

*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 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

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 $=$.