

ESSENTIAL QUESTIONS	DOMAINS AND CLUSTERS	PREKINDERGARTEN SKILLS	VOCABULARY	MATHEMATICAL PRACTICES	ASSESSMENT
<p>What are numbers?</p> <p>What is counting? How can it be used?</p> <p>How can numbers represent objects?</p> <p>What does less, greater than, fewer and/or equal mean?</p> <p>What does first and last mean?</p> <p>What is subtraction?</p> <p>What is addition?</p> <p>What is a pattern?</p>	<p>Counting and Cardinality PK.CC</p> <p>Know number names and the count sequence.</p> <p>Count to tell the number of objects.</p> <p>Compare numbers</p> <p>Operations and Algebraic Thinking PK.OA</p> <p>Understand addition as adding to, and understanding subtraction as taking from.</p> <p>Understand simple patterns.</p>	<ul style="list-style-type: none"> ○ Verbally count to 20 PK.CC.1 ○ Match a number of objects with a written numeral 0-5 (with 0 representing a count of no objects). PK.CC.2 ○ Match numbers 0-10 with a corresponding set of objects or pictures. PK.CC.3a ○ Identify the last number name said is the number of objects counted. PK.CC.3b ○ State the number that comes before, after or between a specified number PK.CC.3c ○ Count to answer “how many?” questions about as many as ten things arranged , in a line, in a rectangular array, or a circle, PK.CC.4 ○ Count out objects for a given number from 1-10 PK.CC4 ○ Compare two groups of objects using the terms greater than, less than or equal to PK.CC.5 ○ Identify “first” and “last” related to order or position. PK.CC.6 ○ Create a verbal addition or subtraction story or scenario. PK.OA.1 ○ Describe addition in terms of “all together” PK.OA.1 ○ Describe subtraction in terms of “taking away” PK.OA.1 ○ Duplicate and extend simple patterns using concrete objects. PK.OA.2 	<ul style="list-style-type: none"> • Zero • One • Two • Three • Four • Five • Six • Seven • Eight • Nine • Ten • Count • Greater • Less than • Equal to • First last • How many • Add • addition • Subtract • subtraction • All together • Patterns • Short • Tall • Empty • Full • Heavy • Light • Small 	<ul style="list-style-type: none"> • Make sense of problems and persevere in solving them. • Make graphs or charts using concrete objects to show more or less. • Reason abstractly and quantitatively. • Construct viable arguments and critique the reasoning of others. • Pattern Blocks • Modeling with Mathematics. • Counting school days and objects. • Use appropriate tools strategically. • Use of manipulates • Attend to precision. • Matching activities to number command. • Look for and make use of structure. • Pattern according to color, shape and size. 	<p>Performance tasks</p> <p>Teacher observation</p> <p>Checklists</p> <p>Drawings/ illustrations</p>

<p>How do you describe length or weight?</p> <p>How many ways can we sort objects?</p> <p>What are shapes?</p> <p>What are different ways to sort shapes?</p> <p>How can we create different shapes using different materials?</p>	<p>Measurement and Data PK.MD</p> <p>Describe and compare measurable attributes.</p> <p>Sort objects and count the number of objects in each category.</p> <p>Geometry PK.G</p> <p>Identify and describe these shapes.</p> <p>Analyze, compare, and sort objects.</p>	<ul style="list-style-type: none"> ○ Identify measurable attributes of objects, such as length, and weight. PK.MD.1 ○ Describe measurable attributes of objects using correct vocabulary (e.g. small, big, short, tall, empty, full, heavy, and light) PK.MD.1 ○ Sort objects into categories PK.MD2 ○ Count the number of objects in each category(up to 10 objects).PK.MD.2 ○ Describe objects in the environments using the names of shapes. PK.G.1 ○ Describe the relative positions of objects using terms such as top, bottom, up, down, in front of, behind, over, under, and next to. PK.G.1 ○ Correctly name shapes regardless of size.PK.G.2 ○ Compare and sort two and three dimensional shapes and objects, in different sizes, based on their similarities. PK.G.3 ○ Compare and sort two and three dimensional shapes and objects, in different sizes, based on their differences PK.G.3 ○ Create and build shapes from components (e.g. sticks and clay balls).PK.G.4 	<ul style="list-style-type: none"> • Big • Length • Weight • Sort • Square • Triangle • rectangle • Circle • Top • Bottom • Up • Down • Front • Behind • Size • Shape • Color • Same • different 	<ul style="list-style-type: none"> • Sorting according to color, shape, and size. • Sorting shapes by their attributes. • Reproducing simple patterns of concrete objects. • Look for and express regularity • Calendar • Weather • Environmental Patterns • Sequencing activities 	
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