



## KINDY Achievement Standards MATHEMATICS

BY THE END OF KINDY I SHOULD BE ABLE TO...

### NUMBER AND ALGEBRA

- Copy and create simple patterns
- Know that numbers are different letters
- Know and use the 5 rules of counting
- Use math symbols in play to represent and make meaning
- Count in order initially to 5, then 10
- Find the missing numbers in a number line 1-10
- Recognise and order numerals initially to 5, then to 10
- Break up (partition) small numbers (part, part, whole... 3 and 2 makes 5)
- Subitise small numbers of objects (example- recognise a dice pattern of dots or name 3 objects as 3 without counting them)
- Compare and identify a group of objects as having more, less or the same

### MEASUREMENT AND GEOMETRY

- Use simple language of measurement to describe, compare, sort and order (length, size, mass, height)
- Use everyday language of time to sequence familiar events and routines such as morning, afternoon, daytime, days of the week.
- Use everyday language to describe duration such as quick, slow, it takes a long time...
- Recognise, name, sort and match basic 2D shapes
- Identify the basic properties of shapes (number of corners, long and short sides..)
- Use positional language such as on, under, behind...

### STATISTICS AND PROBABILITY

- Answer simple yes/ no questions to collect information
- Order objects according to 1 attribute (for example make a line from tall to short)
- Sort objects according to 1 attribute (for example group objects by colour)
- Create and use simple representations to organise, record and talk about math ideas (for example graphs and tally marks)