

Hanover Schools' Mathematics Standards and Benchmarks - Kindergarten

The Standards in this document are from the Massachusetts Department of Education:

Mathematics Curriculum Framework: November 2000

Key:	M = Mastery; These standards are essential for all students to learn and will be formally assessed using Common District Benchmark Assessments.			
	D = Developing; These standards are taught and will be assessed through classroom formative assessments.			
	E = Enriching; These standards may be taught if time allows.			
	AM= These standards were mastered at a previous grade.			
		Benchmark Term		
NUMBER	STANDARDS - KINDERGARTEN	1st	2nd	3rd
<i>K.N.1</i>	<i>Count by ones to at least 20.</i>			
K.N.1	Count by ones to at least 10.	M		
K.N.1	Count by ones to at least 20.		M	
<i>K.N.2</i>	<i>Match quantities up to at least 10 with numerals.</i>			
K.N.2	Match quantities up to at least 10 with numerals.	M		
<i>K.N.3</i>	<i>Identify positions of objects in sequence up to fifth.</i>			
K.N.3	Identify positions of objects in sequence up to fifth.		M	

NUMBER	STANDARDS - KINDERGARTEN	Benchmark Term		
		1st	2nd	3rd
K.N.4	<i>Compare sets of up to 10 concrete objects using appropriate language (eg. more than, same number as, etc.) and order numbers.</i>			
K.N.4	Compare sets of up to 10 concrete objects using appropriate language (eg. more than, same number as, etc.).		M	
K.N.4	Order numbers up to 10.		M	
K.N.5	<i>Understand the concepts of whole and half.</i>			
K.N.5	Understand the concepts of whole and half.	D	D	D
K.N.6	<i>Identify U.S. coins by name.</i>			
K.N.6	Identify U.S. coins by name -Penny, Nickel, Dime, Quarter	D	D	D
K.N.7	<i>Use objects and drawings to model and solve related addition and subtraction problems to 10.</i>			
K.N.7	Use objects to model and solve related addition and subtraction problems.			M
K.N.7	Use drawings to model and solve related addition and subtraction problems.			M
K.N.8	<i>Estimate the number of objects in a group and verify results (up to 20).</i>			
K.N.8	Estimate the number of objects in a group and verify results (up to 20).			

NUMBER	STANDARDS - KINDERGARTEN	Benchmark Term		
		1st	2nd	3rd
<i>K.P.1</i>	<i>Identify attributes of objects as a foundation for sorting and classifying.</i>			
K.P.1	Identify attributes of objects as a foundation for sorting and classifying.			
<i>K.P.2</i>	<i>Sort and classify objects by color and shape.</i>			
K.P.2	Sort objects by color.	M		
K.P.2	Sort objects by shape.	M		
K.P.2	Classify objects by color.	M		
K.P.2	Classify objects by shape	M		
<i>K.P.3</i>	<i>Identify, reproduce, describe, extend, and create color, rhythmic, shape, number, and letter repeating patterns with simple attributes (ABABAB).</i>			
K.P.3	Identify color repeating patterns with simple attributes.		M	
K.P.3	Identify rhythmic repeating patterns with simple attributes.		M	
K.P.3	Identify shape repeating patterns with simple attributes.		M	
K.P.3	Identify letter repeating patterns with simple attributes.		M	
K.P.3	Reproduce color repeating patterns with simple attributes.		M	
K.P.3	Reproduce rhythmic repeating patterns with simple attributes.		M	
K.P.3	Reproduce shape repeating patterns with simple attributes.		M	
K.P.3	Reproduce number repeating patterns with simple attributes.		M	
K.P.3	Reproduce letter repeating patterns with simple attributes.		M	
K.P.3	Describe color repeating patterns with simple attributes.		M	
K.P.3	Describe rhythmic repeating patterns with simple attributes.		M	
K.P.3	Describe shape repeating patterns with simple attributes.		M	
K.P.3	Describe number repeating patterns with simple attributes.		M	

NUMBER	STANDARDS - KINDERGARTEN	Benchmark Term		
		1st	2nd	3rd
K.P.3	Describe letter repeating patterns with simple attributes.		M	
K.P.3	Extend color repeating patterns with simple attributes.		M	
K.P.3	Extend rhythmic repeating patterns with simple attributes.		M	
K.P.3	Extend shape repeating patterns with simple attributes.		M	
K.P.3	Extend number repeating patterns with simple attributes.		M	
K.P.3	Extend letter repeating patterns with simple attributes.		M	
K.P.3	Create color patterns with simple attributes.		M	
K.P.3	Create shape patterns with simple attributes.		M	
K.P.3	Create rhythmic patterns with simple attributes.		M	
K.P.3	Create number patterns with simple attributes.		M	
K.P.3	Create letter patterns with simple attributes.		M	
K.P.4	<i>Count by 5s and 10s up to at least 50.</i>			
K.P.4	Count by 5s up to at least 50.			M
K.P.4	Count by 10s up to at least 50.			M
K.G.1	<i>Name, describe, sort, and draw simple two-dimensional shapes.</i>			
K.G.1	Name simple two-dimensional shapes.		M	
K.G.1	Describe simple two-dimensional shapes.		M	
K.G.1	Sort simple two-dimensional shapes.		M	
K.G.1	Draw simple two-dimensional shapes.		M	
K.G.2	<i>Describe attributes of two-dimensional shapes, e.g., number of sides, number of corners.</i>			
	Describe attributes of two-dimensional shapes, e.g., number of sides, number of corners.		D	

NUMBER	STANDARDS - KINDERGARTEN	Benchmark Term		
		1st	2nd	3rd
K.G.3	Name and compare three-dimensional shapes.			
K.G.3	Name three-dimensional shapes.			E
K.G.3	Compare three-dimensional shapes.			E
K.G.4	Identify positions of objects in space, and use appropriate language (e.g., beside, inside, below, etc.) to describe and compare their relative positions.			
K.G.4	Identify positions of objects in space			M
K.G.4	Use appropriate language to describe objects' relative positions.			M
K.G.4	Use appropriate language to compare objects' relative positions.			M
K.M.1	Recognize and compare attributes of length (e.g., longer, shorter, etc.), volume/capacity, weight, area, and time using appropriate language (holds more, lighter, etc.).			
K.M.1	Recognize attributes of length.			M
K.M.1	Compare attributes of length.			M
K.M.1	Recognize attributes of volume/capacity.			D
K.M.1	Compare attributes of volume/capacity.			D
K.M.1	Recognize attributes of weight.			E
K.M.1	Compare attributes of weight.			E
K.M.1	Recognize attributes of area.			E
K.M.1	Compare attributes of area.			E
K.M.1	Recognize attributes of time.			D
K.M.1	Compare attributes of time.			D

NUMBER	STANDARDS - KINDERGARTEN	Benchmark Term		
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<i>K.M.2</i>	<i>Make and use estimates of measurements from everyday experiences.</i>			
K.M.2	Make estimates of measurements from everyday experiences.			D
K.M.2	Use estimates of measurements from everyday experiences.			D
<i>K.M.3</i>	<i>Use nonstandard units to measure length, area, weight, and capacity.</i>			
K.M.3	Use nonstandard units to measure length.			D
K.M.3	Use nonstandard units to measure area.			E
K.M.3	Use nonstandard units to measure weight.			E
K.M.3	Use nonstandard units to measure capacity.			D
<i>K.D.1</i>	<i>Collect, sort, organize, and draw conclusions about data using concrete objects, pictures, numbers, and graphs.</i>			
K.D.1	Collect data using concrete objects.		D	
K.D.1	Collect data using pictures		D	