

WELCOME TO KINDERGARTEN MATH!

Kindergarten is a big year for young mathematicians! Your child will move beyond just reciting numbers to truly understanding what those numbers represent. By the end of the year, here is what students should be able to do:



Counting and Knowing Numbers

- ✓ **Counting to 100:** Count to 100 by ones and by tens.
- ✓ **Counting On:** Start counting from any number (for example, starting at 4 and going "5, 6, 7...") without having to start over at 1.
- ✓ **Writing Numbers:** Recognize and write numbers from 0 to 20.
- ✓ **The "How Many?" Rule:** Understand that when counting objects, the last number said is the total amount (e.g., if they count four apples, they know there are four apples without having to recount).
- ✓ **Conservation:** Understand that the number of objects stays the same even if they are moved around or spread out.
- ✓ **Comparing:** Look at two groups of objects (up to 10) and identify which has more, which has less, or if they are equal.

Adding and Subtracting

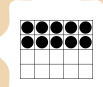


- ✓ **Solving Word Problems:** Use objects, fingers, or drawings to solve simple addition and subtraction stories within 10.
- ✓ **Number Flexibility:** Show that a number can be broken apart in different ways (for example, 5 can be 3 + 2 or 4 + 1).
- ✓ **Making 10:** For any number from 1 to 9, find the "partner" number that adds up to 10 (e.g., if I have 7, I need 3 more to make 10).
- ✓ **Fluency:** Fluently add and subtract within 5.

Measuring and Sorting



- ✓ **Comparing Objects:** Describe things by height, weight, or length. They should be able to look at two objects and say which is heavier or shorter.
- ✓ **Sorting:** Group objects into categories (like sorting buttons by color) and count how many are in each group.



Building "Teen" Numbers

- ✓ **10 and Some More:** Understand that numbers from 11 to 19 are actually made of one "10" and some extra "ones." For example, 14 is 10 + 4.



Geometry



- ✓ **Positional Words:** Use words like above, below, beside, in front of, behind, and next to to describe where an object is.
- ✓ **Shape Identification:** Correctly name shapes (squares, circles, triangles, rectangles, hexagons, cubes, cones, cylinders, and spheres) even if they are turned sideways, are different sizes, or have unequal side lengths.
- ✓ **2D vs. 3D:** Tell the difference between "flat" shapes (like a drawing of a square) and "solid" shapes (like a building block).
- ✓ **Building Shapes:** Create shapes using sticks and clay, or join two simple shapes to make a new one (like putting two triangles together to make a square).