

## K5 Mathematics Student Assessment Form

### K5 Exit Expectations Checklist

<b>Number Operations and Relationships</b>	<b>Q1</b>	<b>Q2</b>	<b>Q3</b>	<b>Q4</b>
• Count by 1's to 100	I	D	D	P
• Count by 10's to 100				I
• Count by 5's to 100				I
• Identify numbers 1-30	I	D	D	P
• Write 1-20	I	D	D	P
• Understand number value:				
• Sets	I	D	D	P
• One more than		I	D	P
• One less than		I	D	P
• Number that comes between two numbers		I	D	P
• Use tallies to understand tens and ones			I	D
• Understand the process of addition and subtraction				I
• Use manipulatives to show addition and subtraction through 8				I
• Count backward and forward from a given number	I	D	D	D
• Understand the use of ordinal numbers (first through fifth)		I		
• Identify doubles to 10 ( $2 + 2 = 4$ , etc.)				
• Solve story problems with manipulatives				I
<b>Probability and Statistics</b>	<b>Q1</b>	<b>Q2</b>	<b>Q3</b>	<b>Q4</b>
• Interpret graphs to identify more, less, least (how many more, how many less)	I	D	D	D
• Construct pictorial graphs		I	D	D
• Predict possible outcomes				I
<b>Geometry</b>	<b>Q1</b>	<b>Q2</b>	<b>Q3</b>	<b>Q4</b>
• Identify basic shapes (circle, square, rectangle, triangle)	D	D	P	
• Match shapes to create designs	I	D	D	D
• Use shapes to create new designs	I	D	D	D
• Create symmetrical pattern block designs	I	D	D	D
• Copy symmetrical pattern block designs	I	D	D	D
<b>Measurement</b>	<b>Q1</b>	<b>Q2</b>	<b>Q3</b>	<b>Q4</b>
• Compare and sequence objects by size			P	
• Estimate amounts and sizes			P	
• Use unifix cubes to measure			P	
• Tell time on the hour			P	
• Understand the value of a penny, nickel, and dime			I	D
• Know days of the week and months of the year	I	D	D	P
• Identify temperatures on a thermometer				
• Locate temperatures on a thermometer				

<b>Algebraic Relationships K5</b>	<b>Q1</b>	<b>Q2</b>	<b>Q3</b>	<b>Q4</b>
• Identify ABC patterns	I			
• Copy ABC patterns	I			
• Complete ABC patterns	I			
• Create ABC patterns with manipulatives	I			
• Use math symbols to represent simple equations (+, -, =)				I
• Sort and classify objects with one or more common attributes	I	D	D	D
• Compare dots on each end of a domino (more, less, same)				
• Solve story problems with manipulatives				I

**I-Introduce D-Develop P-Proficient**