



Mathematical Practices Grades K - 8

- 1. Make sense of problems and persevere in solving them.**
- 2. Reason abstractly and quantitatively.**
- 3. Construct viable arguments and critique the reasoning of others.**
- 4. Model with mathematics.**
- 5. Use appropriate tools strategically.**
- 6. Attend to precision.**
- 7. Look for and make use of structure.**
- 8. Look for and express regularity in repeated reasoning.**



Kindergarten Mathematics Curriculum Map

Trimester	Unit of Study	Illinois Learning Standards	Mathematical Practice Standard	Learning Targets
1	<p>Numbers to Five & Ten</p> <p>Numbers to Ten</p> <p>Double, Add & Subtract</p>	<p>K.CC.1 K.CC.2 K.CC.3 K.CC. 4a-c K.CC.5 K.CC.6 K.CC.7</p> <p>K.OA.1 K.OA.2 K.OA.3 K.OA.4</p>	<p>K.MP. 1 K.MP. 2 K.MP. 3 K.MP. 4 K.MP. 5 K.MP. 6 K.MP. 7 K.MP. 8</p>	<ul style="list-style-type: none"> Count to 20 Recognize and build sets to 10 using fingers, five frames, 10 frames, and objects Count order and compare numbers to 10 Write numerals to 10 Quickly recognize how many objects are in a collection (up to five without counting) Compare sets using the words more and less Develop number sense with combinations that make five and then 10 Count objects and match the quantity to the written numeral Build with two-dimensional shapes Count by 2's to 20 Explore even numbers as doubles Add 1 and subtract 1 to numbers from 1 - 10 Compare and order numbers from 1 - 10 Write equations to show sums up to 5
2	<p>Double, Add & Subtract</p> <p>Paths to Adding, Subtracting & Measuring</p>	<p>K.CC.1 K.CC.2 K.CC.3 K.CC. 4a-c K.CC.5 K.CC.6 K.CC.7</p>	<p>K.MP.1 K.MP.2 K.MP.3</p>	<ul style="list-style-type: none"> Count forward and backward between 0 - 50 Order and compare numbers from 1 - 10 Solve addition and subtraction problems within 10 Compare objects to see which is longer, shorter or the same length Add with pennies and nickels



	<p>Three-Dimensional Shapes & Numbers Beyond Ten</p>	<p>K.OA.1 K.OA.2 K.OA.3 K.OA.4 K.OA.5</p> <p>K.NBT.1</p>	<p>K.MP.4 K.MP.5 K.MP.6 K.MP.7 K.MP.8</p>	<ul style="list-style-type: none"> ● Explore the difference between two-dimensional (flat) and three dimensional (solid) shapes ● Identify, describe, sort, compare and draw 2D shapes based on the defining attribute ● Use simple shapes to form larger shapes ● Count and compare the number of objects in different categories in a picture graph ● Identify, name and describe objects in the environment using the name of shapes ● Explore the difference between two dimensional (flat) and three dimensional (Solid) shapes
<p>3</p>	<p>Three-Dimensional Shapes & Numbers Beyond Ten</p> <p>Tens & Ones to Twenty</p> <p>Two-Dimensional Geometry</p>	<p>K.CC.1 K.CC.2 K.CC.3 K.CC. 4a-c K.CC.5 K.CC.6 K.CC.7</p> <p>K.OA.1 K.OA.2 K.OA.3 K.OA.4 K.OA.5</p> <p>K.NBT.1</p>		<ul style="list-style-type: none"> ● Build three-dimensional shapes ● Understand the numbers from 11 - 20 as ten and some more ● Solve number combinations within 10 ● Explore weight and capacity concepts ● Count groups of objects by 10s and 1s to build an understanding of place value ● Compare numbers to determine which number is more than, less than or equal to another number ● Solve addition and subtraction equations and story problems within 10 ● Count by 10s and 1s ● Read, write, order and compare numerals to 20 ● Estimate, measure and compare length ● Solve addition and subtraction story problems within 10