Kindergarten Mathematics

The purpose of this document is to clarify what students should know and be able to do in Quarter 1.

The Competencies listed in the table below are developed from the Texas Essential Knowledge and Skills (TEKS) for that grade level. The chart defines which quarter the Competency is reported (Q1 = Grading Period 1, Q2 = Grading Period 2, etc.).

Teachers will report on the competencies using the Grading Progressions which are comprised of three proficiency levels (developing (DV), progressing (PG), and proficient (PF)) and defines the knowledge and skills students will master on their pathway to proficiency. The Grading Progressions for each Competency are below the yearlong outline of the Competencies. The Grading Progressions define what a student knows and is able to do related to that competency at the end of a unit or quarter. To see what success on each individual competency looks like in a particular unit, please see the Public Overview document for the course.

Students who receive a mark of "Proficient" meet the grade level expectation for that Competency.

Competencies	Q 1	Q 2	Q 3	Q 4
C1 — Problem Solving The student analyzes word problems, utilizes a strategy, creates multiple representations, communicates mathematical thinking (oral and written), and determines an answer or solution.				**X**
C2— Numeration The student understands how to represent and compare numbers within real-world context.	**X**		**X**	
C3— Operations The student develops an understanding of addition and subtraction within real-world context in order to solve problems.	**X**	**X**	**X**	**X**
C4— Geometry The student analyzes attributes of two-dimensional shapes and three-dimensional solids within real-world context to develop generalizations about their properties.		**X**		
C5— Measurement The student compares measurable attributes within real-world context.				**X**
C6—Data Analysis The student collects and organizes data to make it useful for interpreting information within real-world context.		**X**		**X**

Learning Progression for Competency 2:
The student understands how to represent and compare numbers within real-world context.

Numeration - Numbers 0-10

Developing	Progressing	Proficient
Count a set of objects and describe the amount as the last number counted Count forward and backward with and without objects Identify if a set of objects is more or less than another set without counting when there is an obvious difference. (e.g. a picture of 3 cookies or 20 cookies) Join two groups of objects and identify their combined value	Represent a number using objects or pictures of objects Count forward starting with a number other than 1 Identify which set of objects has more or less, and describe the comparison using the words "more/greater, less/fewer, and same/equal" Generate a set of objects that is more than, less than, and equal to a given number or set of objects Compose numbers using: • objects • pictures Decompose numbers using: • objects • pictures	Represent a number using tools such as: • ten frames • number paths • other counting mats Write a numeral when given a set of objects or pictures Compare two numbers using objects or pictures and describe the comparison using comparative language, "more/greater, less/fewer, and same/equal," using: • sets of objects • pictorial representations • numerals Solve problems involving composing and decomposing numbers in context using: • ten frames • number paths • other counting mats Explain the process of decomposing and composing numbers in context of a real-world situation

Learning Progression for Competency 3: Operations

The student develops an understanding of addition and subtraction within real-world context in order to solve problems.

Add and Subtract - Numbers within 0-10

Developing	Progressing	Proficient
Compose and decompose numbers up to 10 with objects and pictures • ten frames • number paths • story mats Identify the action of a word problem as joining or separating	Act out a word problem involving addition or subtraction to solve using • hand gestures and objects • story mats and objects • drawing pictures that represent the context (e.g. Using stick figures to represent a story problem about children)	Model the act of joining and solve the word problem using: • story mats • ten frames • number paths • number bonds • part-whole models Model the act of separating and solve the word problem using: • story mats • ten frames • number paths • number bonds • part-whole models Explain strategies used to solve problems