Nevada Pre-Kindergarten

Mathematics

Demonstrate knowledge of numbers, numerals, and quantity. M.NQ

1. **Recite numbers from 1 to 20.** M.NQ.PK1
2. **Count backward from 5 to 1.** M.NQ.PK2
3. **Give the next number name in the number series up to 10.** M.NQ.PK3
4. **Recognize mistakes in others' counting and self-correct own counting.** M.NQ.PK4
5. **Identify and use numbers related to order or position from first to fifth.** M.NQ.PK5
6. **Count up to 10 objects saying the number name in the correct order and pairing each object with one and only one number name.** M.NQ.PK6
7. **Count using one-to-one correspondence and answer "How many?" questions for a group of up to 10 objects arranged in a straight line.** M.NQ.PK7
8. **Instantly recognize and name the number of objects in a set up to five.** M.NQ.PK8
9. **Manipulate a set of objects to count out a specified or target number of up to 10 objects.** M.NQ.PK9
10. **Correctly identify the remaining number of objects in a set of up to four objects after one object is added or taken away.** M.NQ.PK10
11. **Compare two or more sets of up to 10 objects and accurately identify which sets are equal and which have more or fewer objects.** M.NQ.PK11
12. **Recognize and read some of the numerals between 0 and 10.** M.NQ.PK12
13. **Match the number of objects in a set to the correct numeral between 1 and 5.** M.NQ.PK13
14. **Write, draw, or create objects to represent the numerals between 0 and 5.** M.NQ.PK14

Demonstrate the ability to analyze and create patterns and early mathematical problem-solving skills. M.PO

1. **Sort objects by attributes such as size and shape.** M.PO.PK1
2. **Recognize, replicate, and extend simple repeating patterns.** M.PO.PK2
3. **Create own simple pattern and identify the core unit of the repeating pattern.** M.PO.PK3

	4 **Solve simple addition and subtraction problems (where the answer is five or less), using objects to represent the problem.** M.PO.PK4
Demonstrate the ability to measure and compare by size and volume. M.ME	1 **Compare or order up to five objects based on their measurable attributes, such as height or weight.** M.ME.PK1
	2 **Use comparative language to describe the length, size, or weight of two or more objects (e.g., shortest, heavier, biggest).** M.ME.PK2
	3 **Measure the length of an object using another object or group of objects.** M.ME.PK3
Analyze and compare common shapes and use knowledge of position in space. M.GS	1 **Identify basic shapes such as circles, triangles, squares, and rectangles regardless of size or orientation.** M.GS.PK1
	2 **Name, describe, and compare shapes in terms of length of sides, number of sides, and number of angles.** M.GS.PK2
	3 **Identify basic 2D and 3D shapes in the environment.** M.GS.PK3
	4 **Create and build shapes from components.** M.GS.PK4
	5 **Select, combine, rotate, and flip shapes to match an example.** M.GS.PK5
	6 **Understand and use language related to directionality and the position of objects.** M.GS.PK6