# *Merton Community School District Mathematics Essential Skills/Goals*

## KINDERGARTEN
**Number and Numeration**

Goal 1:      Count on by 1s to 100; count on by 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 manipulatives; 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.

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.

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

**Operations and Computation**

Goal 1:      Use manipulatives, number lines, and mental arithmetic to solve problems involving the addition and subtraction of single-digit whole numbers; demonstrate appropriate fluency with addition and subtraction facts within 5.

Goal 2:      Identify join and take-away situations.

**Data and Chance**

Goal 1:     Collect and organize data to create class-constructed tally charts, tables, and bar graphs.

Goal 2:     Use graphs to answer simple questions.

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

## Measurement and Reference Frames

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.

Goal 3:     Describe temperature using appropriate vocabulary, such as hot, warm, and cold; identify a thermometer aas a tool for measure;ng temperature.

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

## Geometry

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

Goal 2:     Identify shapes having line symmetry.

## Patterns, Functions, and Algebra

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.

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