

MATH OUTCOMES

KINDERGARTEN

1. **Count by memory to 100.**
 - A. Know number order 0 – 100.
 - B. Count by 5's, 10's, to 100.
 - C. Recognize that the number order repeats in a sequential pattern.
 - D. Count to 100 by rote.
 - E. Count backwards 20-0.

2. **Match sets with numerals.**
 - A. Count ordered objects accurately to 31.
 - B. Count unordered objects accurately to 31.

3. **Recognize numerals 0 to 20 in random order.**
 - A. Recognize numerals 0 – 31 in random order.
 - B. Represent numbers from 0-31.
 - C. Compare and order numbers from 0-20.

4. **Write numerals 0 to 31.**
 - A. Visualize the stroke pattern of each numeral.
 - B. Recreate recognizable numerals.

5. **Understand the concept of simple addition and subtraction using objects.**
 - A. Relate the vocabulary of quantity to numbers.
 - B. Find a number that is one more or one less than a given number.
 - C. Model addition by joining sets of objects.
 - D. Model subtraction by separating sets of objects.

6. **Develop the vocabulary of size, quantity, and spatial relationship.**
 - A. More/less, most/least, few/many.
 - B. Large/small, big/little.
 - C. Heavy/light, thick/thin.
 - D. Over/under, above/below, top/bottom.
 - E. Right/left/middle.
 - F. Beside/in front of/behind.
 - G. Ordinal positions – first, second, third, etc.

7. **Understand a two-part pattern.**
 - A. Predict what comes next.
 - B. Reproduce pattern from picture or model.

- 8. Sort and describe objects by common characteristics.**
 - A. Color
 - B. Shape
 - C. Size
 - D. Thickness

- 9. Compare and order objects according to measurable attributes**
 - A. Weight
 - B. Length
 - C. Position
 - D. Size

- 10. Recognize and name basic two and three-dimensional shapes**
 - A. Recognize a square, rectangle, triangle, circle, trapezoid and hexagon.
 - B. Recognize a cube, cone, cylinder and sphere.