NUMBER SENSE (NS)	Standard	Core Concepts	Key Terms	Examples
MA.PK.NS.1	Apply one-to-one correspondence with objects and people and count each object only once.	• There is a specific order to the set of whole numbers. • One object is attributed to one number.		
MA.PK.NS.2	Imitate counting behavior using the names of large numbers.	• A large amount of objects requires a large number.		
MA.PK.NS.3	Identify first and last.	• Numbers have an order called a sequence. • When determining sequence, words can be used to express the order.	• first • last	

NUMBER SENSE (NS)	Standard	Core Concepts	Key Terms	Examples
MA.PK.NS.4	Use whole numbers and match number symbols with amounts up to 5.	• There is a specific order to the set of whole numbers. • The Base Ten numeration system uses the symbols 0-9 and place value to build all our numbers. • Counting tells how many are in a set, regardless of their arrangement or the order in which they appear. • The last number said when counting a set is the total. • There is a unique symbol that goes with each number.		

NUMBER SENSE (NS)	Standard	Core Concepts	Key Terms	Examples
MA.PK.NS.5	Identify when objects are the same number, even if the arrangement is changed.	• Counting tells how many are in a set, regardless of their arrangement or the order in which they appear.		
MA.PK.NS.6	Give "all" objects when asked. Give "some" and give "the rest" when asked.	• "All" expresses the whole quantity of something. • "Some" expresses at least a small amount of something. • "The rest" expresses the remaining objects left in a set.		
MA.PK.NS.7	Communicate the meaning of "half".	• Objects can be divided into equal parts. • When divided into two equal parts, "half" is one of the two equal parts.		
MA.PK.NS.8	Identify the concept of "none".	• Amounts can be described using words.		

NUMBER SENSE (NS)	Standard	Core Concepts	Key Terms	Examples
MA.PK.NS.9	Rote counts to 10.	• Numbers follow a specific order.		
MA.PK.NS.10	Identify the next number in a series of numbers up to 10.	• Numbers follow a specific order. • Zero is a number that tells how many objects when there are none. • Each successive number name refers to a quantity that is one more		
MA.PK.NS.11	Count backward from 10.	• Numbers follow a specific order. • Zero is a number that tells how many objects when there are none. • Each preceding number name refers to a quantity that is one less.		

COMPUTATION (C)	Standard	Core Concepts	Examples	Key terms
MA.PK.C.1	Trade several smaller items for a larger item.			
MA.PK.C.2	Identify and use the concepts of "one more" and "one less".	• Numbers follow a specific order. • Zero is a number that tells how many objects when there are none. • Each preceding number name refers to a quantity that is one less. • Each successive number name refers to a quantity that is one more • "One more", "one less", etc. expresses a relationship between two numbers.		
MA.PK.C.3	Make a collection of items larger by adding items, when asked.	• Increasing a given amount by another amount is an interpretation of addition.		

COMPUTATION (C)	Standard	Core Concepts	Examples	Key terms
MA.PK.C.4	Make a collection of items smaller by taking away items, when asked.	• Taking parts of a group away is one interpretation of subtraction.		
MA.PK.C.5	Make guesses related to quantity.	• Describing an amount by guessing is a form of estimation.		
MA.PK.C.6	Describe addition situations for numbers less than 5.	• Joining parts to make whole is one interpretation of addition. • Increasing a given amount by another amount is another interpretation of addition.		
MA.PK.C.7	Describe subtraction situations for numbers less than 5.	• Taking parts of a group away is one interpretation of subtraction. • Comparing two quantities to find how much more or less one quantity is than another is one interpretation of subtraction.		

ALGEBRA AND FUNCTIONS (AF)	Standard	Core Concepts	Examples	Key terms
MA.PK.AF.1	Follow along and imitate patterns of sound and movement.	• Patterns are all around us. • Patterns can be made with sounds and movement that repeat.		
MA.PK.AF.2	Reproduce three patterns of sounds and movement.			
MA.PK.AF.3	Reproduce simple AB patterns of concrete objects.	• Patterns can be made with any objects that repeat.		
MA.PK.AF.4	Predict what comes next when shown a simple AB pattern of concrete objects.	• A pattern's continuation can be determined by recognizing the pattern.		
MA.PK.AF.5	Classify categories of objects and name the group of objects.	• Objects have measurable attributes, such as length and weight that can be described and compared. • Attributes such as size, color, shape, number can be used to classify and sort objects in different categories.		

ALGEBRA AND FUNCTIONS (AF)	Standard	Core Concepts	Examples	Key terms
MA.PK.AF.6	Sort a group of objects by more than one way.	• Attributes such as size, color, or shape can be used to sort the same set of objects in different ways.		
MA.PK.AF.7	Communicate when something does not belong or should not happen.	• Attributes can be used to compare objects to determine relationship/no relationship with one another.		

GEOMETRY (G)	Standard	Core Concepts	Examples	Key terms
MA.PK.G.1	Give clues for finding hidden objects.			
MA.PK.G.2	Discriminate an object that is pulled apart and one that is put together.	• Objects can be broken into parts.		
MA.PK.G.3	Identify parts of an object.	• A "whole" is made up of "parts."		
MA.PK.G.4	Copy vertical and horizontal lines.	• Drawn forms create specific words, numbers, shapes, etc.		
MA.PK.G.5	Identify attributes of an object and sort a group of objects by one attribute.	• Attributes such as size, color, shape, number can be used to classify and sort objects in different categories.		

GEOMETRY (G)	Standard	Core Concepts	Examples	Key terms
MA.PK.G.6	Use position words, "in" or "out", "on" or "off", "here" or "there", "beside" or "next to" to indicate where things are in space. Follow instructions to place an object in the indicated space.	• There are many words to indicate where one object is relative to another. • Learning position words expands vocabulary and prepares for geometry, mathematics, and geography.		
MA.PK.G.7	Identify and copy circles, squares, triangles, and rectangles.	• Geometric figures have specific names and attributes.		

MEASUREMENT (M)	Standard	Core Concepts	Examples	Key terms
MA.PK.M.1	Follow steps in a routine, such as a daily schedule. Tell what activity comes first and what follows in sequence in a three-event sequence.	• Events and activities are completed in a sequence that is followed.		
MA.PK.M.2	Order three objects by size.	• Size in an attribute of objects used to sort and classify.		
MA.PK.M.3	Use any descriptive word or gesture to express amount or size and communicate the size of things in relation to self.	• Size in an attribute of objects used to sort and classify. • Attributes can be used to compare objects.		
MA.PK.M.4	Use cups and other measuring tools in the correct context.	• There are particular objects used to determine attributes of objects.		

MEASUREMENT (M)	Standard	Core Concepts	Examples	Key terms
MA.PK.M.5	Identify when something is hot or cold.	• Hot and cold are two attributes that can be identified and used to describe an object.		
MA.PK.M.6	Sort objects into long and short and use the words to describe what they are doing.	• Objects have measurable attributes, such as length, that can be described and compared.		
MA.PK.M.7	Identity when something is too heavy to lift.	• Objects have measureable attributes, such as weight, that can be described and compared.		
MA.PK.M.8	Relate time to events. Associate time-related concepts.	• The day can be measured in relation to common events. The day can be broken up into parts/general times (morning, afternoon, night).		