



JC Schools Kindergarten Math Yearly Standards

Units	Priority Standards	Supporting Standards
Getting Started	<p align="center">Standards for Mathematical Practice</p> <ol style="list-style-type: none"> 1. Make sense of problems and persevere in solving them 2. Reason abstractly and quantitatively 3. Construct viable arguments and critique the reasoning of others 4. Model with mathematics 5. Use appropriate tools strategically 6. Attend to precision 7. Look for and make use of structure 8. Look for and express regularity in repeated reasoning 	
Module 1 Counting and Cardinality	<p>K.NS.B.5 Say the number names when counting objects, in the standard order, pairing each object with one and only one number name and each number name with one and only one object.</p> <p>K.NS.B.8 Recognize, without counting, the quantity of groups of up to 5 objects arranged in common patterns.</p> <p>K.NS.B.9 Demonstrate that a number can be used to represent “how many” are in a set.</p> <p>K.DS.A.2 Compare category counts using appropriate language.</p>	<p>K.NS.A.3 Count backward from a given number between 10 and 1.</p> <p>K.NS.A.4 Read and write numerals and represent a number of objects from 0 to 20.</p> <p>K.NS.B.6 Demonstrate that the last number name said tells the number of objects counted and the number of objects is the same regardless of their arrangement or the order in which they were counted</p> <p>K.NS.B.7 Demonstrate that each successive number name refers to a quantity that is one larger than the previous number.</p> <p>K.RA.A.1</p>

		<p>Represent addition and subtraction within 10.</p> <p>K.DS.A.1 Classify objects into given categories; count the number of objects in each category.</p>
<p>Module 2</p> <p>Two- and Three-Dimensional Shapes</p>	<p>K.GM.C.6 Identify shapes and describe objects in the environment using names of shapes, recognizing the name stays the same regardless of orientation or size.</p> <p>K.GM.C.8 Identify and describe the attribute of shapes, and use the attributes to sort a collection of shapes.</p> <p>K.GM.C.9 Draw or model simple two-dimensional shapes.</p>	<p>K.GM.C.7 Describe the relative positions of objects in space.</p> <p>K.NS.A.4 Read and write numerals and represent a number of objects from 0 to 20.</p>
<p>Module 3</p> <p>Comparison</p>	<p>K.NS.C.10 Compare two or more sets of objects and identify which set is equal to, more than or less than the other.</p> <p>K.GM.A.2 Compare the measurable attributes of two objects.</p>	<p>K.NS.A.4 Read and write numerals and represent a number of objects from 0 to 20.</p> <p>K.NS.B.6 Demonstrate that the last number name said tells the number of objects counted and the number of objects is the same regardless of their arrangement or the order in which they were counted.</p> <p>K.NS.C.11 Compare two numerals between 1 and 10, and determine which is more than or less than the other.</p> <p>K.GM.A.1 Describe several measurable attributes of objects.</p> <p>K.GM.B.3 Demonstrate an understanding of concepts of time and devices that measure time.</p>

		<p>K.DS.A.1 Classify objects into given categories; count the number of objects in each category.</p> <p>K.DS.A.2 Compare category counts using appropriate language.</p>
<p>Module 4</p> <p>Composition and Decomposition</p>	<p>K.RA.A.1 Represent addition and subtraction within 10.</p> <p>K.RA.A.3 Decompose numbers less than or equal to 10 in more than one way.</p> <p>K.GM.C.10 Compose simple shapes to form larger shapes using manipulatives.</p>	<p>K.NS.B.5 Say the number names when counting objects, in the standard order, pairing each object with one and only one number name and each number name with one and only one object.</p>
<p>Module 5</p> <p>Addition and Subtraction</p>	<p>K.RA.A.1 Represent addition and subtraction within 10.</p> <p>K.RA.A.2 Demonstrate fluency for addition and subtraction within 5. (<i>Fluency refers to accuracy and efficiency and <u>does not equate to memorization.</u></i>)</p> <p>K.RA.A.4 Make 10 for any number from 1 to 9.</p>	<p>K.NS.A.2 Count forward beginning from a given number between 1 and 20.</p> <p>K.GM.C.10 Compose simple shapes to form larger shapes using manipulatives.</p>
<p>Module 6</p> <p>Place Value Foundations</p>	<p>K.NBT.A.1 Compose and decompose numbers from 11 to 19 into sets of tens with additional ones.</p>	<p>K.NS.A.1 Count to 100 by ones and tens.</p> <p>K.NS.A.2 Count forward beginning from a given number between 1 and 20.</p>

		<p>K.NS.A.4 Read and write numerals and represent a number of objects from 0 to 20.</p> <p>K.NS.B.5 Say the number names when counting objects, in the standard order, pairing each object with one and only one number name and each number name with one and only one object.</p> <p>K.NS.B.9 Demonstrate that a number can be used to represent “how many” are in a set.</p> <p>K.NS.C.10 Compare two or more sets of objects and identify which set is equal to, more than or less than the other.</p> <p>K.GM.B.5 Identify pennies, nickels, dimes, and quarters.</p>
Taught throughout the school year		<p>K.GM.B.4 Name the days of the week.</p>