

# Kindergarten

# Everyday Mathematics<sup>®</sup>

# Guideposts

# Guideposts 1

**Count forward from 0 to 21.**

**Count back from 10 to 1.**

**Read the numbers 0 to 10.**

**Compare lengths, matching ends.**

**Recognize a penny and know its value.**

**Match one-to-one.**

***(From Guideposts and Reminders 1, pages 44-45)***

# Guideposts 2

**Count forward from 0 to 35.**

**Count back from 10 to 1.**

**Read the numbers 1 to 15.**

**Recognize and name a triangle, square, circle, and rectangle.**

**Recognize simple examples of symmetry.**

***(from Guideposts and Reminders 2, page 74)***

# Guideposts 3

**Count forward from 0 to 50.**

**Count back from 12 to 0.**

**Understand each “teen” number as 10 + a digit.**

**Use concepts of greater and less to find a “mystery number”  
(*Monster Squeeze game*).**

**Read and record amounts of pennies using the ¢ sign.**

**Generate, continue, and copy patterns  
(*from Guideposts and Reminders 3, page 104*)**

# Guideposts 4

**Write the numbers from 0 to 10.**

**Count forward from 0 to 70.**

**Count back from 15 to 0.**

**Skip count with the group by 2s, 5s, and 10s.**

**Count with a calculator.**

**Explore using a variety of measuring tools.**

**Identify a dime and a nickel.**

**Participate in telling change-to-more (addition) number stories.**

**Discuss graph outcomes with the group.**

***(from Guideposts and Reminders 4, pages 152-153)***

# Guideposts 5

**Count forward from 0 to 90.**

**Count back from 15 to 0.**

**Count tally marks.**

**Count on, varying the starting point.**

**Identify a quarter.**

**(from Guideposts and Reminders 5, page 186)**

# Guideposts 6

**Count forward from 0 to 115.**

**Count back from 20 to 0.**

**Read time to the nearest hour on an analog clock.**

**Participate in telling change-to-less (subtraction) stories.**

**Make and continue three-part patterns.**

***(from Guideposts and Reminders 6, pages 224, 225)***

# Guideposts 7

**Count forward from 0 to 115.**

**Count back from 20 to 0.**

**Skip count by 2s, 5s, and 10s.**

**Write the numbers from 0 to 20.**

**Read 3-digit numbers.**

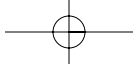
**Recognize and understand  $\frac{1}{2}$ .**

**Estimate time (on analog clocks) using the hour hand only.**

**Know the value of a penny, nickel, and dime;  
recognize a quarter**

**Enjoy playing simple “What’s My Rule?” games.  
(from Guideposts and Reminders 7, on page 263)**





# Notes

