

Kindergarten Math Bench Marks

1st Nine weeks

- MKG1.a. – Recognize and name the following basic two-dimensional shapes: triangles, rectangle, squares, and circles.
- MKM1.c. – Compare and order objects on the basis of height.
- MKG1.d. – Combine basic shapes into basic and more complicated, shapes, and will decompose basic shapes into combinations of basic shapes.
- MKG2.a. – Identify when an object is beside another object, above another object, or below another object.
- MKM2.c. – Know the four seasons.
- MKG2.b. – Identify when an object is in front of another behind other objects, inside another object or outside it.
- MKG1.c. – Observe concrete objects in the environment and represent the objects using basic shapes, such as drawing a representation of a house using a square together with a triangle for the roof.

2nd Nine weeks

- MKG2.a. – Identify a missing shape within a given pattern of geometric shapes.
- MKM3.c. – Know the name of the day of the week when weekly events occur in class.
- MKG1.b. – Recognize and name the following three – dimensional shapes: spheres (balls), and cubes.
- MKM2.b. – Know the months of the year.
- MKN2.b. – Build number combinations up to 10. (4 and 1, 2 and 3, 3 and 2, 1 and 4 for five) and for doubles to 10. (3 and 3 for six)
- MKN1.a. – Count a number of objects up to 30.
- MKG3.b. – Extend a given pattern, and recognize similarities in different patterns.
- MKM2.a. – Know the names of the days of the week.

3rd Nine weeks

- MKM1.a. – Compare and order objects on the basis of length.
- MKM1.d. – Compare and order objects on the basis of weight.
- MKN1.d – Sequence and identify using ordinal numbers. (1st – 10th)
- MKM3.b – Tell the time when daily events occur, such as lunch, to the nearest hour.
- MKN1.f – Estimate quantities using five and ten as a benchmark. (9 is one five and four more. It is closer to two fives or one 10 than it is to one five.)
- MKN1.b – Produce models for number words through 10.
- MKN1.c – Write numerals through 20 to label sets.
- MKN2.c – Use objects, pictures, numbers, or words to create, solve and explain story problems for two numbers that are each less than 10.
- MKM3.a – Order daily events.

- MKN2.a – Use counting strategies to find out how many items are in two sets when they are combined.

4th Nine weeks

- MKN1.g – Use informal strategies to share objects equally (divide) between two or three people or sets.
- MKN1.i – Count out pennies to buy items that together cost less than 30 cents.
- MKN1.j – Make fair trades involving combinations of pennies and nickels or pennies and dimes.
- MKM1.b – Compare and order objects on the basis of capacity.
- MKG1.e – Compare geometric shapes and identify similarities and differences of the following two and three-dimensional shapes: triangles, rectangles, squares, circles, spheres, cubes.
- MKN1.h – Identify coins by name and value (penny, nickel, dime and quarter).
- MKD1 – Students will pose information questions, collect data, organize, and record results using objects, pictures, and picture graphs.
- MKN1.e – Compare two or more sets of objects (1-10) and identify which set is equal to, more than, or less than the other.