



KINDERGARTEN GRADE-LEVEL GOALS

Content Strand: Number and Numeration		
Program Goal	Content Thread	Grade-Level Goals
Understand the Meanings, Uses, and Representations of Numbers	<i>Rote counting</i>	Goal 1 Count on by 1s to 100; count on by 2s, 5s, and 10s and count back by 1s with number grids, number lines, and calculators.
	<i>Rational counting</i>	Goal 2 Count 20 or more objects; estimate the number of objects in a collection.
	<i>Place value and notation</i>	Goal 3 Model numbers with manipulatives; use manipulatives to exchange 1s for 10s and 10s for 100s; recognize that digits can be used and combined to read and write numbers; read numbers up to 30.
	<i>Meanings and uses of fractions</i>	Goal 4 Use manipulatives to model half of a region or a collection; describe the model.
	<i>Equivalent names for whole numbers</i>	Goal 5 Use manipulatives, drawings, and numerical expressions involving addition and subtraction of 1-digit numbers to give equivalent names for whole numbers up to 20.
	<i>Comparing and ordering numbers</i>	Goal 6 Compare and order whole numbers up to 20.

Content Strand: Operations and Computation		
Program Goal	Content Thread	Grade-Level Goals
Models for the operations	<i>Addition and subtraction procedures</i>	Goal 1 Use manipulatives, number lines, and mental arithmetic to solve problems involving the addition and subtraction of single-digit whole numbers.
Understand Meanings of Operations	<i>Models for the operations</i>	Goal 2 Identify join and take-away situations.





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Content Strand: Data and Chance		
Program Goal	Content Thread	Grade-Level Goals
Select and Create Appropriate Graphical Representations of Collected or Given Data	<i>Data collection and representation</i>	Goal 1 Collect and organize data to create class-constructed tally charts, tables, and bar graphs.
Analyze and Interpret Data	<i>Data analysis</i>	Goal 2 Use graphs to answer simple questions.
Understand and Apply Basic Concepts of Probability	<i>Qualitative probability</i>	Goal 3 Describe events using certain, possible, impossible, and other basic probability terms.

Content Strand: Measurement and Reference Frames		
Program Goal	Content Thread	Grade-Level Goals
Understand the Systems and Processes of Measurement; Use Appropriate Techniques, Tools, Units, and Formulas in Making Measurements	<i>Length, weight, and angles</i>	Goal 1 Use nonstandard tools and techniques to estimate and compare weight and length; identify standard measuring tools.
	<i>Money</i>	Goal 2 Identify pennies, nickels, dimes, quarters, and dollar bills.
Use and Understand Reference Frames	<i>Temperature</i>	Goal 3 Describe temperature using appropriate vocabulary, such as hot, warm, and cold; identify a thermometer as a tool for measuring temperature.
	<i>Time</i>	Goal 4 Describe and use measures of time periods relative to a day and week; identify tools that measure time.



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Content Strand: Geometry		
Program Goal	Content Thread	Grade-Level Goals
Investigate Characteristics and Properties of Two- and Three-Dimensional Geometric Shapes	<i>Plane and solid figures</i>	Goal 1 Identify and describe plane and solid figures including circles, triangles, squares, rectangles, spheres, and cubes.
Apply Transformations and Symmetry in Geometric Situations	<i>Transformations and symmetry</i>	Goal 2 Identify shapes having line symmetry.

Content Strand: Patterns, Functions, and Algebra		
Program Goal	Content Thread	Grade-Level Goals
Understand Patterns and Functions	<i>Patterns and functions</i>	Goal 1 Extend, describe, and create visual, rhythmic, and movement patterns; use rules, which will lead to functions, to sort, make patterns, and play “What’s My Rule?” and other games.
Use Algebraic Notation to Represent and Analyze Situations and Structures	<i>Algebraic notation and solving number sentences</i>	Goal 2 Read and write expressions and number sentences using the symbols +, -, and =.