



EGUSD Transitional Kindergarten Standards - Math

Preschool Learning Foundation Strand (CCSS Kindergarten Domain)	Transitional Kindergarten Standard <i>Students will be able to:</i>	Suggested Instructional Strategies/Examples	Desired Materials
<p align="center"> Number Sense (Counting and Cardinality) NS 1.0 Understands numbers and quantities </p>	<ul style="list-style-type: none"> • NS 1.1 Rote count to 20 (Referencing standards CC K.1) • NS 1.2 Count, recognize, represent, name, and order a number of objects/numbers up to 10 (CC K.4a-c) • NS 1.3 Subitize numbers to 4 	<ul style="list-style-type: none"> • Students match number cards to real objects • Students put number cards in numerical order • Students match number and dot cards • Students put real objects on dot cards while counting • Teacher models using number words (e.g., “You have five bears on your mat.”) • Teach students to recognize quantities up to 4 without counting (subitization). This is an on-ramp to using ten frames and building early place value understanding 	<ul style="list-style-type: none"> • Small manipulatives (e.g., cubes, bears, etc.) • Two-sided counters • 5 frame mats and various manipulatives
<p align="center"> NS 2.0 Number relationships and operations (Operations and Algebraic Thinking) </p>	<ul style="list-style-type: none"> • NS 2.1/2.2 Compare two or more numbers and/or sets of up to 5 objects and communicate which set is greater/more, less/fewer and equal to/same (CC K.6) 	<ul style="list-style-type: none"> • Use sets of real objects to compare • Focus on academic language: more than, less than, equal to • Compare quantities using a balance • Students match number cards to real objects • Students put number cards in 	<ul style="list-style-type: none"> • Small manipulatives (e.g., cubes, bears, etc) • Number lines: large display and small on sentence strips for desk/floor • 2-pan balance • 5 and 10 frames • Number cards 0 – 5 • Dot cards

		<ul style="list-style-type: none"> numerical order Students match number and dot cards Students put real objects on dot cards while counting 	<ul style="list-style-type: none"> Embroidery hoops or yarn to make circles to frame quantities
<p>NS 2.0 Number relationships and operations (Operations and Algebraic Thinking)</p>	<ul style="list-style-type: none"> NS 2.3 Understand that putting two groups of objects together will make a bigger group and that a group of objects can be taken apart into smaller groups (OA K.1, K.3) 	<ul style="list-style-type: none"> Same activities as above, with teacher guidance and modeling academic language: <i>more than, less than, equal to, greater, fewer, least, most</i> 	<p>Same as above</p>
	<ul style="list-style-type: none"> NS 2.4 Solve simple addition and subtraction problems with a small number of objects (sums up to 10), usually by counting (OA K.1) 	<ul style="list-style-type: none"> Use manipulatives and mats to solve oral addition and subtraction problems 	<ul style="list-style-type: none"> Small manipulatives (e.g., cubes, bears, etc) Part – Part – Whole mats
	<ul style="list-style-type: none"> NS 2.5 Decompose numbers less than or equal to 5 into pairs in more than one way using real objects (OA K.3) 	<ul style="list-style-type: none"> Given an undefined quantity of objects, students make as many combinations as possible to represent a given number “Use your finger sets to show me a way to make 5. Now show me another way.” Put a quantity in the “whole” section of the mat. Show multiple ways to separate that whole into parts 	<ul style="list-style-type: none"> Small manipulatives (e.g., cubes, bears, etc.) Part – Part – Whole mats
<p>Algebra and Functions AF 1.0 Understand classification (Measurement and Data)</p>	<ul style="list-style-type: none"> AF 1.1 Sort and classify objects by one attribute in a variety of ways, (e.g. color, shape, size, etc.) (MD K.3) 	<ul style="list-style-type: none"> Teacher can provide rules for sorting Students can sort in any way but must describe their sorting rule 	<ul style="list-style-type: none"> Sorting mats Reference materials to show colors, shapes Attribute blocks Sorting objects (e.g., buttons,

		<ul style="list-style-type: none"> Students are asked to describe attributes by which they are sorting 	<p>pasta, beans)</p>
AF 2.0 Understand patterning	<ul style="list-style-type: none"> AF 2.1 Recognize and duplicate simple repeating patterns AF 2.2 Extend and create simple repeating patterns (MP K.7) 	<ul style="list-style-type: none"> Create body motion patterns Create patterns in a bead necklaces Block structures 	<ul style="list-style-type: none"> Variety of manipulatives
Measurement (Measurement and Data)	<ul style="list-style-type: none"> M 1.1 Describe and compare two or more objects by length, weight, and capacity by making direct (side by side) or indirect (against a third object) comparisons (MD K.1) M 1.2 Order four or more objects by size 	<ul style="list-style-type: none"> Use measurement tools (e.g., rulers, scales, balance, beans, string, paper clips, unifix cubes) in a variety of activities to compare objects Line up by size 	<ul style="list-style-type: none"> Balance, rulers, scales, beans, string, paper clips, unifix cubes, sand/water tables
History-Social Science Self and Society Culture and Diversity	<ul style="list-style-type: none"> Demonstrate an understanding of concepts of time (e.g., morning, afternoon, evening, yesterday, today, tomorrow, week, year) (CA Standard H-SS K2) Name the days of the week (CA Standard H-SS K2) 	<ul style="list-style-type: none"> Reference the times of the day when activities are being done (e.g., morning, afternoon) Discuss seasons Use songs and finger plays Use “time words” Use songs and finger plays Use calendar daily 	<ul style="list-style-type: none"> Clock, calendar, hour glass, songs Calendar Days of week, months of year cards or posters
Geometry (Geometry) 1.0 Identify and use shapes	<ul style="list-style-type: none"> G 1.1 Identify and describe common two-dimensional geometric objects (circle, triangle, rectangle, square) (G K.1) 	<ul style="list-style-type: none"> Experience recognizing shapes in their environment Make shapes with playdough, beans, rice, etc. Sort manipulatives by shape Use academic language to describe shapes and attributes Play with and describe shapes in multiple contexts 	<ul style="list-style-type: none"> Salt trays Playdough, rice, beans, etc. Pattern blocks Attribute blocks Labels with pictures (e.g., door-rectangle)

		<ul style="list-style-type: none"> • Go on a shape walk 	
2.0 Positions in space	<ul style="list-style-type: none"> • G 2.1 Describe the relative positions of objects or people in the environment such as in, on, above, beside, behind, etc. (G K.1) 	<ul style="list-style-type: none"> • Experience recognizing shapes in their environment • Play games involving placing or finding objects and people using positional words • Use songs and finger plays 	<ul style="list-style-type: none"> • Manipulatives • Stuffed animals
Mathematical Reasoning (Mathematical Practice Standards) 1.0 Use mathematical thinking in solving problems	<ul style="list-style-type: none"> • MR 1.1 Identify and apply a variety of strategies to solve problems in their environment (MP K.4) 	<ul style="list-style-type: none"> • Solve oral story problems • Help students describe and model math situations • Structure situations where students can explore and discover concepts 	<ul style="list-style-type: none"> • Five frames • Part-part-whole mats • Manipulatives
	<ul style="list-style-type: none"> • Identify and name colors: red, orange, yellow, green, blue, purple, pink, white, black, brown 	<ul style="list-style-type: none"> • Songs, fingerplays, books • Color mixing 	<ul style="list-style-type: none"> • Color cards and various manipulatives