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

	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