North Dakota Mathematics Standards

# Grade K

Adopted 2023

## Kindergarten

### Math Attributes

Problem-Solving

P. Learners can identify and use strategies to problem-solve situations and determine an appropriate solution. K.MA.P

Connections

C. Learners can use prior knowledge and experiences to explain their thinking. K.MA.C

Reasoning and Proof

R. Learners can use prior knowledge and experiences to explain their thinking. K.MA.R

### Number and Operations

Counting and Cardinality

A. Count verbally in sequential order by ones and tens to 100, making accurate decuple transitions (e.g., 89 to 90). Count verbally forward from any given number within 100. K.NO.CC.1.A

2. Count backward from 20 by ones and from a given number within 10. K.NO.CC.2

3. Identify and write any given numeral within 20. K.NO.CC.3

4. Recognize and verbally label arrangements, without counting, for briefly shown collections up to 10 (e.g., "I saw 5." How do you know?" "I saw 3 and 2, that is 5."). K.NO.CC.4

5. Count and tell how many objects up to 20 are in an arranged pattern or up to 10 objects in a scattered configuration. Represent a quantity of up to 20 with a numeral. K.NO.CC.5

Base Ten

1. Compose and decompose numbers from 11 to 19 using a group of ten ones and some more ones using a model, drawing, or equation. K.NO.NBT.1

2. Compare two numbers between 1 and 20 using words greater than, less than, or equal to. K.NO.NBT.2

## Algebraic Reasoning

Operations and Algebraic Thinking

1. Automatically add and subtract within 5. K.AR.OA.1
2. For any number from 1 to 9, find the number that makes 10 when added to the given number, sharing the answer with a model, drawing, or equation. K.AR.OA.2
3. Decompose numbers less than or equal to 10 into pairs in more than one way using verbal explanations, objects, or drawings. K.AR.OA.3
4. Solve authentic word problems with addition by putting together or adding to within 10. K.AR.OA.4
5. Solve authentic word problems with subtraction by taking apart or taking from within 10. K.AR.OA.5
6. Recognize, duplicate, complete, and extend repeating patterns in a variety of contexts (e.g., shape, color, size, objects, sounds, movements). K.AR.OA.6

## Geometry and Measurement (GM)

Geometry

1. Name shapes and identify them as two-dimensional (squares, circles, triangles, rectangles) regardless of their orientations or overall sizes. K.GM.G.1
2. Name shapes and identify them as three-dimensional (cubes and spheres) regardless of their orientations or overall sizes. K.GM.G.2
3. Compare and classify two-dimensional shapes to describe their similarities, differences, and attributes (squares, circles, triangles, rectangles). K.GM.G.3
4. Compose a geometric shape by combining two or more simple shapes. K.GM.G.4

Measurement

1. Compare and order two objects with a common measurable attribute. K.GM.M.1
2. Tell time related to daily life (today, yesterday, tomorrow, morning, afternoon, night). K.GM.M.2

## Data, Probability, and Statistics

Data

1. Sort and classify objects (up to 10) based on attributes and explain the reasoning used. K.DPS.D.1