



St. Mel's Catholic School

MATHEMATICS STANDARDS

Kindergarten

Number Sense

1.0 Number Relationships

1.1 Compare two or more sets of objects (up to 10 objects per group) and identify which set is equal to, more than, or less than the other.

1.2 Count, recognize, represent, name, and order number of objects up to 30.

1.3 Know that the larger numbers describe sets with more objects in them than the smaller numbers have.

2.0 Addition and Subtraction

2.1 Use concrete objects to determine the answers to addition and subtraction problems with two numbers, each less than 10.

3.0 Estimation

3.1 Recognize when an estimate is reasonable.

Algebra and Functions

1.0 Sorting and Classifying Objects

1.1 Identify, sort, and classify objects by attribute and identify which objects do not belong to a particular group.

Measurement and Geometry

1.0 Measurement

1.1 Compare the length, weight, and capacity of objects (e.g., shorter, longer, taller, lighter, heavier, holds more).

1.2 Understand concepts of time (e.g., morning, afternoon, evening, today, yesterday, tomorrow, week, month, year) and the tools used to measure time (e.g., clock, **calendar**).

1.3 Name the days of the week.

1.4 Identify the time (to the nearest hour) of everyday events (e.g., lunch time is 12 o'clock).

2.0 Geometry

2.1 Identify and describe common geometric objects such as the circle, triangle, square, rectangle, cube, sphere, and cone.

2.2 Compare familiar plane (e.g., square, triangle) and solid objects (e.g., cube, sphere) by common attributes such as position, shape, size, roundness, and number of corners.

Statistics, Data Analysis, and Probability

1.0 Collecting Information

1.1 Pose informational questions, collecting data, then record the results using objects, pictures, and/or picture graphs.

1.2 Identify, describe, and extend simple patterns (e.g., circle, square, circle) by referring to their shapes, sizes, or colors.

Mathematical Reasoning



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1.0 Making Decisions about a Problem

1.1 Determine the approach, materials, and strategies to be used.

1.2 Use tools and strategies, such as manipulatives or sketches, to model problems.

2.0 Solve Problems & Justify Reasoning

2.1 Explain their reasoning when using concrete objects and/or pictorial representations to solve a problem.

2.2 Make precise calculations when solving a problem, and check the validity of the results in the context of a problem.