

Kindergarten: Math  
Student Name:

General Standard	Sub-Standard	Standard Notation	Standard Description	August 2010	September 2010	October 2010	November 2010	December 2010	January 2011	February 2011	March 2011	April 2011	May 2011	
NUMBER SENSE (NS)	1.0 Relationships between numbers and quantities	K.NS.1.1	Compare two or more sets of objects (up to ten objects in each group) and identify which set is equal to, more than,											
		K.NS.1.2	Count, recognize, represent, name, and order a number of objects (up to 30)											
		K.NS.1.3	Know that larger numbers describe sets with more objects in them than the smaller numbers have											
	2.0 Simple addition and subtraction	K.NS.2.1	Use concrete objects to determine the answers to addition and subtraction problems (for two numbers that are each less than 10)											
3.0 Estimation	K.NS.3.1	Recognize when an estimate is reasonable when computing and solving problems with numbers in the ones and tens places)												
ALGEBRA AND FUNCTIONS (AF)	1.0 Sort and classify objects	K.AF.1.1	Identify, sort, and classify objects by attribute and identify objects that do not belong to a particular group (e.g., all these balls are green, those are red)											
MEASURE-MENT AND GEOMETRY (MG)	1.0 Concept of time and units to measure it; objects have properties (e.g., length, weight, etc)	K.MG.1.1	Compare the length, weight, and capacity of objects by making direct comparisons with reference objects (e.g., note which object is shorter, longer, lighter, holds more).											
		K.MG.1.2	Demonstrate an understanding of concepts of time (e.g., morning, evening, today, yesterday, tomorrow, week, year) and tools that measure time (e.g., clock, calendar)											
		K.MG.1.3	Name the days of the week											
		K.MG.1.4	Identify the time (to the nearest hour) of everyday events (e.g., lunch time is 12 o'clock; bedtime is 8 o'clock at night)											
	2.0 Identify common objects in their environment and describe their geometric features	K.MG.2.1	Identify and describe common geometric objects (e.g., circle, triangle, square, rectangle, cube, sphere, cone)											
		K.MG.2.2	Compare familiar plane and solid objects by common attributes (e.g., position, shape, size, roundness, number of corners)											
STATISTICS, DATA ANALYSIS, AND PROBABILITY (SDP)	1.0 Collect information about objects and events in their environment	K.SDP.1.1	Pose information questions; collect data; and record the results using objects, pictures, and picture graphs											
		K.SDP.1.2	Identify, describe, and extend simple patterns (such as circles or triangles) by referring to their shapes, sizes, or colors											
MATHEMATICAL REASONING (MR)	1.0 Make decisions about how to set up a problem	K.MR.1.1	Determine the approach, materials, and strategies to be used.											
		K.MR.1.2	Use tools and strategies, such as manipulatives or sketches, to model problems											
	2.0 Solve problems in reasonable ways and justify their reasoning	K.MR.2.1	Explain the reasoning used with concrete objects and/or pictorial representations											
		K.MR.2.1	Make precise calculations and check the validity of the results in the context of the problem											