

# Kindergarten Math 2007

## Standards, Benchmarks, Examples & Vocabulary

Strand	Standard	No.	Benchmark	Example
Number & Operation	Understand the relationship between quantities and whole numbers up to 31.	K.1.1.1	Recognize that a number can be used to represent how many objects are in a set or to represent the position of an object in a sequence. <u>Vocabulary:</u> <ul style="list-style-type: none"> <li>• How many, Set</li> <li>• Order, Place (<i>ex: 7<sup>th</sup></i>)</li> </ul>	<u>Example</u> Count students standing in a circle and count the same students after they take their seats. Recognize that this rearrangement does not change the total number, but may change the order in which students are counted.
		K.1.1.2	Read, write, and represent whole numbers from 0 to at least 31. Representations may include numerals, pictures, real objects and picture graphs, spoken words, and manipulatives such as connecting cubes. <u>Vocabulary:</u> <ul style="list-style-type: none"> <li>• Represent</li> <li>• Tally marks</li> <li>• Larger Than, Greater Than, More Than, Longer Than, etc.</li> <li>• Most, Fewest, Least</li> <li>• Smaller Than, Less Than, Fewer Than, Shorter Than, etc.</li> </ul>	<u>Example</u> Today's number is 23. What are some ways we can show 23?  Represent the number of students taking hot lunch with tally marks.
		K.1.1.3	Count, with and without objects, forward and backward to at least 20. <u>Vocabulary:</u> <ul style="list-style-type: none"> <li>• Forward</li> <li>• Backward</li> </ul>	<u>Example</u> "Start at 18 and count backward until I say stop"  "Start at 11 and count forward until I say stop"
		K.1.1.4	Find a number that is 1 more or 1 less than a given number. <u>Vocabulary:</u> <ul style="list-style-type: none"> <li>• More</li> <li>• Less</li> <li>• Before</li> <li>• After</li> <li>• Next</li> </ul>	<u>Example</u> "What number comes before 13?"  "What number comes after 10?"

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		K.1.1.5	<p>Compare and order whole numbers, with and without objects, from 0 to 20.</p> <p><u>Vocabulary:</u></p> <ul style="list-style-type: none"> <li>• Equal to</li> <li>• Not equal to</li> <li>• More than</li> <li>• Less than</li> <li>• Fewer than</li> <li>• Is about</li> <li>• Nearly</li> </ul>	<p><b>Example</b></p> <p>Put the number cards 7, 3, 19 and 12 in numerical order</p>
	Use objects and pictures to represent situations involving combining and separating.	K.1.2.1	<p>Use objects and draw pictures to find the sums and differences of numbers between 0 and 10.</p> <p><u>Vocabulary:</u></p> <ul style="list-style-type: none"> <li>• Plus</li> <li>• Minus</li> <li>• Equals</li> </ul>	<p><b>Example</b></p> <p>Josiah had 6 balloons. Qais gave him some more. Now he has 9. How many did Qais give him?</p>
		K.1.2.2	<p>Compose and decompose numbers up to 10 with objects and pictures.</p> <p><u>Vocabulary:</u></p> <ul style="list-style-type: none"> <li>• Combine</li> <li>• Separate</li> </ul>	<p><b>Example</b></p> <p>A group of 7 objects can be decomposed as 5 and 2 objects, or 2 and 3 and 2, or 6 and 1.</p>
Algebra	Recognize, create, complete, and extend patterns.	K.2.1.1	<p>Identify, create, complete, and extend simple patterns using shape, color, size, number, sounds and movements. Patterns may be repeating, growing or shrinking such as ABB, ABB, ABB or ●,●●,●●●.</p> <p><u>Vocabulary:</u></p> <ul style="list-style-type: none"> <li>• Repeating</li> <li>• Growing</li> <li>• Shrinking</li> <li>• Rule</li> </ul>	<p><b>Example</b></p>
Geometry & Measurement	Recognize and sort basic two- and three-dimensional shapes; use them	K.3.1.1	<p>Recognize basic two- and three-dimensional shapes such as squares, circles, triangles, rectangles, trapezoids, hexagons, cubes, cones, cylinders and spheres.</p> <p><u>Vocabulary:</u></p> <ul style="list-style-type: none"> <li>• <i>Names of shapes listed above</i></li> </ul>	<p><b>Example</b></p> <p>Hold up a shape and ask: “What shape is this? “</p>

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	to model real-world objects.	K.3.1.2	Sort objects using characteristics such as shape, size, color and thickness. <u>Vocabulary:</u> <ul style="list-style-type: none"> <li>• Taller</li> <li>• Shorter</li> <li>• Thicker</li> <li>• Thinner</li> </ul>	<b>Example</b> Hold up 2 shapes and ask: “How are they alike? How are they different?”
		K.3.1.3	Use basic shapes and spatial reasoning to model objects in the real-world. <u>Vocabulary:</u> <ul style="list-style-type: none"> <li>•</li> </ul>	<b>Example</b>  A cylinder can be used to model a can of soup.  Find as many rectangles as you can in your classroom. Record the rectangles you found by making drawings.
Geometry & Measurement	Compare and order objects according to location and measurable attributes.	K.3.2.1	Use words to compare objects according to length, size, weight and position. <u>Vocabulary:</u> <ul style="list-style-type: none"> <li>• Same</li> <li>• Lighter</li> <li>• Longer</li> <li>• Above</li> <li>• Between</li> <li>• Next to</li> </ul>	<b>Example</b>  Use same, lighter, longer, above, between and next to.  <i>Another example:</i> Identify objects that are near your desk and objects that are in front of it. Explain why there may be some objects in both groups.
		K.3.2.2	Order 2 or 3 objects using measurable attributes, such as length and weight. <u>Vocabulary:</u> <ul style="list-style-type: none"> <li>• Length</li> <li>• Weight</li> <li>• <i>Comparison words</i></li> </ul>	<b>Example</b>