

K-12 Mathematics Benchmarks

By the end of the K-2 program:

Number, Number Sense and Operations	Measurement	Geometry and Spatial Sense
<p>A. Use place value concepts to represent whole numbers using numerals, words and physical models.</p> <p>B. Recognize, classify, compare and order whole numbers.</p> <p>C. Represent commonly used fractions using words and physical models.</p> <p>D. Determine the value of a collection of coins and dollar bills.</p> <p>E. Make change using coins for values up to one dollar.</p> <p>F. Count, using numerals and ordinal numbers.</p> <p>G. Model, represent and explain addition as combining sets and counting on.</p> <p>H. Model, represent and explain subtraction as comparison, take-away and part-to-whole.</p> <p>I. Model, represent and explain multiplication as repeated addition, rectangular arrays and skip counting.</p> <p>J. Model, represent and</p>	<p>A. Explain the need for standard units of measure.</p> <p>B. Select appropriate units for length, weight, volume (capacity) and time, using:</p> <ul style="list-style-type: none"> • objects; i.e., non-standard units; • U.S. customary units: inch, foot, yard, ounce, pound, cup, quart, gallon, minute, hour, day, week and year; • metric units: centimeter, meter, gram and liter. <p>C. Develop common referents for units of measure for length, weight, volume (capacity) and time to make comparisons and estimates.</p> <p>D. Apply measurement techniques to measure length, weight and volume (capacity).</p> <p>E. Recognize that using different units of measurement will yield different numbers for the same measurement.</p>	<p>A. Describe and create plane figures: circle, rectangle, square, triangle, hexagon, trapezoid, parallelogram and rhombus, and identify them in the environment.</p> <p>B. Describe solid objects: cube, rectangular prism, sphere, cylinder, cone and pyramid, and identify them in the environment.</p> <p>C. Sort and compare two-dimensional figures and three-dimensional objects according to their characteristics and properties.</p> <p>D. Identify, explain and model (superposition, copying) the concept of shapes being congruent and similar.</p> <p>E. Recognize two- and three-dimensional objects from different positions.</p> <p>F. Describe location, using comparative (before, after), directional (above, below), and positional (first, last) words.</p> <p>G. Identify and draw figures with line symmetry.</p>

explain division as sharing equally, repeated subtraction and rectangular arrays.		
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By the end of the K-2 program:

Patterns, Functions and Algebra	Data Analysis and Probability	Mathematical Processes
<p>A. Sort, classify and order objects by size, number and other properties, and describe the attributes used.</p> <p>B. Extend sequences of sounds and shapes or simple number patterns, and create and record similar patterns.</p> <p>C. Create and extend patterns, and describe the rule in words.</p> <p>D. Model problem situations, using objects, pictures, numbers and other symbols.</p> <p>E. Solve open sentences and explain strategies.</p> <p>F. Represent an unknown quantity as a variable using a symbol, such as \square, \square.</p> <p>G. Describe and compare qualitative and quantitative changes.</p>	<p>A. Pose questions and gather data about everyday situations and familiar objects.</p> <p>B. Sort and classify objects by attributes, and organize data into categories in a simple table or chart.</p> <p>C. Represent data using objects, picture graphs and bar graphs.</p> <p>D. Describe the probability of chance events as more, less or equally likely to occur.</p>	<p>A. Use a variety of strategies to understand problem situations; e.g., discussing with peers, stating problems in own words, modeling problems with diagrams or physical materials, identifying a pattern.</p> <p>B. Identify and restate in own words the question or problem and the information needed to solve the problem.</p> <p>C. Generate alternative strategies to solve problems.</p> <p>D. Evaluate the reasonableness of predictions, estimations and solutions.</p> <p>E. Explain to others how a problem was solved.</p> <p>F. Draw pictures and use physical models to represent problem situations and solutions.</p> <p>G. Use invented and conventional symbols and common language to describe a problem situation and solution.</p>

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Number, Number Sense and Operations	Measurement	Geometry and Spatial Sense
<p>K. Demonstrate fluency in addition facts with addends through 9 and corresponding subtractions.</p> <p>L. Demonstrate fluency in adding and subtracting multiples of 10, and recognize combinations that make 10.</p> <p>M. Add and subtract two-digit numbers with and without regrouping.</p>		

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By the end of the K-2 program:

Patterns, Functions and Algebra	Data Analysis and Probability	Mathematical Processes
		<p>H. Recognize the mathematical meaning of common words and phrases, and relate everyday language to mathematical language and symbols.</p> <p>I. Communicate mathematical thinking by using everyday language and appropriate mathematical language.</p>

