

## Kindergarten Math Placemat

Counting and Cardinality						
K.CC.1 - Count to 100 by ones and by tens. (MLS K.NS.A.1)	K.CC.2 - Count forward by 1's to at least 100 starting from numbers other than 1. (MLS K.NS.A.2)	K.CC.3 - Read and write numbers to 20 and represent up to 20 objects with written numerals. (MLS K.NS.A.4)	K.CC.4a - Count at least 10 objects using correct count sequence, 1 to 1 <b>correspondence, while saying the number name.</b> (MLS.NS.B.5) K.CC.4b - Understand that the last number said is the number of objects counted regardless of their arrangement up to 10. (MLS.NS.B.6) K.CC.4c - Use the successor function to figure out "one more" without recounting. (MLS.NS.B.6)	K.CC.5 - Count up to 20 things arranged in a line, rectangular array, or circle, or up to 20 things scattered: count out sets of between 1 and 20. (MLS K.NS.B.9)	K.CC.6 - Identify whether the number of objects is greater than, less than, or equal to another group. (MLS K.NS.B.10)	K.CC.7 - Compare 2 numbers between 1 and at least 10 presented as written numerals (without manipulatives). (MLS K.NS.B.11)
Geometry						
K.G.1 - Name and describe 2 and 3D objects in the environment and describe relative positions. (MLS K.GM.C.6&7)	K.G.2 - Identify and name 2 and 3 D shapes in different size and orientations. (MLS K.GM.C.6)	K.G.3 - Identify shapes as 2 or 3 dimensional. (MLS K.GM.C.8)	K.G.4 - <b>Sort collections</b> using informal language to analyze and compare 2 and 3D shapes, in different sizes and orientations. (MLS K.GM.C.8)	K.G.5 - <b>Draw or model simple two dimensional shapes.</b> (MLS K.GM.C.9)	K.G.6 - Compose shapes from larger shapes. (MLS K.GM.C.10)	
Operations and Algebraic Thinking						
K.OA.1 - Represent addition and subtraction situation within 10 concretely, verbally, symbolically, and write the question. (MLS K.RA.A.1)	K.OA.2 - Solve simple addition and subtraction word problems, add and subtract within 10, and write the equation. (MLS K.RA.A.1)	K.OA.3 - Decompose number 10 or lower into pairs in more than one way with drawings or number models. (MLS K.RA.A.3)	K.OA.4 - For any number from 1 to 9, find the number that makes 10 when added to the given number. (MLS K.RA.A.4)	K.OA.5 - Fluently add and subtract within 5. (MLS K.RA.A.2)		
Number Sense and Operations in Base Ten						
K.NBT.1 - Compose and decompose numbers 11-19 into ten ones and some further ones and write a number model. (MLS K.NBT.A.1)						
Measurement and Data						
K.MD.1 - Describe measurable attributes of objects, such as length or weight. Describe several measurable attributes of a single object. (MLS K.GM.A.1)	K.MD.2 - Compare objects by length and weight and describe differences. (MLS K.GM.A.2)	K.MD.3 - Sort objects into categories using attributes and count up to 10 in each category <b>and compare category counts using appropriate language.</b> (MLS K.DS.A.1&2)				
Webb City Standards						
WC.MA.01 Identify, construct, and extend a simple pattern.	WC.MA.02 Tell time to the hour <b>and understand devices that measure time.</b> (MLS K.GM.B.3)	WC.MA.03 Identify and know the value of penny, nickel, dime, and quarter. (MLS K.GM.B.5)	WC.MA.04 Name the days of the week. (MLS K.GM.B.4)	WC.MA.05: Count backward from a given number between 10 to 1. (MLS K.NS.A.3)	WC.MA.06: Recognize, without counting, the quantity of groups up to 5 objects arranged in common patterns. (MLS K.NS.B.8)	