

Archdiocese of Seattle Pre-Kindergarten Mathematics Curriculum Standards

These standards are to be used as a guide to instruction and assessment in the Pre-Kindergarten classroom.

Counting and Cardinality

CC1: Know the Number Names and Count Sequence:

- CC.1A: Counts to 31.
- CC.1B: Represents a number of objects with a written numeral 0 – 5 (with 0 representing a count of no objects).

CC2: Count to tell the Number of Objects:

- CC.2A: Understands the relationship between numbers and quantities to 10 (one-to-one correspondence).
- CC.2B: Counts up to 10 objects arranged in different configurations.
- CC.2C: Given a number from 1-10, counts out that many objects.

CC3: Compare Numbers:

- CC.3A: Using groups with 10 or fewer objects, demonstrates an understanding of the terms more, less, or same.

Operations and Algebraic Thinking

OA1: Understand that Addition is Putting Together and Subtraction is Taking Apart:

- OA.1A: Demonstrates an understanding of addition and subtraction by using objects, fingers, and drawings (e.g., If we have 3 apples and add 2 more, how many apples do we have all together?).

OA.2: Understand Simple Patterns:

- OA.2A: Duplicates and extends (e.g., What comes next?) simple patterns (AB and ABC) using concrete objects.

Measurement and Data

MD.1: Describe and Compare Measurable Attributes:

- MD.1A: Identifies measurable attributes of objects, such as length and weight. Describes them using correct vocabulary (e.g., small, big, short, tall, empty, full, heavy and light).
- MD.1B: Demonstrates concepts of time (e.g. morning, afternoon, yesterday, today, tomorrow, etc.).



MD.2: Sort Objects and Count the Number of Objects in Each Category:

- MD.2A: Sorts objects with at least 2 attributes into categories; counts the numbers of objects in each category (limit category counts to be less than or equal to 10).

Geometry**G.1: Identify, Describe and Build Shapes (Squares, Circles, Triangles, Rectangles):**

- G.1A: Describes objects in the environment using names of shapes, and describes the relative positions of these objects using terms such as top, bottom, up, down, in front of, behind, over, under, and next to.
- G.1B: Correctly names shapes, regardless of size and orientation.
- G.2B: Models, builds, and draws shapes.

