



Year-At-A-Glance Kindergarten Math  
Sarasota County School District

A Note to Parents: Instructional pacing may vary slightly in each classroom.

Standard	Code	Q1	Q2	Q3	Q4
<b>Mathematical Thinking and Reasoning Skills</b>					
Actively participate in effortful learning both individually and collectively.	MA.K12.MTR.1.1	X	X	X	X
Demonstrate understanding by representing problems in multiple ways.	MA.K12.MTR.2.1	X	X	X	X
Complete tasks with mathematical fluency.	MA.K12.MTR.3.1	X	X	X	X
Engage in discussions that reflect on the mathematical thinking of self and others	MA.K12.MTR.4.1	X	X	X	X
Use patterns and structure to help understand and connect mathematical concepts.	MA.K12.MTR.5.1	X	X	X	X
Assess the reasonableness of solutions	MA.K12.MTR.6.1	X	X	X	X
Apply mathematics to real-world contexts	MA.K12.MTR.7.1	X	X	X	X
<b>Number Sense and Operations</b>					
MA.K.NSO.1 Develop an understanding for counting using objects in a set.					
Given a group of up to 20 objects, count the number of objects in that group and represent the number of objects with a written numeral. State the number of objects in a rearrangement of that group without recounting.	MA.K.NSO.1.1	X		X	
Given a number from 0 to 20, count out that many objects.	MA.K.NSO.1.2	X			
Identify positions of objects within a sequence using the words "first," "second," "third," "fourth" or "fifth."	MA.K.NSO.1.3	X			
Compare the number of objects from 0 to 20 in two groups using the terms less than, equal to or greater than.	MA.K.NSO.1.4	X			
MA.K.NSO.2 Recite number names sequentially within 100 and develop an understanding for place value.					
Recite the number names to 100 by ones and by tens. Starting at a given number, count forward within 100 and backward within 20.	MA.K.NSO.2.1			X	
Represent whole numbers from 10 to 20, using a unit of ten and a group of ones, with objects, drawings and expressions or equations.	MA.K.NSO.2.2			X	
Locate, order and compare numbers from 0 to 20 using the number line and terms less than, equal to or greater than.	MA.K.NSO.2.3	X		X	

MA.K.NSO.3 Develop an understanding of addition and subtraction operations with one-digit whole numbers.					
Explore the addition of two whole numbers from 0 to 10, and related subtraction facts.	MA.K.NSO.3.1		X		
Add two one-digit whole numbers with sums from 0 to 10 and subtract using related facts with procedural reliability.	MA.K.NSO.3.2		X		
Algebraic Reasoning					
MA.K.AR.1 Represent and solve addition problems with sums between 0 and 10 and subtraction problems using related facts.					
For any number from 1 to 9, find the number that makes 10 when added to the given number.	MA.K.AR.1.1		X	X	
Given a number from 0 to 10, find the different ways it can be represented as the sum of two numbers.	MA.K.AR.1.2		X	X	
Solve addition and subtraction real-world problems using objects, drawings or equations to represent the problem.	MA.K.AR.1.3		X		
MA.K.AR.2 Develop an understanding of the equal sign.					
Explain why addition or subtraction equations are true using objects or drawings.	MA.K.AR.2.1		X	X	
Measurement					
MA.K.M.1 Identify and compare measurable attributes of objects.					
Identify the attributes of a single object that can be measured such as length, volume or weight.	MA.K.M.1.1			X	
Directly compare two objects that have an attribute which can be measured in common. Express the comparison using language to describe the difference.	MA.K.M.1.2			X	
Express the length of an object, up to 20 units long, as a whole number of lengths by laying non-standard objects end to end with no gaps or overlaps.	MA.K.M.1.3			X	
Geometric Reasoning					
MA.K.GR.1 Identify, compare and compose two- and three-dimensional figures.					
Identify two- and three-dimensional figures regardless of their size or orientation. Figures are limited to circles, triangles, rectangles, squares, spheres, cubes, cones and cylinders.	MA.K.GR.1.1	X	X		X
Compare two-dimensional figures based on their similarities, differences and positions. Sort two-dimensional figures based on their similarities and differences. Figures are limited to circles, triangles, rectangles and squares.	MA.K.GR.1.2	X			X

Compare three-dimensional figures based on their similarities, differences and positions. Sort three-dimensional figures based on their similarities and differences. Figures are limited to spheres, cubes, cones and cylinders.	MA.K.GR.1.3	X			
Find real-world objects that can be modeled by a given two- or three-dimensional figure. Figures are limited to circles, triangles, rectangles, squares, spheres, cubes, cones and cylinders.	MA.K.GR.1.4				X
Combine two-dimensional figures to form a given composite figure. Figures used to form a composite shape are limited to triangles, rectangles and squares.	MA.K.GR.1.5				X
Data Analysis and Probability					
MA.K.DP.1 Develop an understanding for collecting, representing and comparing data.					
Collect and sort objects into categories and compare the categories by counting the objects in each category. Report the results verbally, with a written numeral or with drawings.	MA.K.DP.1.1		X		