

Kindergarten Objective Analysis

[Back to Kinder Grade Introduction](#)

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Number & Operations (N)	
K.N.1 Understand the relationship between quantities and whole numbers.	<u>K.N.1.1</u> Count aloud forward in sequence to 100 by 1's and 10's.
	<u>K.N.1.2</u> Recognize that a number can be used to represent how many objects are in a set up to 10.
	<u>K.N.1.3</u> Use ordinal numbers to represent the position of an object in a sequence up to 10.
	<u>K.N.1.4</u> Recognize without counting (subitize) the quantity of a small group of objects in organized and random arrangements up to 10. Clarification statement: Subitizing is defined as instantly recognizing the quantity of a set without having to count. "Subitizing" is not a vocabulary word and is not meant for student discussion at this age.
	<u>K.N.1.5</u> Count forward, with and without objects, from any given number up to 10.
	<u>K.N.1.6</u> Read, write, discuss, and represent whole numbers from 0 to at least 10. Representations may include numerals, pictures, real objects and picture graphs, spoken words, and manipulatives.
	<u>K.N.1.7</u> Find a number that is 1 more or 1 less than a given number up to 10.
	<u>K.N.1.8</u> Using the words more than, less than or equal to compare and order whole numbers, with and without objects, from 0 to 10.
K.N.2 Develop conceptual fluency with addition and subtraction (up to 10) using objects and pictures.	<u>K.N.2.1</u> Compose and decompose numbers up to 10 with objects and pictures.
K.N.3 Understand the relationship between whole numbers and fractions through fair share.	<u>K.N.3.1</u> Distribute equally a set of objects into at least two smaller equal sets.
K.N.4 Identify coins by name.	<u>K.N.4.1</u> Identify pennies, nickels, dimes, and quarters by name.
Algebraic Reasoning & Algebra (A)	
K.A.1 Duplicate patterns in a variety of contexts.	<u>K.A.1.1</u> Sort and group up to 10 objects into a set based upon characteristics such as color, size, and shape. Explain verbally what the objects have in common.
	<u>K.A.1.2</u> Recognize, duplicate, complete, and extend repeating, shrinking and growing patterns involving shape, color, size, objects, sounds, movement, and other contexts.
Geometry & Measurement (GM)	
K.GM.1 Recognize and sort basic two-dimensional shapes and use them to represent real-world objects.	<u>K.GM.1.1</u> Recognize squares, circles, triangles, and rectangles.
	<u>K.GM.1.2</u> Sort two-dimensional objects using characteristics such as shape, size, color, and thickness.
	<u>K.GM.1.3</u> Identify attributes of two-dimensional shapes using informal and formal geometric language interchangeably.
	<u>K.GM.1.4</u> Use smaller shapes to form a larger shape when there is an outline to follow.
	<u>K.GM.1.5</u> Compose free-form shapes with blocks.
	<u>K.GM.1.6</u> Use basic shapes and spatial reasoning to represent objects in the real world.
K.GM.2 Compare and order objects according to location and measurable attributes.	<u>K.GM.2.1</u> Use words to compare objects according to length, size, weight, position, and location.
	<u>K.GM.2.2</u> Order up to 6 objects using measurable attributes, such as length and weight.
	<u>K.GM.2.3</u> Sort objects into sets by more than one attribute.
	<u>K.GM.2.4</u> Compare the number of objects needed to fill two different containers.

K.GM.3 Tell time as it relates to daily life.	<u>K.GM.3.1</u> Develop an awareness of simple time concepts using words such as yesterday, today, tomorrow, morning, afternoon, and night within his/her daily life.
Data & Probability (D)	
K.D.1 Collect, organize, and interpret categorical data.	<u>K.D.1.1</u> Collect and sort information about objects and events in the environment.
	<u>K.D.1.2</u> Use categorical data to create real-object and picture graphs.
	<u>K.D.1.3</u> Draw conclusions from real-object and picture graphs.

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