PPS K Math Report Card – Common Core State Standards Correlation

(The Common Core State Standards represented by report card language)

Report Card Language	Common Core State Standard
Counts to 100 by ones and	K.CC.1 Count to 100 by ones and tens.
tens	
Reads and writes numbers	K.CC.3 Write numbers from 0-20. Represent a number of objects with a
from 0-20	written numeral 0-20 (with 0 representing a count of no objects).
Counts forward beginning	K.CC.2 Count forward beginning from a given number within the known
with any number less than	sequence (instead of having to begin at 1).
100	
Counts up to 20 objects when	K.CC.4 Understand the relationship between numbers and quantities;
asked now many?	connect counting to cardinality.
	a. When counting objects, say the number names in the standard order, paring each object with one and only one number name and each
	number name with one and only one object.
	b. Understand that the last number names said tells the number of
	object counting. The number of objects is the same regardless of their
	arrangement or order in which they were counted.
	c. Understand that each successive number name refers to a quantity
	that is one larger.
	K CC 5 Count to answer "how many?" questions about as many as 20
	things arranged in a line, a rectangular array, or a circle, or as many as
	10 things in a scattered configuration; given a number from 1-20, count
	out that many objects.
Compares two numbers	K.CC.6 Identify whether the number of objects in one group is greater
between 1-10 (e.g. greater,	than, less than, or equal to the number of objects in another group, e.g.,
iessj	by using matching and counting strategies (include groups with up to ten objects)
	K-CC-7 Compare two numbers between 1 and 10 presented as written
	numerals.
Understands addition as	K.OA.1 Represent addition and subtraction with objects, fingers, mental
adding to and putting	images, drawings (Drawings need not show details, but should show the
together.	mathematics in the problem. (This applies wherever drawings are
	mentioned in the Standards.)), sounds (e.g. claps), acting out situations,
	verbal explanations, expressions, or equations.
	K OA 2 Solve addition and subtraction word problems, and add and
	subtract within 10. e.g., by using objects or drawings to represent the
Understand subtraction as	problem.
taking from and taking apart.	
	KOA.3 Decompose numbers less than or equal to 10 into pairs in more
	than one way, e.g., by using objects or drawings, and record each
	decomposition by a drawing or equation (e.g., $5 = 2 + 3$ and $5 = 4 + 1$)
	K OA 4 For any number from 1 to 9 find the number that makes 10
	when added to the given number, e.g., by using objects or drawings, and
	record the answer with a drawing or equation.
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Fluently adds and subtracts	K.OA.5 Fluently add and subtract within 5.
within 5	
Works with numbers 11-19 to begin to understand place value (e.g. 1's, 10's)	K.NBT.1 Compose and decompose numbers from 11 to 19 into ten ones and some further ones, e.g., by using or drawing, and record each composition or decomposition by a drawing, and record each composition or decomposition by a drawing or equation (e.g., $18 = 10 + 8$); understand that these numbers are composed of ten ones and one, two, three, four, five, six, seven, eight, or nine ones.
Describes and compares attributes (e.g. heavier, lighter, more, less, larger,	K.MD.1 Describe measurable attributes of objects, such as length or weight. Describe several measurable attributes of a single object.
smaller)	K.MD.2 Directly compare two objects with a measurable attribute in common to see which object has "more of"/"less of" the attribute, and describe the difference. <i>For example, directly compare the heights of two children and describe one child as taller/shorter.</i>
Sort and classifies objects and counts the number of objects in each category	K.MD.3 Classify objects into given categories; count the numbers of objects in each category and sort the categories by count. (Limit category counts to be less than or equal to 10)
Identifies and describes two and three-dimensional	K.G.2 Correctly name shapes regardless of their orientations or overall size.
shapes	K.G.3 Identify shapes as two-dimensional (lying in a plane, "flat") or three-dimensional ("solid").
Analyzes, compares, and creates two and three- dimensional shapes	K.G.4 Analyze and compare two- and three-dimensional shapes, in different sizes and orientations, using informal language to describe their similarities, differences, parts (e.g., number of sides and vertices/"corners") and other attributes (e.g., having sides if equal length).
	K.G.5 Model shapes in the world by building shapes from components (e.g., stick and clay balls) and drawing shapes.
	K.G.6 Compose simple shapes to form larger shapes. <i>For example, "Can you join these two triangles with full sides touching to make a rectangle?"</i>
Describes objects in the environment using shape names and position terms	K.G.1 Describe objects in the environment using names of shapes, and describe the relative positions of these objects using terms such as <i>above, below, beside, in front of, behind,</i> and <i>next to.</i>