**Common Core Math Standards**

**Kindergarten**

* **Counting and Cardinality**

Know number names and count sequence

* + Count to 100 by ones and tens
  + Count forward beginning from a given number
  + Write numbers 0 to 20 and represent given # of objects with numeral
  + Understand relationship between numbers and quantities
  + 1 to 1 correspondence when counting objects
  + Understand that last number said tells number f objects counted regardless of arrangement or order counted
  + Each successive number name is quantity one larger
  + Count to answer “how many?” (up to 20 objects)
  + ID greater than, less than, or equal to when given groups of objects
* **Operations and Algebraic Thinking**

Understand addition as putting together and adding to, and understand subtraction as taking apart and taking from

* + Represent addition/subtraction with objects, fingers, drawings, mental images. sounds, etc.)
  + Solve addition/subtraction word problems (use objects or drawings to represent problem)
  + Decompose numbers less than 10 into pairs in more than one way
  + For any number 1-9, find the number that is needed to add on to make 10
  + Fluently add/subtract within 5
* **Number and Operations in Base 10**

Work with numbers 11-19 to gain foundations for place value

* Compose/decompose numbers 11 to 19 into tens and ones (use objects,

drawings to record)

* **Measurement and Data**

Describe and compare measurable attributes

* + Describe measurable attributes of objects (length, weight)
  + Directly compare two objects with a measurable attribute in common, to see which as “more of/less of” the attribute
  + Classify objects into given categories and count number of objects in each category
* **Geometry**

Identify and describe shapes (squares, circles, triangles, rectangles, hexagons, cubes, cones, cylinders, and spheres)

* + Describe objects in environment using names of shapes and positions
  + Correctly name shapes regardless of orientation or size
  + ID shapes as two-dimensional (plane/flat) or three-dimensional (solid)
  + Analyze/compare 2 and 3 dimensional shapes in different sizes, orientations, using informal language (# of sides, corners, etc.)
  + Model shapes in the world by building shapes from components and drawing shapes
  + Compose simple shapes to form larger shapes (join triangles to make rectangle)