

# Grade Pre-K

Adopted 2022

## Pre-Kindergarten

### Numbers & Operations

1. Know number names and count in sequence. **PK.N.1**
  1. Count aloud forward in sequence by 1s to 20. **PK.N.1.1**
  2. Recognize and name written numerals 0-10. **PK.N.1.2**
  3. Recognize that 0 (zero) represents the count of no objects. **PK.N.1.3**
2. Count to tell the number of objects. **PK.N.2**
  1. Identify the number of objects, up to 10, in a row or column. **PK.N.2.1**
  2. Use one-to-one correspondence in counting objects and matching groups of objects up to 10. **PK.N.2.2**
  3. Understand the last numeral spoken when counting aloud tells how many total objects are in a set up to 10. **PK.N.2.3**
  4. Count up to 5 items in a scattered configuration, not in a row or column. **PK.N.2.4**
3. Compare sets using numbers. **PK.N.3**
  1. Compare two sets of 0-5 objects using comparative language such as "same," "more," or "fewer." **PK.N.3.1**

---

### Algebraic Reasoning & Algebra

1. Recognize, duplicate, and extend patterns. **PK.A.1**
  1. Sort and group up to 5 objects into a set based upon characteristics such as color, size, and shape. Explain verbally what the objects have in common. **PK.A.1.1**
  2. Recognize, duplicate, and extend repeating patterns involving manipulatives, sound, movement, and other contexts. **PK.A.1.2**

---

## Geometry & Measurement

1. Identify common shapes. **PK.GM.1**
  1. Identify circles, squares, rectangles, and triangles by pointing to the shape when given the name. **PK.GM.1.1**
2. Describe and compare measurable attributes. **PK.GM.2**
  1. Identify measurable attributes of objects. Describe them using age-appropriate vocabulary (i.e., little, big, long, short, tall, heavy, light). **PK.GM.2.1**
  2. Directly compare two objects with a common measurable attribute using age-appropriate vocabulary (e.g., longer/shorter, heavier/lighter, taller/shorter). **PK.GM.2.2**
  3. Sort objects into sets by one or more attributes. **PK.GM.2.3**

---

## Data & Probability

1. Collect and organize categorical data. **PK.D.1**
  1. Collect and organize information about objects and events in the environment. **PK.D.1.1**
  2. Use categorical data to create real-object graphs, with guidance and support. **PK.D.1.2**