Everyday Mathematics

THE UNIVERSITY OF
CHICAGO
SCHOOL MATHEMATICS PROJECT

KINDERGARTEN   GRADE-LEVEL GOALS

Content Strand: Number and Numeration		
Program Goal	**Content Thread**	**Grade-Level Goal**
Understand the Meanings, Uses, and Representations of Numbers	*Rote counting*	Goal 1 — 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.
	Rational counting	Goal 2 — Count 20 or more objects; estimate the number of objects in a collection.
	Place value and notation	Goal 3 — 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.
	Meanings and uses of fractions	Goal 4 — Use manipulatives to model half of a region or a collection; describe the model.
Understand Equivalent Names for Numbers	*Equivalent names for whole numbers*	Goal 5 — Use manipulatives, drawings, and numerical expressions involving addition and subtraction of 1-digit numbers to give equivalent names for whole numbers up to 20.
Understand Common Numerical Relations	*Comparing and ordering numbers*	Goal 6 — Compare and order whole numbers up to 20.

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Content Strand: Operations and Computation

Program Goal	Content Thread	Grade-Level Goal	
Compute Accurately	*Addition and subtraction facts*	Goal 1	Use manipulatives, number lines, and mental arithmetic to solve problems involving the addition and subtraction of single-digit whole numbers; demonstrate appropriate fluency with addition and subtraction facts within 5.
Understand Meanings of Operations	*Models for the operations*	Goal 2	Identify join and take-away situations.

Content Strand: Data and Chance

Program Goal	Content Thread	Grade-Level Goal	
Select and Create Appropriate Graphical Representations of Collected or Given Data	*Data collection and representation*	Goal 1	Collect and organize data to create class-constructed tally charts, tables, and bar graphs.
Analyze and Interpret Data	*Data analysis*	Goal 2	Use graphs to answer simple questions.
Understand and Apply Basic Concepts of Probability	*Qualitative probability*	Goal 3	Describe events using certain, possible, impossible, and other basic probability terms.

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Content Strand: Measurement and Reference Frames		
Program Goal	**Content Thread**	**Grade-Level Goal**
Understand the Systems and Processes of Measurement; Use Appropriate Techniques, Tools, Units, and Formulas in Making Measurements	*Length, weight, and angles*	Goal 1 Use nonstandard tools and techniques to estimate and compare weight and length; identify standard measuring tools.
	Money	Goal 2 Identify pennies, nickels, dimes, quarters, and dollar bills.
Use and Understand Reference Frames	*Temperature*	Goal 3 Describe temperature using appropriate vocabulary, such as hot, warm, and cold; identify a thermometer as a tool for measuring temperature.
	Time	Goal 4 Describe and use measures of time periods relative to a day and week; identify tools that measure time.

Content Strand: Geometry		
Program Goal	**Content Thread**	**Grade-Level Goal**
Investigate Characteristics and Properties of Two- and Three-Dimensional Geometric Shapes	*Plane and solid figures*	Goal 1 Identify and describe plane and solid figures including circles, triangles, squares, rectangles, spheres, and cubes.
Apply Transformations and Symmetry in Geometric Situations	*Transformations and symmetry*	Goal 2 Identify shapes having line symmetry.

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Content Strand: Patterns, Functions, and Algebra		
Program Goal	**Content Thread**	**Grade-Level Goal**
Understand Patterns and Functions	*Patterns and functions*	Goal 1 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.
Use Algebraic Notation to Represent and Analyze Situations and Structures	*Algebraic notation and solving number sentences*	Goal 2 Read and write expressions and number sentences using the symbols +, -, and =.