

Kindergarten Math Curriculum Overview

Approximate Timeframe	Big Ideas Addressed
Intro: August	Introduce Daily Routines & Explore Manipulatives
Unit 1: September	2D Shapes in our World <ul style="list-style-type: none"> • G.2 - Correctly name shapes regardless of orientations or size
Unit 2: September - October	Counting, Understanding, Representing, and Writing Numbers <ul style="list-style-type: none"> • CC.3 - Write Numbers from 0-20, as well as represent a number of objects with a written numeral
Unit 3: November - December	Comparing, Adding, and Subtracting Numbers <ul style="list-style-type: none"> • CC.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 • MD.2 - Describe and compare measureable attributes of two objects to see which has “more of”/”less of” the attribute and describe the difference • OA.1 - Represent addition and subtraction with objects, fingers, drawings, acting out, verbal explanations, and equations • OA.3 - Decompose numbers less than 10 in more than one way by using objects or drawings and recording each decomposition
Unit 4: January	3D Shapes in Our World and Coin Identification <ul style="list-style-type: none"> • G.2 - Correctly name shapes regardless of orientations or size • G.3 - Identify shapes as 2-dimensional or 3-dimensional • Identify pennies, nickels, dimes, and quarters
Unit 5: February - March	Developing Foundations of Place Value & Fluency to 5 <ul style="list-style-type: none"> • OA.4 - For any number from 1 to 9, find the number that makes 10 when added to the given number using objects or drawing, or equations • OA.5 - Fluently add and subtract within 5 • CC.7 - Compare two numbers between 1 and 10 presented as written numerals • NBT.1 - Compose and decompose numbers from 11 to 19 into tens and ones
Unit 6: April - June	Integrating Our Worlds (Science and Math) <ul style="list-style-type: none"> • MD.1 - Describe several measureable attributes of an object, such as length and weight

*** MD.3 (Classifying Objects) is part of Brassy and therefore is not included in this outline

Counting Collections
CC.4

Brassy
MD.3, G.1, G.4, G.5, G.6

- G.1 - Identify shapes in the environment by name and describe relative position using terms such as above, below, beside, in front of, behind, and next to.
- G.5 - Model shapes in the world by building shapes from components (e.g. sticks and clay) and drawing shapes

Number Routines
CC.1, CC.2, CC.5

Problem Solving
OA.2