Florida Mathematics (B.E.S.T.)

Grade K: Access Points

Algebraic Reasoning

1 Represent and solve addition problems with sums between 0 and 10 and subtraction problems using related facts.

1. For any number from 1 to 9, use objects to find the number that makes 10 when added to the given number. MA.K.AR.1.AP.1
2. Given a number from 0 to 5, find the different ways it can be represented as the sum of two numbers. MA.K.AR.1.AP.2
3. Solve addition and subtraction real-world problems within 5 using objects, drawings or equations to represent the problem. MA.K.AR.1.AP.3

2 Develop an understanding of the equal sign.

1. Show that an addition or subtraction equation within 5 is true using objects or drawings. MA.K.AR.2.AP.1

Data Analysis and Probability

Develop an understanding for collecting, representing and comparing data.

1. Sort objects by characteristic (e.g., size, shape or color). Count the objects in each category and report the results. MA.K.DP.1.AP.1

Geometric Reasoning

Identify, compare and compose two- and three-dimensional figures.

1 Identify two- and three-dimensional figures regardless of their size. Figures are limited to circles, triangles, rectangles, squares, spheres, cubes, cones and cylinders. MA.K.GR.1.AP.1

2a Sort two-dimensional figures based on their similarities. Figures are limited to circles, triangles, rectangles and squares. MA.K.GR.1.AP.2A

2b Use informal spatial language to describe the relative positions of two-dimensional figures (e.g., above, below, beside, next to, under). MA.K.GR.1.AP.2B

3a Sort three-dimensional figures based on their similarities. Figures are limited to spheres, cubes, cones and cylinders. MA.K.GR.1.AP.3A

3b Use informal spatial language to describe the relative positions of three-dimensional figures (e.g., above, below, beside, next to, under). MA.K.GR.1.AP.3B

4 Explore real-world objects that can be modeled by a given two- or three-dimensional figure. Figures are limited to circles, triangles, rectangles, squares, spheres, cubes, cones and cylinders. MA.K.GR.1.AP.4

5 Recognize that a different figure can be formed by combining two smaller two-dimensional figures. Figures used to form a composite shape are limited to triangles, rectangles and squares. MA.K.GR.1.AP.5

Measurement

1 Identify and compare measurable attributes of objects.

1 1a. Explore the attributes of a single object that can be measured such as length or weight. MA.K.M.1.AP.1

2 1b. Directly compare two objects to determine which is longer/shorter or heavier/lighter. MA.K.M.1.AP.2

3 1c. Express the length of an object, up to 10 units long, as a whole number of lengths using non-standard objects laid end to end with no gaps or overlaps. MA.K.M.1.AP.3

Number Sense and Operations

1 Develop an understanding for counting using objects in a set.

1 Given a group of up to 10 objects, count the number of objects in that group and represent the number by identifying the written numeral. Express the number of objects in a rearrangement of that group without recounting. MA.K.NSO.1.AP.1

2 Given a number from 0 to 10, count out that many objects. MA.K.NSO.1.AP.2

3 Identify the first, second or third object within a sequence. MA.K.NSO.1.AP.3

4 Compare the number of objects from 0 to 10 in two groups to determine which group is greater or less, or if the number of objects in the two groups are equal. MA.K.NSO.1.AP.4

2 Recite number names sequentially within 100 and develop an understanding for place value.

1. Express number names from 1 to 100 by ones and from 10 to 100 by tens. Starting at a given number, count forward to 20 and backwards within 10. MA.K.NSO.2.AP.1
2. Represent whole numbers from 10 to 19, using one group of 10 ones and some further ones, with objects, drawings or verbalization. MA.K.NSO.2.AP.2
3. Locate and compare two numbers from 0 to 10 to determine which number is less than, equal to or greater than the other number. MA.K.NSO.2.AP.3

3 Develop an understanding of addition and subtraction operations with one-digit whole numbers.

1. Explore addition and subtraction of two whole numbers within 5 using objects. MA.K.NSO.3.AP.1
2. Apply a strategy for adding and subtracting two one-digit whole numbers to solve within 5. MA.K.NSO.3.AP.2