

Kindergarten Math Essential Standards and Learning Targets

Essential Standards			
<p>K_M_1 Students will understand and apply the relationships between numbers and the quantities represented.</p>	<p>K_M_2 Students will identify and describe two- and three-dimensional shapes and their location in space.</p>	<p>K_M_3 Students will demonstrate an understanding of addition and subtraction.</p>	<p>K_M_4 Students will measure, compare, and organize objects.</p>
Learning Targets			
<ul style="list-style-type: none"> ● K_M_1_A: Recognize, without counting, the quantity of groups up to 6 objects arranged in common patterns. (MLS-K.NS.B.8) ● K_M_1_B: Say the number names when counting objects, in the standard order, pairing each object with one and only one number name and each number name with one and only one object. (MLS-K.NS.B.5) (CCSS-K.CC.4a) ● K_M_1_C: Demonstrate that the last number name said tells the number of objects counted and the number of objects is the same regardless of their arrangement or the order in which they were counted. (MLS-K.NS.B.6) (CCSS-K.CC.4b) ● K_M_1_D: Demonstrate that a number can be used to represent “how many” are in a set. (MLS-K.NS.B.9) (CCSS-K.CC.5) ● K_M_1_E: Identify and write numerals from 0 to 20. (MLS-K.NS.A.4) (CCSS-K.CC.3) ● K_M_1_F: Demonstrate that each successive number name refers to a quantity that is one larger than the previous number. (MLS-K.NS.B.7) (CCSS-K.CC.4c) ● K_M_1_G: Count backward from a given number between 10 and 1. (MLS-K.NS.A.3) ● K_M_1_H: Compare two or more sets of objects and identify which set is equal to, more than or less than the other. (MLS-K.NS.C.10) (CCSS-K.CC.6) ● K_M_1_I: Compare two numerals, between 1 and 10, and determine which is more than or less than the other. (MLS-K.NS.C.11) (CCSS-K.CC.7) ● K_M_1_J: Count to 100 by ones. (MLS-K.NS.A.1) (CCSS-K.CC.1) ● K_M_1_K: Compose and decompose numbers from 11 to 19 into sets of tens with additional ones. (MLS-K.NBT.A.1) (CCSS-K.NBT.1) ● K_M_1_M: Count to 100 by tens. (MLS-K.NS.A.1) (CCSS-K.CC.1) ● K_M_1_N: Count forward beginning from a given number between 1 and 20. (MLS-K.NS.A.2) (CCSS-K.CC.2) 	<ul style="list-style-type: none"> ● K_M_2_A: Identify shapes and describe objects in the environment using names of shapes, recognizing the name stays the same regardless of orientation or size. (MLS-K.GM.C.6) (CCSS-K.G.2) ● K_M_2_B: Describe the relative positions of objects in space. (MLS-K.GM.C.7) (CCSS-K.G.1) ● K_M_2_C: Identify and describe the attribute of shapes, and use the attributes to sort a collection of shapes. (MLS-K.GM.C.8) (CCSS-K.G.4) ● K_M_2_D: Draw or model simple two-dimensional shapes. (MLS-K.GM.C.9) (CCSS-K.G.5) ● K_M_2_E: Compose simple shapes to form larger shapes using manipulatives. (MLS-K.GM.C.10) (CCSS-K.G.6) 	<ul style="list-style-type: none"> ● K_M_3_A: Decompose numbers less than or equal to 10 in more than one way. (MLS-K.RA.A.3) (CCSS-K.OA.3) ● K_M_3_B: Represent addition within 10. (MLS-K.RA.A.1) (CCSS-K.OA.1) ● K_M_3_C: Represent subtraction within 10. (MLS-K.RA.A.1) (CCSS-K.OA.2) ● K_M_3_D: Demonstrate fluency for addition within 5. (MLS-K.RA.A.2) (CCSS-K.OA.5) ● K_M_3_E: Demonstrate fluency for subtraction within 5. (MLS-K.RA.A.2) (CCSS-K.OA.5) ● K_M_3_F: Make 10 for any number from 1 to 9. (MLS-K.RA.A.4) (CCSS-K.OA.4) 	<ul style="list-style-type: none"> ● K_M_4_A: Classify objects into given categories; count the number of objects in each category. (MLS-K.DS.A.1) (CCSS-K.MD.3) ● K_M_4_B: Compare category counts using appropriate language. (MLS-K.DS.A.2) ● K_M_4_C: Describe several measurable attributes of objects. (MLS - K.GM.A.1) (CCSS - K.MD.1) ● K_M_4_D: Compare the measurable attributes of two objects. (MLS-K.GM.A.2) (CCSS-K.MD.2)