

Marsh Valley School District
Quick Reference Curriculum Guide
Kindergarten/Mathematics
August 2004

Skills are identified with Introduced (I), Practiced (P), Mastered (M), Reinforced (R)

Problem Solving

- ❑ Select strategies to solve grade appropriate problems. (M) **258.01.a**
- ❑ Experiment with and solve: (I-P) **258.02.a**
 - Manipulatives
 - Real world experiences
- ❑ Estimate and judge reasonableness of: (I-P) **257.03.a.b.c.**
 - Numbers in a set.
 - A number of objects.
 - Reasonable answers.
- ❑ Select appropriate models to represent mathematical ideas. (I-P) **258.03.a**

Mathematical Processes

- ❑ Organize and consolidate mathematical thinking to communicate with others. (I-P) **258.04.a**
- ❑ Create a graph using real objects or pictorial representations. (I-P) **262.02.a**
- ❑ Express mathematical ideas using: (I-P) **257.01.b**
 - Words
 - Numbers
 - Symbols
 - Tables
 - Charts
 - Graphs
 - Diagrams
 - Models
 - Manipulatives
- ❑ Demonstrate knowledge of our number system by: (I-P) **257.01.a.b.c.**
 - Counting in a variety of ways.
 - 1's (M)
 - 2's (P)
 - 5's (P)
 - 10's (P)
 - Understanding representation of:

- Verbal
- Symbolic
- Physical

Number Theory

- ❑ Use appropriate grade level vocabulary. (I-P) **258.04.a**
- ❑ Match items using one-to-one correspondence. (I-P)
- ❑ Build sets of ten
- ❑ Recite and recognize numeral symbols 0-20 (M)
- ❑ Form numeral symbols 0-9 (M)

Numeration/Patterns

- ❑ Recite numbers 1-20 (I-M)
- ❑ Count backwards from 10 (I-M)
- ❑ Use ordinal numbers through fifth place (I-P)
- ❑ Recognize instantly a set of 1-5 objects
- ❑ Count on from 1-20 (I-M) **257.01.a**
- ❑ Compare and order numbers to 5 using the terms: greater/less than and same as. (I-P) **260.01.a**
- ❑ Explore the relationship between addition and subtraction. (I-P) **260.01.b**
- ❑ Find and explore patterns in real life. (I-P)
- ❑ Using manipulatives to explore patterns: (I-P) **263.01.a**
 - Create
 - Describe
 - Extend

Measurement

- ❑ Understand span of time (I-P)
 - Seasons
 - Yesterday
 - Today
 - Tomorrow
 - Months
 - Days of the week
- ❑

- ❑ Identify and name coins. (I-P) **257.01.c**
 - Penny
 - Nickel
 - Dime
 - Quarter
 - Dollar bill
- ❑ Sort coins by attributes. (I)
- ❑ Use comparative language: 'More' and 'Less'. (I)
- ❑ Order three objects by size (M)
 - Small
 - Medium
 - Large
- ❑ Group and compare items according to: (I-P) **259.01.a**
 - Quantity
 - Weight
 - Length
 - Size
 - Size using units and tools
- ❑ Apply estimation of measurement to real-world and content problems using actual measuring devices. (I-P) **259.01.b**

Whole Number Operations

- ❑ Compare or break apart sets. (I-P)
- ❑ Compose and decompose numbers. (I-P)
- ❑ Explore addition and subtraction using: (I-P) **257.02.a**
 - Concrete models
 - Pictorial models
 - Symbolic models

Geometry

- ❑ Identify 5 basic shapes:
 - Circle
 - Square
 - Triangle
 - Rectangle
 - Oval

- ❑ Identify, name, classify, and reproduce simple two and three dimensional figures: (I-P) **261.01.a**
 - Circle
 - Square
 - Rectangle
 - Triangle
 - Oval
- ❑ Recognize and create shapes that have symmetry. (I-P) **261.01.b**
- ❑ Explore slides, flips, and turns. (I-P) **261.01.c**
- ❑ Understand appropriate vocabulary for: (I-P) **261.01.d**
 - Position
 - Size
- ❑ Apply ideas about distance and direction. (I-P) **261.02.a**
- ❑ Classify objects according to properties or attributes. (I-P) **263.01.b**

Probability / Statistics

- ❑ Interpret information from real objects and simple pictographs. (I-P) **262.01.a**
- ❑ Create a graph using real objects or pictorial representations. (I-P) **262.02.a**
- ❑ Predict and perform results of simple probability experiments. (I-P) **262.03.a**
- ❑ Make predictions or decisions based on probable results or past experiences. (I-P) **262.04.a**