

# Pre-Kindergarten Objective Analysis

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Number & Operations (N)	
<b>PK.N.1 Know number names and count in sequence.</b>	<b>PK.N.1.1</b> Count aloud forward in sequence by 1s to 20.
	<b>PK.N.1.2</b> Recognize and name written numerals 0-10.
	<b>PK.N.1.3</b> Recognize that zero represents the count of no objects.
<b>PK.N.2 Count to tell the number of objects.</b>	<b>PK.N.2.1</b> Identify the number of objects, up to 10, in a row or column.
	<b>PK.N.2.2</b> Use one-to-one correspondence in counting objects and matching groups of objects.
	<b>PK.N.2.3</b> Understand the last numeral spoken, when counting aloud, tells how many total objects are in a set.
	<b>PK.N.2.4</b> Count up to 5 items in a scattered configuration; not in a row or column.
<b>PK.N.3 Compare sets using number.</b>	<b>PK.N.3.1</b> Compare two sets of 1-5 objects using comparative language such as same, more, or fewer.
Algebraic Reasoning & Algebra (A)	
<b>PK.A.1 Recognize, duplicate, and extend patterns.</b>	<b>PK.A.1.1</b> Sort and group up to 5 objects into a set based upon characteristics such as color, size, and shape and explain verbally what the objects have in common.
	<b>PK.A.1.2</b> Recognize, duplicate, and extend repeating patterns involving manipulatives, sound, movement, and other contexts.
Geometry & Measurement (GM)	
<b>PK.GM.1 Identify common shapes.</b>	<b>PK.GM.1.1</b> Identify circles, squares, rectangles, and triangles by pointing to the shape when given the name.
<b>PK.GM.2 Describe and compare measurable attributes.</b>	<b>PK.GM.2.1</b> Identify measurable attributes of objects. Describe them as little, big, long, short, tall, heavy, light, or other age appropriate vocabulary.
	<b>PK.GM.2.2</b> Directly compare two objects with a common measurable attribute using words such as longer/shorter; heavier/lighter; or taller/shorter.
	<b>PK.GM.2.3</b> Sort objects into sets by one or more attributes.
Data & Probability (D)	
<b>PK.D.1 Collect and organize categorical data.</b>	<b>PK.D.1.1</b> Collect and organize information about objects and events in the environment.
	<b>PK.D.1.2</b> Use categorical data to create real-object graphs.

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