**Common Core Kindergarten I can Math statements   
  
Counting and Cardinality  
K.CC.1**-I can count to 100 by ones and by tens.  
**K.CC.2**- I can count starting at any number.  
**K.CC.3**- I can write numbers 0 to 20. I can match numbers to the amount of things I count.  
**K.CC.4**- I know a number represents an amount of objects.  
**K.CC.4a**-When I count, I know that each number I say represents one object.  
**K.CC.4b**- I know that the last number I say is how many objects there are. I know that the number doesn’t change even if I count them a different way.  
**K.CC.4c**- I know that when I count, the number gets bigger.  
**K.CC.5**- I can count 20 things.  
**K.CC.6**- I can tell you if a group has greater than, less than, or the same as another group.  
**K.CC. 7**- I can compare two written numbers.  
  
  
**Operations and Algebraic Thinking  
K.OA.1**-I can add and subtract with my fingers.  
**K.OA.2**- I can add and subtract within 10 by drawing or using objects to solve.  
**K.OA.3**- I can show different names for numbers by showing different ways to make the number 5 out of 5 objects.  
**K.OA.4**- I can add any number from 1 to 9 to make 10.  
**K.OA. 5**- I can add and subtract within 5.  
  
  
**Number and Operations in Base 10  
K.NO.1**-I can show you how many 10s and how many 1s a number has.  
  
  
**Measurement and Data  
K.MD.1**-I can tell you what length and width is. I know shapes can have many attributes.  
**K.MD.2**- I can tell you which is more. I can tell you which is less.  
**K.MD.3**- I can sort objects into categories.  
  
  
**Geometry  
K.G.1**-I can tell you the position of an object using words like above, below, beside, in front of, behind, and next to.  
**K.G.2**- I can name shapes no matter what way they are turned.  
**K.G.3**- I know some objects are 2-D, flat and objects are 3-D and solid.  
**K.G.4**- I can compare the attributes of shapes.  
**K.G.5**- I can make 3-D shapes out of other objects.  
**K.G.6**- I can put two shapes together to make a new shape.