

Kindergarten Math Checklist

√	Date	Checks for Understanding
		Mathematical Processes
		0006.1.1 Model addition and subtraction (e.g., using a number chart, number line and/or concrete objects).
		0006.1.2 Begin to develop the concept of estimation using concrete objects.
		0006.1.3 Use words to describe time (e.g., day, night, morning, afternoon, yesterday, today, tomorrow).
		0006.1.4 Tell time to the hour.
		0006.1.5 Recognize a calendar as a way of measuring time.
		0006.1.6 Name and identify coins and their values.
		0006.1.7 Use words to describe temperature (e.g., hot, warm, cool, cold).
		0006.1.8 Recognize a thermometer as a way of measuring temperature.
		0006.1.9 Use age-appropriate books, stories, and videos to convey ideas of mathematics.
		Number and Operations
		0006.2.1 Count objects to 25 using one-to-one correspondence and identify the quantity in the counted group.
		0006.2.2 Match quantities to 25 with numerals and written words.
		0006.2.3 Count backward from 10 to 1.
		0006.2.4 Count to 20 by twos.
		0006.2.5 Create a set with a given number of objects.
		0006.2.6 Quickly recognize the number of objects in a small set.
		0006.2.7 Recognize zero (0) as a set with "no objects".
		0006.2.8 Compare sets of ten or fewer objects and identify which are equal to, more than, or less than others.
		0006.2.9 Order the numbers through 25 using numerals and words.
		0006.2.10 Recognize 6 through 10 as "five and some ones."
		0006.2.11 Recognize and use ordinal numbers (e.g., first, fourth, last).
		0006.2.12 Model simple joining and separating situations with objects.
		0006.2.13 Add and subtract single-digit numbers whose total or difference is between 0 and 10.
		0006.2.14 Understand add as "put together" or "count on" and solve addition problems with sums less than 20.
		0006.2.15 Understand subtraction as "break apart" or "take away" and solve subtraction problems using numbers 1 through 10.
		0006.2.16 Model, demonstrate, and solve story problems that illustrate addition and subtraction.
		0006.2.17 Understand that numbers can be represented by different groupings.
		Algebra
		0006.3.1 Use a variety of manipulatives (such as connecting cubes, number cards, shapes) to create patterns.
		0006.3.2 Name, copy, and extend patterns.
		0006.3.3 Translate simple patterns into rules.
		0006.3.4 Sort, order and classify objects by attribute and identify objects that do not belong in a particular group.
		0006.3.5 Describe change in attributes according to qualitative criteria such as longer/shorter, colder/warmer, heavier/lighter.
		Geometry and Measurement
		0006.4.1 Identify, name, and describe a variety of shapes (i.e. circles, squares, triangles, rectangles, hexagons, trapezoids) shown in various positions.
		0006.4.2 Identify, name, and describe three-dimensional shapes (such as sphere, cube, cone, cylinder).
		0006.4.3 Sort plane figures into groups, name and describe the attributes of the shapes (such as number of sides and corners (vertices)).
		0006.4.4 Sort solid figures into groups, name and describe the attributes of the shapes.
		0006.4.5 Use basic shapes and spatial reasoning to model objects and construct more complex shapes.
		0006.4.6 Identify positions (such as beside, inside, outside, above, below, between, on, over, under, near, far, forward, backward, top, middle, bottom, left, right) using models, illustrations, and stories.
		0006.4.7 Make direct and indirect comparisons between objects (such as recognize which is shorter, longer, taller, lighter, heavier, or holds more).
		Data Probability and Statistics
		0006.5.1 Sort objects into sets and describe how the objects were sorted.
		0006.5.2 Sort objects in different ways.
		0006.5.3 Collect and count data.

Kindergarten Math Checklist



ons.