Year at a Glance

This document provides a birds-eye view of the Kindergarten math "curriculum map." Please note, some standards are partially taught in early units and re-visited throughout the year. For complete understanding of content to be taught, please visit the Kindergarten "curriculum map."

	Unit 1	Unit 2	Unit 3	Unit 4	Unit 5	Unit 6	Unit 7	Time/Money
Title	Building a Mathematical Community through Exploring Attributes	Numbers to 10	Comparing Quantities & Counting	Foundations of Place Value - Exploring Numbers 11-20	Composing and Decomposing Numbers to 10	Exploring Parts and Wholes with Addition and Subtraction	Identifying, Describing, Classifying, and Composing Shapes	Work with Time and Money
Duration	2-3 weeks	5-6 weeks	3-4 weeks	3-5 weeks	4-6 weeks	4-6 weeks	3-4 weeks	1-2 weeks
Content Standards	K.MD.3 K.G.1 K.MD.1 K.MD.2 K.OA.6	K.CC.4 K.CC.2 K.CC.3	K.CC.3 K.CC.4 K.CC.1 K.CC.5 K.CC.6 K.CC.7	K.NBT.1 K.CC.3 K.CC.1	K.OA.3 K.OA.4	K.OA.1 K.OA.2 K.OA.4 K.OA.5	K.G.2 K.G.3 K.G.4 K.G.5 K.G.6	K.MD.4 K.MD.5 K.MD.6
Practice Standards								

### WORK WITH TIME AND MONEY

	<b>Desired Results</b>			
Priority Standards	Transfer			
<b>K.MD.4.</b> Name in sequence the days of the	Students will be able to independently use their learning to			
week.  K.MD.5. Tell time to the hour using both	Time and money have specific attributes that help us organize our world.			
analog and digital clocks.	Meaning			
<b>K.MD.6.</b> Identify coins by name.	ENDURING UNDERSTANDINGS	ESSENTIAL QUESTIONS		
	Students will understand that	Students will keep considering		
	<ul><li>Coins have specific names.</li><li>Minutes, hours, and days are units that</li></ul>	<ul><li>How does time help me organize my world?</li><li>What is the purpose of money in my world?</li></ul>		
	can be used to estimate and order time	,,		
	durations.			
	Acquisition			
	Students will know	Students will be skilled at		
	The days of the week are organized in a	I can tell the days of the week in order.		
	specific order.	I can tell time to the hour using analog and digital clocks.		
	The short hand on an analog clock tells us the hour; the long hand shows us the	I can identify a penny, nickel, dime, and quarter.		
	minutes.			
	The numbers on the left of the colon on			
	the digital clock tells us the hour; the numbers on the right tell us the minutes.			
	<ul> <li>US coins can be differentiated by size,</li> </ul>			
	color, ridges, and images on the face.			

### WORK WITH TIME AND MONEY

WORK WITH THE PROPERTY				
Evidence				
<u>Vocabulary</u>	Mathematical Practices (Bolded practices are priority for this unit)			
• Time	<ul> <li>Make sense of problems and persevere in solving them.</li> </ul>			
<ul> <li>Analog clock</li> </ul>	Reason abstractly and quantitatively.			
<ul> <li>Digital clock</li> </ul>	<ul> <li>Construct viable arguments and critique the reasoning of others.</li> </ul>			
<ul><li>Penny</li></ul>	Model with mathematics.			
<ul> <li>Nickel</li> </ul>	Use appropriate tools strategically.			
• Dime	Attend to precision.			
<ul> <li>Quarter</li> </ul>	Look for and make use of structure.			
• Day	<ul> <li>Look for and express regularity in repeated reasoning.</li> </ul>			
• Week				
<ul><li>Sunday</li></ul>				
<ul> <li>Monday</li> </ul>				
<ul> <li>Tuesday</li> </ul>				
<ul> <li>Wednesday</li> </ul>				
<ul><li>Thursday</li></ul>				
<ul><li>Friday</li></ul>				
<ul> <li>Saturday</li> </ul>				

UNIT 1 – BUILDING A MATHEMATICAL COMMUNITY THROUGH EXPLORING ATTRIBUTES					
Desired Results					
Priority Standards		Transfer			
<b>K.MD.3.</b> Classify objects into given categories (attributes). Count the number of objects in each category (limit category counts to be less than or equal to 10).	Students will be able to independently use their learning to  Build a community of mathematical problem solvers and discover similarities and differences between objects in their environment.				
<b>K.G.1.</b> Describe objects in the environment	Meaning				
using names of shapes and describe their relative positions (e.g., above, below, beside, in front of, behind, next to).  Supporting Standards  K.MD.1. Describe measurable attributes of objects (e.g., length or weight). Match measuring tools to attribute (e.g., ruler to length). Describe several measurable attributes of a single object.  K.MD.2. Make comparisons between two	<ul> <li>ENDURING UNDERSTANDINGS</li> <li>Students will understand that</li> <li>Objects have attributes that allow them to be classified.</li> <li>Specific words are used to describe the relative positions of objects.</li> <li>Objects can be counted and identified.</li> <li>Patterns repeat.</li> <li>Numbers represent a quantity.</li> </ul>	<ul> <li>ESSENTIAL QUESTIONS</li> <li>Students will keep considering</li> <li>How do I explore my world through comparing and classifying?</li> <li>How do I use patterns to predict what will happen next?</li> <li>How do I describe shapes, their attributes, and their positions?</li> </ul>			
objects with a measurable attribute in	Acquisition				
common, to see which object has "more of"/"less of" the attribute, and describe the difference. For example, directly compare the heights of two children and describe one child as taller/shorter.  K.OA.6. Recognize, identify, and continue simple patterns of color, shape, and size.	<ul> <li>Students will know</li> <li>Objects can be described, measured, and classified in different ways.</li> <li>Objects in our environment can be described using names of shapes.</li> <li>Patterns are identified based on color, shape, and size.</li> <li>When counting, each number said represents an object.</li> <li>That all objects have a position in space related to one another.</li> </ul>	<ul> <li>Students will be skilled at</li> <li>I can name and tell about shapes I see around me.</li> <li>I can count the things that I put into groups and then sort them by how many.</li> <li>I can look at two objects and describe similarities and differences.</li> <li>I can classify objects by their attributes.</li> <li>I can tell the position of different shapes.</li> <li>I can identify and continue patterns.</li> <li>I can count objects in a set.</li> </ul>			

#### UNIT 1 – BUILDING A MATHEMATICAL COMMUNITY THROUGH EXPLORING ATTRIBUTES

Evidence				
Vocabulary	Mathematical Practices (Bolded practices are priority for this unit)			
<ul> <li>Attributes</li> </ul>	Make sense of problems and persevere in solving them.			
Compare	Reason abstractly and quantitatively.			
Measurable	Construct viable arguments and critique the reasoning of others.			
Difference	Model with mathematics.			
• Objects	Use appropriate tools strategically.			
More	Attend to precision.			
• Less	Look for and make use of structure.			
Describe	Look for and express regularity in repeated reasoning.			
• Square				
Circle				
Triangle				
Rectangle				
Hexagon				
• Cube				
• Cone				
• Classify				
Cylinder				
• Sphere				
Above				
• Below				
In front of				
Behind				
Next to				
• Shapes				
Environment				
• Position				
• Set				

UNIT 2 – NUMBERS TO 10

CIVIT 2 NOTIFICIAL TO TO					
Desired Results					
Priority Standards		Transfer			
Count to tell the number of objects.  K.CC.4. Understand the relationship between	Students will be able to independently use their learning to Understand the relationship between numbers and quantities.				
numbers and quantities; connect counting to cardinality.	Meaning				
<ul> <li>a) When counting objects, say the number names in standard order, pairing each object with one and only one number name and each number name with one and only one object.</li> <li>b) Understand that the last number name said tells the number of objects counted. The number of objects is the same regardless of their arrangement or the order in which they were counted.</li> </ul>	<ul> <li>ENDURING UNDERSTANDINGS</li> <li>Students will understand that</li> <li>The last number name said tells the number of objects counted.</li> <li>The number of objects is the same regardless of their arrangement or the order in which they were counted.</li> <li>That each successive number name refers to a quantity that is one larger.</li> </ul>	ESSENTIAL QUESTIONS  Students will keep considering  How does counting help me in my everyday life?  How do numbers relate and compare to one another?  How do I show a quantity?			
c) Understand that each successive number name refers to a quantity that is one larger.  Supporting Standards  K.CC.2. Count forward beginning from a given number within the known sequence.  K.CC.3. Write numbers from 0 to 20.	Students will know  Number names.  What a rote number sequence is.  Each number is matched to an object counted.	Acquisition  Students will be skilled at  I can say number names and count in sequence.  I can count a sequence from a number other than 1.  I can write the number of objects I count.			
Represent a number of objects with a written numeral 0 - 20 (with 0 representing a count of no objects).					

UNIT 2 – NUMBERS TO 10

Evidence				
Vocabulary	Mathematical Practices (Bolded practices are priority for this unit)			
• Rote	Make sense of problems and persevere in solving them.			
<ul> <li>Counting on</li> </ul>	Reason abstractly and quantitatively.			
Object	<ul> <li>Construct viable arguments and critique the reasoning of others.</li> </ul>			
<ul> <li>Strategy</li> </ul>	Model with mathematics.			
How many	Use appropriate tools strategically.			
Greater than	Attend to precision.			
Less than	Look for and make use of structure.			
Or equal to	Look for and express regularity in repeated reasoning.			
Compare				
• Groups				
Matching				
<ul> <li>Numeral</li> </ul>				

**UNIT 3 – COMPARING QUANTITIES & COUNTING** 

#### **Desired Results**

#### **Priority Standards**

**K.CC.3.** Write numbers 0 to 20. Represent a number of objects with a written numeral 0 to 20 (with 0 representing a count of no objects).

**K.CC.4.** Understand the relationship between numbers and quantities; connect counting to cardinality.

- a) When counting objects, say the number names in standard order, pairing each object with one and only one number name and each number name with one and only one object.
- b) Understand that the last number name said tells the number of objects counted. The number of objects is the same regardless of their arrangement or the order in which they were counted.
- c) Understand that each successive number name refers to a quantity that is one larger.

#### **Supporting Standards**

**K.CC.1.** Count to 100 by ones and by tens.

**K.CC.5.** Count to answer "how many?" questions about as many as 20 things arranged in a line, a rectangular array, or a circle, or as many as 10 things in a scattered configuration; given a number from 1-20, count out that many objects.

**K.CC.6.** Identify whether the number of objects in one group is greater than, less than, or equal to the number of objects in another group (e.g., by using matching, counting, or estimating strategies).

**K.CC.7.** Compare and order two numbers between 1 and 10 presented as written numerals.

### Transfer

Students will be able to independently use their learning to... Count and compare quantities in real-world settings.

#### Meaning

#### **ENDURING UNDERSTANDINGS**

Students will understand that...

- The number of objects is the same regardless of their arrangement or the order in which they were counted.
- That each successive number name refers to a quantity that is one larger.
- There is a relationship between numbers and counting.
- Each object that is counted stands for one and only one number.

#### **ESSENTIAL QUESTIONS**

Students will keep considering...

- How does counting help me in my everyday life?
- How do numbers relate and compare to one another?

#### **Acquisition**

Students will know...

- A group of counted objects can be represented with a written numeral.
- The concept of one to one correspondence.
- The number of objects is the same regardless of their arrangement or the order in which they were counted.
- The number of objects in one group can be greater than, less than, or equal to the number of objects in another group.

- I can write numbers 0-20.
- I can describe the relationships between numbers and counting.
- I can count to answer "how many".
- I can count sets of 0-20.
- I can compare sets of objects 0-10.
- I can use zero to represent no objects.
- I can count by ones and know that the next number I say is one more.

### UNIT 3 – COMPARING QUANTITIES & COUNTING

Evidence				
Vocabulary  Objects  Numbers  Greater than  More  Next  Count  Pairing  Group	<ul> <li>Mathematical Practices (Bolded practices are priority for this unit)</li> <li>Make sense of problems and persevere in solving them.</li> <li>Reason abstractly and quantitatively.</li> <li>Construct viable arguments and critique the reasoning of others.</li> <li>Model with mathematics.</li> <li>Use appropriate tools strategically.</li> <li>Attend to precision.</li> <li>Look for and make use of structure.</li> <li>Look for and express regularity in repeated reasoning.</li> </ul>			
<ul> <li>Number name</li> <li>Arrangement</li> <li>Same</li> <li>Sequence</li> <li>Array</li> <li>Measure</li> <li>Length</li> <li>Weight</li> <li>Attributes</li> <li>Environment</li> </ul>	Look for and express regularity in repeated reasoning.			

UNIT 4 - FOUNDATIONS OF PLACE VALUE - EXPLORING NUMBERS 11-20

#### **Desired Results**

#### **Priority Standards**

**K.NBT.1** Compose and decompose numbers from 11-19 into ten ones and some further ones (e.g., by using objects and drawings) and record each composition and decomposition by a drawing or equation (e.g., 18 = 10+8); understand that these numbers are composed of ten ones and one, two, three, four, five, six, seven, eight, or nine ones.

**K.CC.3.** Write numbers 0 to 20. Represent a number of objects with a written numeral 0 to 20 (with 0 representing a count of no objects).

#### **Supporting Standards**

**K.CC.1.** Count to 100 by ones and by tens.

#### Transfer

Students will be able to independently use their learning to... Use place value to write and place numbers.

#### Meaning

#### **ENDURING UNDERSTANDINGS**

Students will understand that...

- Numbers follow a pattern.
- The base ten number system is based on groups of ten.
- The value of a digit in the base ten number system is determined by its place value position.

#### **ESSENTIAL QUESTIONS**

Students will keep considering...

- How does a digit's placement determine its value?
- How can I express numbers beyond 10?

#### **Acquisition**

Students will know...

- Digits are 0 to 9.
- The highest digit that any place can hold is nine.
- Objects/drawings can show how many tens and ones are in a numbers to 20.
- Numbers to 20 compose and decompose using tens and ones.

- I can write numbers from 0 to 20.
- I can count objects and write the number.
- I can use zero to represent no objects.
- I can model with manipulatives how many tens and ones are in a number.
- I can use a drawing to show how many tens and ones are in a number.

UNIT 4 – FOUNDATIONS OF PLACE VALUE – EXPLORING NUMBERS 11-20

Evidence				
<u>Vocabulary</u>	Vocabulary Mathematical Practices (Bolded practices are priority for this unit)			
<ul> <li>Compose</li> </ul>	Make sense of problems and persevere in solving them.			
<ul> <li>Decompose</li> </ul>	Decompose     Reason abstractly and quantitatively.			
<ul><li>Drawing</li></ul>	<ul> <li>Drawing</li> <li>Construct viable arguments and critique the reasoning of others.</li> </ul>			
<ul> <li>Numbers</li> <li>Model with mathematics.</li> </ul>				
<ul> <li>Tens</li> <li>Use appropriate tools strategically.</li> </ul>				
• Ones	Attend to precision.			
	Look for and make use of structure.			
	Look for and express regularity in repeated reasoning.			

UNIT	5 – COMPOSING AND DECOMPOSING NU	IMBERS TO 10			
Desired Results					
Priority Standards	Transfer				
<b>K.OA.3.</b> Decompose numbers less than or equal to 10 into pairs in more than one way	Students will be able to independently use their learning to Use symbols to represent numbers, unknowns, and operations in the real-world.				
(e.g., by using objects or drawings, and record each decomposition by a drawing or	Meaning				
equation). For example, $5 = 2 + 3$ and $5 = 4 + 1$ . <b>K.OA.4.</b> For any number from 1- 4, find the number that makes 5 when added to the given number and, for any number from 1- 9, find the number that makes 10 when added to	<ul> <li>ENDURING UNDERSTANDINGS</li> <li>Students will understand that</li> <li>Numbers, within 10, can be put together and taken apart in different ways and be recorded using equations or drawings.</li> </ul>	ESSENTIAL QUESTIONS  Students will keep considering  • How many ways can I compose and decompose numbers to 10?			
the given number (e.g., by using objects, drawings, or 10 frames) and record the	Acquisition				
answer with a drawing or equation.	<ul> <li>Students will know</li> <li>There are many ways to make ten.</li> <li>How many more it takes to get 10, when starting from a number 1-9.</li> </ul>	<ul> <li>Students will be skilled at</li> <li>I can decompose numbers from 0-10 in more than one way.</li> <li>I can find the number that makes 5 or 10 when added to a given number.</li> <li>I can use models to decompose numbers.</li> </ul>			
	Evidence				
Vocabulary	Mathematical Practices (Bolded practic	es are priority for this unit)			

V	<u>o</u>	ca	<u>b</u>	u	<u>la</u>	r\	_

- Compose
- Decompose
- Represent
- Drawings
- Equal
- More
- Less
- Fewer
- All together
- Total

- Make sense of problems and persevere in solving them.
- Reason abstractly and quantitatively.
- Construct viable arguments and critique the reasoning of others.
- Model with mathematics.
- Use appropriate tools strategically.
- Attend to precision.
- Look for and make use of structure.
- Look for and express regularity in repeated reasoning.

#### UNIT 6 - EXPLORING PARTS AND WHOLES WITH ADDITION AND SUBTRACTION

#### **Desired Results**

### **Priority Standards**

**K.OA.1.** Represent addition and subtraction with objects, fingers, mental images, drawings, sounds (e.g., claps) acting out situations, verbal explanations, expressions, or equations.

#### **Supporting Standards**

**K.OA.2.** Add or subtract whole numbers to 10 (e.g., by using objects or drawings to solve word problems).

**K.OA.4**. For any number from 1- 4, find the number that makes 5 when added to the given number and, for any number from 1- 9, find the number that makes 10 when added to the given number (e.g., by using objects, drawings or 10 frames) and record the answer with a drawing or equation.

**K.OA.5.** Fluently add and subtract numbers up to 5.

#### Transfer

Students will be able to independently use their learning to...

Build a community of mathematical problem solvers and discover similarities and differences between objects in their environment.

#### Meaning

#### **ENDURING UNDERSTANDINGS**

Students will understand that...

- Addition is putting together and adding to, and understand that subtraction is taking apart and taking from.
- Real-world problems can be solved using addition and subtraction.

#### **ESSENTIAL QUESTIONS**

Students will keep considering...

- How can I represent addition and subtraction?
- How do addition and subtraction help me solve real-world problems?

#### **Acquisition**

Students will know...

- There is a correlation between number and quantities.
- Addition and subtraction can be modeled or expressed with an equation.
- Numbers, within 10, can be put together and taken apart in different ways and recorded using equations or models.
- Two quantities can be compared to find how much more/less one quantity is than the other is one interpretation of subtraction.

- I can add numbers to 10.
- I can subtract numbers to 10.
- I can solve problems.
- I can fluently recall addition and subtraction problems up to 5.

#### UNIT 6 - EXPLORING PARTS AND WHOLES WITH ADDITION AND SUBTRACTION

Evidence				
Vocabulary Mathematical Practices (Bolded practices are priority for this unit)				
• Compose	Make sense of problems and persevere in solving them.			
<ul> <li>Decompose</li> </ul>	Reason abstractly and quantitatively.			
• Add	Construct viable arguments and critique the reasoning of others.			
Addition	Model with mathematics.			
<ul> <li>Put together</li> </ul>	Use appropriate tools strategically.			
• Plus	Attend to precision.			
<ul> <li>Subtract</li> </ul>	Look for and make use of structure.			
<ul> <li>Subtraction</li> </ul>	Look for and express regularity in repeated reasoning.			
Take apart				
• Minus				
Equation				
Equal				
Total				
Five frame				
Ten frame				
Same as				

UNIT 7 – IDENTIFYING, DESCRIBING, CLASSIFYING, AND COMPOSING SHAPES

#### **Desired Results**

#### **Priority Standards**

- **K.G.2**. Name shapes (squares, circles, triangles, rectangles, hexagons, cubes, cones, cylinders, and spheres) regardless of their orientation or overall size.
- **K.G.3**. Identify shapes as two-dimensional (flat) or three-dimensional (solid).
- **K.G.4**. Analyze and compare two- and three-dimensional shapes, in different sizes and orientations, using informal language to describe their similarities, differences, parts (e.g., number of sides and vertices), and other attributes (e.g., having sides of equal lengths). **K.G.5**. Build shapes (e.g., using sticks and clay) and draw shapes.
- **K.G.6.** Put together two-dimensional shapes to form larger shapes (e.g., join two triangles with full sides touching to make a rectangle).

#### **Transfer**

Students will be able to independently use their learning to... Identify, describe, classify, and compose shapes based on their attributes.

#### Meaning

#### **ENDURING UNDERSTANDINGS**

Students will understand that...

- Shapes have attributes and characteristics that define them.
- Shapes are all around us in the world.
- Real world objects have a shape or are composed of shapes.
- Objects in our environment can be described using names of shapes.
- Shapes do not change regardless of orientation or size.
- Small shapes can be put together to form larger shapes.

#### **ESSENTIAL QUESTIONS**

Students will keep considering...

- What shapes do I see in the world around me?
- How do I compare two objects?
- How can I use smaller shapes to make a new shape?

#### Acquisition

#### Students will know...

- Shapes have names that do not change despite size or orientation.
- Shapes can be described by their positions.
- Shapes are 2D or 3D.
- Shapes can be compared.
- Small shapes can be put together to make larger shapes.

- I can identify my shapes.
- I can correctly name a shape no matter what size it is or how it is turned.
- I can tell if a shape is two-dimensional or threedimensional.
- I can compare different shapes.
- I can build and draw shapes that model the shapes I see around me.
- I can put small shapes together to form larger shapes.

UNIT 7 – IDENTIFYING, DESCRIBING, CLASSIFYING, AND COMPOSING SHAPES

Evidence
Mathematical Practices (Bolded practices are priority for this unit)  • Make sense of problems and persevere in solving them.  • Reason abstractly and quantitatively.  • Construct viable arguments and critique the reasoning of others.  • Model with mathematics.  • Use appropriate tools strategically.  • Attend to precision.  • Look for and make use of structure.  • Look for and express regularity in repeated reasoning.

Size