



KINDERGARTEN COMMON CORE STATE STANDARDS FOR MATH (THE SIMPLE VERSION!)

* = Covered in Moose Math

Counting and Cardinality

- 1) Count out loud to 100 by 1's and 10's. *
- 2) Start with any number (such as 10) and count forward by 1's, 5's, and 10's up to 100. *
- 3) Write and identify numbers from 0 to 20.
- 4) Count objects to find the total number. *
- 5) Count up to 20 objects. *
- 6) Compare groups of objects as greater than, less than, or equal. *
- 7) Compare two numbers between 1 and 10 as greater than, less than, or equal.

Operations and Algebraic Thinking

- 1) Use objects, sounds or equations to show addition and subtraction. *
- 2) Add and subtract with objects or drawings to solve word problems. *
- 3) Use numbers or drawings to create two-number addition or subtraction equations that will equal a number between 0-10. (e.g., $5 = 2 + 3$ and $5 = 4 + 1$)
- 4) Identify two numbers that can be added together to equal 10; show with drawings or an equation.
- 5) Add and subtract using numbers 0-5.

Number and Operations in Base Ten

- 1) Understand place values for 1's and 10's using numbers 11-19.

Measurement and Data

- 1) Describe an object's characteristics, such as length, weight, etc.
- 2) Compare two objects to find their differences. *For example, directly compare the heights of two children and describe one child as taller/shorter.*
- 3) Sort objects into categories; then count the total number of objects in each specific group.

Geometry

- 1) Describe the location of shapes using terms such as *above, below, beside, in front of, behind and next to.*
- 2) Identify shapes by their correct names. *
- 3) Identify shapes as two-dimensional (square) or three-dimensional (cube). *
- 4) Compare two and three-dimensional shapes using words to describe their similarities, differences, parts (e.g., number of sides and vertices/"corners") and characteristics (e.g., having sides of equal length). *
- 5) Build and draw shapes with materials that look like real world objects.
- 6) Make larger shapes out of smaller, simpler shapes. *For example, "Can you join these two triangles with full sides touching to make a rectangle?"*