Arkansas Mathematics Standards

Kindergarten

Adopted 2023

Number & Place Value

Counting & Number Foundations

Know the number names and count sequence while exploring the relationships between numbers.

Place Value

Understand the base ten place value system.

5. Read, write, and represent whole numbers from 0 to 20. K.NPV.5
6. Show equivalent forms of whole numbers up to 20 as groups of tens and ones, using manipulatives and drawings. K.NPV.6

Comparison

Use place value understanding to compare numbers.

7. Use matching and counting strategies to compare the number of objects in one group to the number of objects in another group (0 to 10) using the terms greater than, less than, or equal. K.NPV.7
8. Compare two whole numbers, using the terms greater than, less than, or equal. K.NPV.8

Computation & Algebraic Reasoning

Operations & Properties

Perform operations using place value understanding and properties of operations.

1. Use objects, fingers, mental images, drawings, sounds, acting out situations, or verbal explanations to represent addition and subtraction from 0 to 10. K.CAR.1
2. Use objects or drawings to decompose numbers less than or equal to 10 into pairs in more than one way, recording each decomposition. K.CAR.2
3. Use a drawing or equation to find the number that makes 10 when added to a given number. K.CAR.3
4. Use manipulatives and various strategies to fluently add and subtract within 10. K.CAR.4

Problem Solving

Solve real-world problems.

5. Solve real-world problems involving addition and subtraction within 10, using objects, drawings, or equations to represent the problem. K.CAR.5

Geometry & Measurement

Shapes

Analyze attributes of shapes to develop generalizations about their properties.

1. Describe the positions of objects and geometric shapes in the environment.
Terms include: inside, outside, between, above, below, near, far, under, over, up, down, behind, in front of, next to, to the left of, and to the right of K.GM.1
2. Name shapes correctly regardless of their orientation or overall size.
Shapes include: squares, circles, triangles, rectangles, hexagons, cubes, cones, cylinders, and spheres K.GM.2
3. Identify two-dimensional attributes of three-dimensional objects. K.GM.3
4. Analyze and sort a variety of two and three-dimensional shapes using informal language to describe their similarities, differences, and other attributes. K.GM.4
5. Compose and draw shapes found in the world using objects (e.g., straws, toothpicks, clay balls). K.GM.5

Measurement Concepts

Students develop understanding of measurement terms and concepts.

6. Make direct comparisons of the length, capacity, weight, and temperature of objects, recognizing which object is shorter/longer, lighter/heavier, warmer/cooler, or holds more. K.GM.6

Time & Money

Explore time and money values and concepts.

7. Understand concepts of time, recognizing that clocks and calendars are tools that measure time.
Concepts of time include: morning, afternoon, evening, today, yesterday, tomorrow, day, week, month, and year K.GM.7
8. Identify pennies and dimes by name and value. K.GM.8

Data Analysis

Charts, Graphs, & Tables

Organize and analyze data.

1. Collect, sort, and organize data into two or three categories, using real-object graphs and picture graphs. K.DA.1

Count to 100 by ones and tens; count forward by ones from any given number up to 100. K.NPV.1

1. **Count to 100 by ones and tens; count forward by ones from any given number up to 100.** K.NPV.1

Count a set of objects up to 20 using one-to-one correspondence, demonstrating that the last number stated indicates the number of objects in the set regardless of the arrangement. K.NPV.2	2. **Count a set of objects up to 20 using one-to-one correspondence, demonstrating that the last number stated indicates the number of objects in the set regardless of the arrangement.** K.NPV.2
Identify the position of objects in a set using ordinal numbers (first, second, third, etc.). K.NPV.3	3. **Identify the position of objects in a set using ordinal numbers (first, second, third, etc.).** K.NPV.3
Identify quickly a number of items in a set from 0 to 10 without counting. K.NPV.4	4. **Identify quickly a number of items in a set from 0 to 10 without counting.** K.NPV.4