

Kindergarten Math Checklist

- ☐ I can count forward starting at a given number. K.CC.2
- ☐ I can write numbers from 0 to 20. K.CC.3
- ☐ I can write a number for a group of 0 to 10 objects. K.CC.3
- ☐ I can put numbers in order. K.CC.4 a
- ☐ I can name a group of objects by using a number. K.CC.4 b
- ☐ I can understand that the last object counted tells the number of objects in a group. K.CC.4 c
- ☐ I can understand that the number of objects in a group can be rearranged and the total number will be the same. K.CC.4
- ☐ I can understand that adding an object to a group will make the total number one bigger. K.CC.4
- ☐ I can count out a number of objects between 1 and 20. K.CC.5
- ☐ I can tell if a group of objects in one group is greater than, less than or equal to a group of objects in another group. K.CC.6
- ☐ I can compare two written numbers between 1 and 10. K.CC.7
- ☐ I can use objects, fingers, and pictures to help me show addition. K.OA.1
- ☐ I can use objects, fingers, and pictures to help me show subtraction. K.OA.1
- ☐ I can solve addition and subtraction word problems within 10. K.OA.2
- ☐ I can find the number that is added to 1 through 9 to make 10.
- ☐ I can use objects or drawings to show my answer. K.OA.4
- ☐ I can add and subtract within 5. K.OA.5
- ☐ I can put together and take apart numbers from 11 to 19 by naming the tens and ones. K.NBT.1
- ☐ I can use objects, drawings or equations to show tens and ones. K.NBT.1
- ☐ I can tell how an object can be measured. (length, weight) K.MD.1
- ☐ I can compare how two objects are similar or different. (more of, less of, taller, shorter) K.MD.2
- ☐ I can place objects in categories. K.MD.3
- ☐ I can count the number of objects in categories. K.MC.3
- ☐ I can find shapes around me. K.G.1
- ☐ I can tell where shapes are. (above, below, beside, in front of, behind, next to) K.G.1
- ☐ I can tell about shapes. K.G.1
- ☐ I can compare shapes. K.G.1
- ☐ I can name shapes. K.G.3
- ☐ I can tell about and compare two-dimensional and three-dimensional shapes. K.G.4
- ☐ I can make shapes using materials like sticks and clay. K.G.5
- ☐ I can place objects into categories. K.MD.3