Kindergarten Everyday Mathematics Grade Level Goals

❖ Number and Numeration

Understand the meanings, uses, and representations of numbers.

GOAL 1: Count on by 1s to 100; count on 2s, 5s, and 10s and count back by 1s with number grids, number lines, and calculators.

GOAL 2: Count 20 or more objects; estimate the number of objects in a collection.

GOAL 3: Model numbers with manipulations; use manipulatives to exchange 1s for 10s and 10s for 100s; recognize that digits can be used and combined to read and write numbers; read numbers up to 30.

GOAL 4: Use manipulatives to model half of a region or a collection; describe the model.

Understand equivalent names for numbers.

GOAL 5: Use manipulatives, drawings, and numerical expressions involving addition and subtraction of 1-digit numbers to give equivalent names for whole numbers up to 20.

Understand common numerical relations.

GOAL 6: Compare and order whole numbers up to 20.

❖ Operations and Computation

Compute accurately.

GOAL 1: Use manipulatives, number lines, and mental arithmetic to solve problems involving the addition and subtraction of single digit whole numbers.

Make reasonable estimates.

Understand meanings of operations.

GOAL 2: Identify join and take-away situations.

❖ Data and Chance

Select and create appropriate graphical representations of collected or given data.

GOAL 1: Collect and organize data to create class-constructed displays such as tally charts, tables, and graphs using real objects or pictures.

Analyze and interpret data.

GOAL 2: Use graphs to answer simple questions.

Understand and apply basic concepts of probability.

GOAL 3: Describe events using certain, possible, impossible, and other basic probability terms.

❖ Measurement and Reference Frames

Understand the systems and processes of measurement; use appropriate techniques, tools, units, and formulas in making measurements.

GOAL 1: Use nonstandard tools and techniques to estimate and compare weight and length; identify standard measuring tools.

GOAL 2: Identify pennies, nickels, dimes, quarters, and dollar bills.

Use and understand reference frames.

GOAL 3: Describe temperature using appropriate vocabulary, such as *hot*, *warm*, and *cold*; identify a thermometer as a tool for measuring temperature.

GOAL 4: Describe and use measures of time periods relative to a day and week; identify tools that measure time.

❖Geometry

Investigate characteristics and properties of two- and three-dimensional geometric shapes.

GOAL 1: Identify and describe plane and solid figures including circles, triangles, squares, rectangles, spheres, and cubes.

Apply transformations and symmetry in geometric situations.

GOAL 2: Identify shapes having line symmetry.

❖Patterns, Functions, and Algebra

Understand patterns and functions.

GOAL 1: Extend, describe, and create visual, rhythmic, and movement patterns; use rules, which will lead to functions, to sort, make patterns, and play “What’s My Rule?” and other games.

Use algebraic notation to represent and analyze situations and structures.

GOAL 2: Read and write expressions and number sentences using the symbols +, -, and =.