

Kindergarten Math Standards, Benchmarks, Examples and Vocabulary

Strand	Standard	No.	Benchmark	Qtr.	Unit and Lessons	Example
Number and Operation	Understand the relationship between quantities and whole numbers up to 31.	K.1.1.1	<p>Recognize that a number can be used to represent how many objects are in a set or to represent the position of an object in a sequence.</p> <p>Vocabulary:</p> <ul style="list-style-type: none"> • How many, Set • Order, Place (ex: 7th) 	1	JUMP Math Number Sense K1-K15	Count students standing in a circle and count the same students after they take their seats. Recognize that this rearrangement does not change the total number, but may change the order in which students are counted.
		K.1.1.2	<p>Read, write, and represent whole numbers from 0 to at least 31. Representations may include numerals, pictures, real objects and picture graphs, spoken words, and manipulatives such as connecting cubes.</p> <p>Vocabulary:</p> <ul style="list-style-type: none"> • Represent • Tally marks • Larger Than, Greater Than, More Than, Longer Than, etc. • Most, Fewest, Least • Smaller Than, Less Than, Fewer Than, Shorter Than, etc. 	1	JUMP Math Number Sense K1-K24	Today's number is 23. What are some ways we can show 23? Represent the number of students taking hot lunch with tally marks.
		K.1.1.3	<p>Count, with and without objects, forward and backward to at least 20.</p> <p>Vocabulary:</p> <ul style="list-style-type: none"> • Forward • Backward 	1	JUMP Math Number Sense K1-K24	<p>"Start at 18 and count backward until I say stop"</p> <p>"Start at 11 and count forward until I say stop"</p>
		K.1.1.4	<p>Find a number that is 1 more or 1 less than a given number.</p>	2	JUMP Math Number Sense	"What number comes before 13?"

			Vocabulary: <ul style="list-style-type: none"> • More • Less • Before • After • Next 		K25-K41	“What number comes after 10?”
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		K.1.1.5	Compare and order whole numbers, with and without objects, from 0 to 20. Vocabulary: <ul style="list-style-type: none"> • Equal to • Not equal to • More than • Less than • Fewer than • Is about • Nearly 	1	JUMP Math Number Sense K1-K24	Put the number cards 7, 3, 19 and 12 in numerical order
	Use objects and	K.1.2.1	Use objects and draw pictures to find the sums and differences of numbers between 0 and 10. Vocabulary:	3	JUMP Math Number Sense K42-K91	David had 6 balloons. Bill gave him some more. Now he has 9. How many did Bill give him?

	pictures to represent situations involving combining and separating.		<ul style="list-style-type: none"> • Plus • Minus • Equals 			
		K.1.2.2	Compose and decompose numbers up to 10 with objects and pictures.	3	JUMP Math Number Sense K42-K91	A group of 7 objects can be decomposed as 5 and 2 objects, or 2 and 3 and 2, or 6 and 1.
Algebra	Recognize, create, complete, and extend patterns.	K.2.1.1	Identify, create, complete, and extend simple patterns using shape, color, size, number, sounds and movements. Patterns may be repeating, growing or shrinking such as ABB, ABB, ABB or ●,●●,●●●.	2	JUMP Math Patterns and Algebra K1-K6	
			Vocabulary: <ul style="list-style-type: none"> • Repeating • Growing • Shrinking 			

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Geometry and Measurement	Recognize and sort basic two and three dimensional shapes; use them to model real world objects.	K.3.1.1	Recognize basic two- and three-dimensional shapes such as squares, circles, triangles, rectangles, trapezoids, hexagons, cubes, cones, cylinders and spheres.	2	JUMP Math Geometry K1-K15	Hold up a shape and ask: "What shape is this? "
		K.3.1.2	Sort objects using characteristics such as shape, size, color and thickness.	2	JUMP Math Measurement K1-K10 Probability and	Hold up 2 shapes and ask: "How are they alike? How are they different?"
			Vocabulary: <ul style="list-style-type: none"> • Names of shapes listed above 			
			Vocabulary: <ul style="list-style-type: none"> • Taller 			

			<ul style="list-style-type: none"> • Shorter • Thicker • Thinner 		Data Management K1-K7	
		K.3.1.3	Use basic shapes and spatial reasoning to model objects in the real-world.	4	JUMP Math Geometry K1-K15 JUMP Math Patterns and Algebra K7-K11	A cylinder can be used to model a can of soup. Find as many rectangles as you can in your classroom. Record the rectangles you found by making drawings.
	Compare and order objects according to location and measurable attributes.	K.3.2.1	Use words to compare objects according to length, size, weight and position. Vocabulary: <ul style="list-style-type: none"> • Same • Lighter • Longer • Above • Between • Next to 	2	JUMP Math Measurement K16-K32	Use same, lighter, longer, above, between and next to. Another example: Identify objects that are near your desk and objects that are in front of it. Explain why there may be some objects in both groups.
		K.3.2.2	Order 2 or 3 objects using measurable attributes, such as length and weight. Vocabulary: <ul style="list-style-type: none"> • Length • Weight • Comparison words 	2	JUMP Math Measurement K1-K10	