

## Community Unit District 308 Math Scope & Sequence Kindergarten

•Standards taught and assessed through end of unit assessments  $\, \diamondsuit \,$  Standards taught in daily number sense routines

Standards Standards	Unit 1	Unit 2	Unit 3	Unit 4	Unit 5	Unit 6	Unit 7				
Approximate Time Frames per Unit Module	2 wks	4 wks	4 wks	4-5 wks	4 wks	4 wks	6-8 wks				
Approximate time traines per unit woulde	August	Sept	Oct	Nov/Dec	Jan/Feb	Mar/Apr	Apr/May				
Trimester	August	<u> </u>	1/2	2	2/3	3	3				
	Ch 10	Ch 1-2		Ch 3 & 7		Ch 11-12	Ch 5-6				
My Math Chapters	Ch 10		Ch 4	CII 3 & /	Ch 8-9	CIT TI-12	CII 0-0				
Counting and Cardinality (CC)  K.CC.A Know number names and the count sequence											
K.CC.A.1 Count to 100 by ones and by tens.		ond the cou	Tit Sequence	♦		♦					
K.CC.A.2 Count forward beginning from a given number within the known				<u> </u>							
sequence (instead of having to begin at 1).	•	•				•					
K.CC.A.3 Write numbers from 0 to 20. Represent a number of objects				•	•						
with a written numeral 0-20 (with 0 representing a count of no objects).  K.CC.B Cour	t to tall the	number of a	hioete	_							
K.CC.B.4a Understand the relationship between numbers and quantities;		liullibei oi c	l								
connect counting to cardinality. When counting objects, say the number names in the standard order, pairing each object with one and only one	<b>♦</b>	<b>♦</b>	<b>♦</b>	<b>♦</b>	<b>♦</b>	<b>♦</b>	♦				
number name and each number name with one and only one object.											
K.CC.B.4b Understand the relationship between numbers and quantities; connect counting to cardinality. 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.	♦	<b>♦</b>	❖	<b>♦</b>	<b>♦</b>	<b>♦</b>	♦				
K.CC.B.4c Understand the relationship between numbers and quantities; connect counting to cardinality. Understand that each successive number name refers to a quantity that is one larger.	<b>♦</b>	•	<b>♦</b>	<b>♦</b>	<b>♦</b>	<b>♦</b>	<b>♦</b>				
K.CC.B.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.	C Commercia	Niconala acca									
	C Compare	e inumbers	1	I		I	I				
K.CC.C.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 and counting strategies.			•		•						
K.CC.C.7 Compare two numbers between 1 and 10 presented as written		•			•						
numerals.  Operations	and Algobra	nic Thinking	(OA)								
K.OA.A Understand addition as putting together and a	adding to a	nd understa	nd subtract	ion as takin	n anart and	taking from	<u> </u>				
K.OA.A.1 Represent addition and subtraction with objects, fingers, mental		ila allaci sta	Tid Subtract	ion as takin	g apart and	taking iron					
images, drawings, sounds (e.g., claps), acting out situations, verbal explanations, expressions or equations.							•				
K.OA.A.2 Solve addition and subtraction word problems, add and subtract within 10, e.g., by using objects or drawings to represent the problem.							•				
K.OA.A.3 Decompose numbers less than or equal to 10 into pairs in more			_				_				
than one way, e.g., by using objects or drawings and record each decomposition by a drawing or equation (e.g., 5 = 3 + 2 and 5 + 4 + 1)			•				•				
K.OA.A.4 For any number from 1 to 9, find the number that makes 10 when added to the given number, e.g., by using objects or drawings, and							•				
record the answer with a drawing or equation.							_				
K.OA.A.5 Fluently add and subtract within 5.							•				
	nd Operatio										
K.NBT.A 1 Compace and decompace numbers from 11 to 10 into tan	rs 11-19 to g	ain founda	tions for pla	ce value.		l	I				
K.NBT.A.1 Compose and decompose numbers from 11 to 19 into ten ones and some further ones, e.g., by using objects or drawings, and											
record each composition or decomposition by a drawing or equation (such as 18 = 10 + 8); understand that these numbers are composed of ten				•							
ones and one, two, three, four, five, six, seven, eight, or nine ones.											
	easurement										
K.MD.A 1 Describe measurable attributes of objects such as length or	and compare	e measurabl	e attributes	·							
K.MD.A.1 Describe measurable attributes of objects, such as length or weight. Describe several measurable attributes of a single object.					•						
K.MD.A.2 Directly compare two objects with a measurable attribute in											
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.MD.B Classify objects and	count the ni	umber of oh	iects in eac	h category			l				
K.MD.B.3 Classify objects into given categories; count the number of objects in each category and sort the categories by count.			Joseph Gud		•						
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Geometry											
K.G.A Identify and describe shapes.											
K.G.A.1 Describe objects in the environment using names of shapes, and describe the relative positions of these objects using terms such as above,	•										
below, in front of, behind, and next to.											
K.GA2 Correctly name shapes regardless of their orientations or overall size.						•					
K.G.A.3 Identify shapes as two-dimensional (lying in a plane, "flat") or											
three-dimensional ("solid").						•					
K.G.B Analyze, compare, create, and compose shapes											
K.G.B.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/"corners") and other attributes (e.g., having sides of equal length).						•					
K.G.B.5 Model shapes in the world by building shapes from components (e.g., sticks and clay balls) and drawing shapes.						•					
K.G.B.6 Compose simple shapes to form larger shapes. For example, "Can you join these two triangles with full sides touching to make a rectangle?"						•					