

Mathematics Power Standards Grade K

 Corvallis School District 509j

K.1 <u>Numbers and Operations</u> and <u>Algebra</u>: Represent, compare, and order whole numbers, and join and separate sets.
<ul style="list-style-type: none">• K.1.1 Read and write whole numbers to 10.
<ul style="list-style-type: none">• K.1.2 Connect numbers, including written numerals, to the quantities they represent, using various physical models and representations.
<ul style="list-style-type: none">• K.1.3 Count forward by ones beginning with any number less than 30; count backward by ones beginning with any number 10 or less.
<ul style="list-style-type: none">• K.1.4 Recognize the number of objects in a small set (such as the arrangements of dots on a number cube) without counting.
<ul style="list-style-type: none">• K.1.5 Count objects in a set using one-to-one correspondence and produce sets of given sizes.
<ul style="list-style-type: none">• K.1.6 Compare and order sets or numerals by using both cardinal and ordinal meanings.
<ul style="list-style-type: none">• K.1.7 Model simple joining and separating situations and represent them with objects, pictures, and/or numerals.
<ul style="list-style-type: none">• K.1.8 Choose, combine, and apply effective strategies for solving joining and separating problems.
<ul style="list-style-type: none">• K.1.9 Identify, duplicate, and extend simple number patterns and sequential and growing patterns (e.g., patterns made with shapes).
K.2 <u>Geometry</u>: Describe shapes and space.
<ul style="list-style-type: none">• K.2.1 Identify, name, and describe basic two-dimensional shapes (e.g., square, circle, triangle, rectangle, regular hexagon) presented in a variety of ways (e.g., with different sizes or orientations).
<ul style="list-style-type: none">• K.2.2 Identify, name, and describe basic three-dimensional shapes (e.g., sphere, cube, and cylinder).
<ul style="list-style-type: none">• K.2.3 Use basic shapes and spatial reasoning to describe and model objects in their environment, and to construct more complex shapes.
K.3 <u>Measurement</u>: Compare and order objects by attributes.
<ul style="list-style-type: none">• K.3.1 Identify the measurable attributes (e.g., length, weight) and non-measurable attributes (e.g., color) of an object.
<ul style="list-style-type: none">• K.3.2 Compare, sort, and order objects according to measurable (e.g., longest to shortest, lightest to heaviest) and non-measurable (e.g., color, texture) attributes.
<ul style="list-style-type: none">• K.3.3 Compare the lengths of two objects both directly (by comparing them with each other) and indirectly (by comparing both with a third object).