction Situations) **K.OA.2.A**
 - b. Add and subtract within 10, eg., by using objects or drawings to represent the problem. **K.OA.2.B**
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.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.4**
5. Fluently add and subtract within 5. **K.OA.5**

Measurement and Data**Describe and compare measureable attributes.**

1. Describe measurable attributes of a single object or objects, such as length, weight, or size. **K.MD.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.2**

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

3. Classify objects into given categories; count the number of objects in each category and sort the categories by count. Limit category counts to be less than or equal to 10. **K.MD.3**
-

Work with time and money.

4. Identify a penny and understand that the value is one. Count pennies within 20. **K.MD.4**
-

Geometry

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.1**
 2. Correctly name shapes regardless of their orientations or overall size. **K.G.2**
 3. Identify shapes as two-dimensional (lying in a plane, "flat") or three-dimensional ("solid"). **K.G.3**
-

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.4**
 5. Model shapes in the world by building shapes from components (e.g., sticks and clay balls) and drawing shapes. **K.G.5**
 6. Compose simple shapes to form larger shapes. **K.G.6**
-

**Number and Operation
in Base Ten**

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.1**