

Kindergarten

Standard	Everyday Math Goal	Ohio Benchmark
Number, Number Sense, and Operations	<b>Goal 1.</b> Count on by 1s to 100; count on by 2s, 5s, and 10s and count back by 1s with number grids, number lines, and calculators.	A. Use place value concepts to represent whole numbers using numerals, words and physical models F. Count, using numerals and ordinal numbers
Number, Number Sense, and Operations	<b>Goal 2.</b> Count 20 or more objects; estimate the number of objects in a collection.	F. Count, using numerals and ordinal numbers
Number, Number Sense, and Operations	<b>Goal 3.</b> Model numbers with manipulatives; use manipulatives to exchange 1s for 10s and 10s for 100s; recognize that digits can be used and combined to read and write numbers; read numbers up to 30.	A. Use place value concepts to represent whole numbers using numerals, words and physical models
Number, Number Sense, and Operations	<b>Goal 4.</b> Use manipulatives to model half of a region or a collection; describe the model.	C. Represent commonly used fractions using words and physical models.
Number, Number Sense, and Operations	<b>Goal 5.</b> Use manipulatives, drawings, and numerical expressions involving addition and subtraction of 1-digit numbers to give equivalent names for whole numbers up to 20.	G. Model, represent and explain addition as combining sets and counting on.  H. Model, represent and explain subtraction as comparison, take-away and part-to-whole
Number, Number Sense, and Operations	<b>Goal 6.</b> Compare and order whole numbers up to 20.	B. Recognize, classify, compare and order whole numbers
Number, Number Sense, and Operations	<b>Goal 1.</b> Use manipulatives, number lines, and mental arithmetic to solve problems involving the addition and subtraction of single-digit whole numbers.	G. Model, represent and explain addition as combining sets and counting on.  H. Model, represent and explain subtraction as comparison, take-away and part-to-whole

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<p><b>Number, Number Sense, and Operations</b></p>	<p><b>Goal 2.</b> Identify join and takeaway situations.</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><b>Data Analysis and Probability</b></p>	<p><b>Goal 1.</b> Collect and organize data to create class constructed tally charts, tables, and bar graphs.</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><b>Data Analysis and Probability</b></p>	<p><b>Goal 2.</b> Use graphs to answer simple questions.</p>	<p>A. Pose questions and gather data about everyday situations and familiar objects.</p> <p>C. Represent data using objects, picture graphs and bar graphs.</p>
<p><b>Data Analysis and Probability</b></p>	<p><b>Goal 3.</b> Describe events using <i>certain</i>, <i>possible</i>, <i>impossible</i>, and other basic probability terms.</p>	<p>D. Describe the probability of chance events as more, less or equally likely to occur.</p>
<p><b>Measurement</b></p>	<p><b>Goal 1.</b> Use nonstandard tools and techniques to estimate and compare weight and length; identify standard measuring tools.</p>	<p>A. Explain the need for standard units of measure.</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><b>Number,</b></p>	<p><b>Goal 2.</b> Identify pennies, nickels,</p>	<p>D. Determine the value of a collection of coins and</p>

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<p><b>Number Sense, and Operations</b></p>	<p>dimes, quarters, and dollar bills.</p>	<p>dollar bills.</p>
<p><b>Measurement</b></p>	<p><b>Goal 3.</b> Describe temperature using appropriate vocabulary, such as <i>hot</i>, <i>warm</i>, and <i>cold</i>; identify a thermometer as a tool for measuring temperature.</p>	<p>none</p>
<p><b>Measurement</b></p>	<p><b>Goal 4.</b> Describe and use measures of time periods relative to a day and week; identify tools that measure time.</p>	<p>B. Select appropriate units for length, weight, volume (capacity) and time, using:</p> <ul style="list-style-type: none"> <li>• objects; i.e., non-standard units;</li> <li>• U.S. customary units: inch, foot, yard, ounce, pound, cup, quart, gallon, minute, hour, day, week and year;</li> <li>• metric units: centimeter, meter, gram and liter.</li> </ul> <p>C. Develop common referents for units of measure for length, weight, volume (capacity) and time to make comparisons and estimates.</p>
<p><b>Geometry and Spatial Sense</b></p> <p><i>(Benchmarks D and F are not EM goals)</i></p>	<p><b>Goal 1.</b> Identify and describe plane and solid figures including circles, triangles, squares, rectangles, spheres, and cubes.</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>E. Recognize two- and three-dimensional objects from different positions.</p>
<p><b>Geometry and Spatial Sense</b></p>	<p><b>Goal 2.</b> Identify shapes having line symmetry.</p>	<p>G. Identify and draw figures with line symmetry.</p>

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<p><b>Patterns, Functions, and Algebra</b></p> <p><i>(Benchmark G is not an EM goal)</i></p>	<p><b>Goal 1.</b> Extend, describe, and create visual, rhythmic, and movement patterns; use rules, which will lead to functions, to sort, make patterns, and play “What’s My Rule?” and other games.</p>	<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><b>Patterns, Functions, and Algebra</b></p>	<p><b>Goal 2.</b> Read and write expressions and number sentences using the symbols +, -, and =.</p>	<p>F. Represent an unknown quantity as a variable using a symbol, such as □, Δ, ○</p>