MATH / Kindergarten

Counting and Cardinality

DIGITAL GAMES

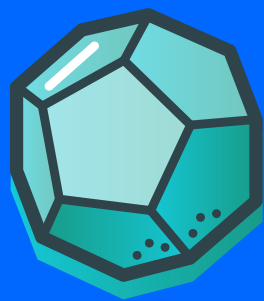|	
Count to 100 by ones and by tens	CCSS.MATH.K.CC.A.1
Count forward from any given number besides one	CCSS.MATH.K.CC.A.2
Write and represent numbers 0-20	CCSS.MATH.K.CC.A.3
Connect numbers to quantities	CCSS.MATH.K.CC.B.4
Count to answer "how many?"	CCSS.MATH.K.CC.B.5
Count or match to identify greater than, less than, or equal	CCSS.MATH.K.CC.C.6
Compare two written numbers (1-10)	CCSS.MATH.K.CC.C.7

KIT-REQUIRED GAME

Count and relate to cardinality	CCSS.MATH.K.CC

Geometry

DIGITAL GAMES

Describe the relative positions of objects (ex: above, below, etc)	CCSS.MATH.K.G.A.1
Name shapes regardless of size or position	CCSS.MATH.K.G.A.2
Distinguish between flats and solids	CCSS.MATH.K.G.A.3
Use informal language to describe and compare 2- and 3-d shapes	CCSS.MATH.K.G.B.4
Draw and build shapes	CCSS.MATH.K.G.B.5
Create identifiable shapes using other shapes	CCSS.MATH.K.G.B.6

KIT-REQUIRED GAME

Identify, describe, and construct shapes	CCSS.MATH.K.G

Measurement & Data

DIGITAL GAMES

Describe measurable attributes of objects (ex: length or weight)	CCSS.MATH.K.MD.A.1
Compare two objects with a common measurable attribute (ex: height)	CCSS.MATH.K.MD.A.2
Classify and count objects in categories	CCSS.MATH.K.MD.B.3

KIT-REQUIRED GAME

Describe and compare measurable attributes	CCSS.MATH.K.MD.A

Numbers & Operations in Base Ten

DIGITAL GAMES

Compose and decompose numbers within 20; represent that numbers 11-19 are made up of 10 and some number of ones.	CCSS.MATH.K.NBT.A.1

KIT-REQUIRED GAME

Understand numbers 11-19	CCSS.MATH.K.NBT.A

Operations and Algebraic Thinking

DIGITAL GAMES

Represent addition and subtraction	CCSS.MATH.K.OA.A.1
Add and subtract within 10 using representations	CCSS.MATH.K.OA.A.2
Decompose and represent numbers less than or equal to 10	CCSS.MATH.K.OA.A.3
Make and represent 10s using 1-9	CCSS.MATH.K.OA.A.4

KIT-REQUIRED GAME

Understand addition and subtraction as operations	CCSS.MATH.K.OA.A

VIEW ADDITIONAL RELATED GAMES