

K\_Math\_Quarter 4

Mathematics			
<i>Essential Skill Component</i>	<i>Standard</i>	<i>Mathematical Practices</i>	<i>Quarterly Focus</i>
<b>Mathematical Reasoning</b>			
Applies strategies to show mathematical thinking		1-Make sense of problems and persevere in solving them 2-Reason abstractly and quantitatively 3-Construct viable arguments and critique the reasoning of others 4-Model with mathematics 5-Use appropriate tools strategically 6-Attend to precision 7-Look for and make use of structure 8-Look for and express regularity in repeated reasoning	1. Works hard to solve a problem and asks does this make sense? 2. Knows numbers represents quantity 3. Explains to answer the how? and why? 4. Uses manipulatives, drawings, and/or acting out to represent problems in everyday life. 5. Uses manipulatives as tools to solve problems. 6. Develops mathematical communication skills using age-appropriate vocabulary. 7. Breaks complicated things into simple. 8. Notices repetition in patterns, counting, and computations.
<b>Counting and Cardinality</b>			
Counts aloud by 1's and 10's	K.CC.1 K.CC.2	K.MP.5 K.MP.8	*Practices the counting sequence aloud *Focus on 0-100. *Counts by 10's to 100. *Counts from a given number in the 1-31 range. *Counts backwards with numbers from 1-10.
Sequences numbers	K.CC.2	K.MP.5 K.MP.6 K.MP.7 K.MP.8	*Demonstrates an understanding and applies the concept of sequencing numbers. <b>Focus on 0-20.</b>
Writes numbers in order	K.CC.3	K.MP.5 K.MP.6 K.MP.7 K.MP.8	*Writes numerals in order. <b>Focus on 0-20.</b>
Recognizes and names numbers	K.CC.3	K.MP.8	*Identifies and name numerals. <b>Focus on 0-20.</b>
Counts to tell the number of objects	Applies strategies to show mathematical thinking	K.MP.5 K.MP.6	*Counts objects accurately in a line or scattered using one to one correspondence. (how many?) *Demonstrates the understanding that the last number name said tells the number of objects. *Demonstrates an understanding that a number represents an amount of object by matching a numeral from 0-20 with a set. <b>Focus on 0-20.</b>

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Compares sets of objects to tell more, less or equal	K.CC.6 K.CC.7	K.MP.2 K.MP.3 K.MP.5 K.MP.6	Ongoing from quarter 3. *Compares two numerals using the symbols $<$ $>$ $=$ . (without the objects)
<b>Operations and Algebraic Thinking</b>			
Applies knowledge of addition	K.OA.1 K.OA.2 K.OA.3 K.OA.4 K.OA.5	K.MP.1 K.MP.2 K.MP.3 K.MP.4 K.MP.5 K.MP.6 K.MP.7 K.MP.8	*Adds fluently within 5. *Adds up to 10 using drawings, number lines, or manipulatives. *Using drawings and/or equations, finds the number that makes ten from any given number. (make ten strategy, missing addend activities). *Decomposes numbers less than or equal to 10 into pairs in more than one way. ( drawings, manipulatives, equations, number bonds). *Taking a number from 0-10 and thinking of it as two parts, showing your problem using both numerals and objects. *Solves addition word problems within 10 using objects and /or drawings to represent problems. <b>Focus on addition within 10.</b> <b>Problems involve action.</b>
Applies knowledge of subtraction	K.OA.1 K.OA.2 K.OA.5	K.MP.1 K.MP.2 K.MP.3 K.MP.4 K.MP.5 K.MP.6 K.MP.7 K.MP.8	*Subtracts fluently to 5. *Subtracts up to 10 using drawings, number lines or manipulatives. *Solves subtraction word problems within 10 using objects and /or drawings to represent problems. <b>Focus on addition within 10.</b> <b>Problems involve action.</b>
<b>Number Sense and Operations in Base Ten</b>			
Works with numbers 11-19 to demonstrate place value	K.NBT.1	K.MP.1 K.MP.2 K.MP.3 K.MP.5 K.MP.6 K.MP.7 K.MP.8	*Composes and decomposes numbers 11-19 into ten ones and some more ones by using objects or drawings. *Records composition or decomposition with drawings, manipulatives, number bonds, or equations. <b>Vocab:</b> compose, decompose, ones, tens
<b>Measurement and Data</b>			
Classifies objects and counts the number in each category	K.MD.3	K.MP.1 K.MP.5	Ongoing from quarter 3

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Describes and compares measurable attributes (e.g., height, weight, length)	K.MD.1 K.MD.2	K.MP.1 K.MP.5 K.MP.6 K.MP.7	Ongoing from quarter 3.
<b>Geometry</b>			
Identifies, compares and describes 2D shapes (circle, rectangle, triangle, square, hexagon)	K.G.1 K.G.2 K.G.3 K.G.4 K.G.5 K.G.6	K.MP.3 K.MP.5 K.MP.6 K.MP. 7	Ongoing from quarter 3. *Compares 2-D shapes to 3-D shapes using language to describe similarities and differences. (sides, corners, points, flat, solid.
Identifies, compares and describes 3D shapes (sphere, cylinder, cube, cone)	K.G.1 K.G.2 K.G.3 K.G.4 K.G.5 K.G.6	K.MP.3 K.MP.4 K.MP.5 K.MP.6 K.MP.7	Ongoing from quarter 3. *Compares 2-D shapes to 3-D shapes using language to describe similarities and differences. (sides, corners, points, flat, solid. 2-D, 3-D.