Indicators of Proficiency Kindergarten: Content Focus

Student _____

Content	**Indicator of Proficiency:** The student can…	**Proficiency Level:** EM	DEV	PRF	EX
Number Sense					
Vocabulary: decompose, more, less, skip-count, expanded-form, tens, ones, benchmarks, odd, even					
Place value to 10	Decompose numbers to 10 using objects, number bonds and symbolic representation				
	Visually represent numbers to 10 with ten frames, snap cubes, money, Numicons, tally marks				
	Count forwards from 1-10				
	Count backwards from 10-1				
	Count forward/backwards to 10 from different starting points				
	Compare and order numbers to 10				
	Identify 1 more and 2 more than a given number to 10				
	Count a set of objects up to 10				
	Prints numbers 0-9 accurately				
	Compares quantities of different sets (Visual Magnitude)				
	Subitizes a group of objects up to 5				
	Represents a given set of objects with symbols, concrete and pictorial forms				
Operations					
Vocabulary: addition, subtraction, add, altogether, join, leave, split					
Operational Fluency: Observing Patterns and Relations within numbers to 10	Uses visual tools to compare quantities				
	Begins to add (join sets together)				
	Begins to subtract (split sets)				
	Decompose a set of up to 10 objects				
	Makes 5 in different ways				

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	Models with tools like ten-frames, rekenreks, number paths or other manipulatives to support developing fluency				
Change in quantity to 10, verbally and concretely	Model change tasks (starting with 4 objects and adding 2 objects to make it 6)				
	Verbally explain what they need to do to change 9 to 10 or 6 to 10.				
Patterning/Graphing					
Vocabulary: core, attribute, tally-mark, bar-graph, pictograph, survey, data, compare, sometimes, never, always					
Repeating patterns	Identify core of a repeating pattern with 2-3 repeating elements				
	Sort and classify objects based on a single attribute				
	Complete next element in a repeating pattern				
	Create repeating patterns in concrete, pictorial and symbolic forms (shapes/colours, movement patterns etc.)				
Graphs and Visual Representation of Data	States information from a simple graph (tally chart, bar graph, pictograph)				
	Uses comparative language like "more people like chocolate ice cream than vanilla" to interpret data on a graph.				
Likelihood of familiar life events	use language to describe probability of familiar events (e.g. chance of snow) using language like always, never, sometimes				
Geometry &Spatial Understanding					
Vocabulary: attribute, 2D shape names, edge, size, colour, vertices					
2D & 3D shapes	Can describe simple 2D shapes such as squares, rectangles, triangles and circles with a focus on one attribute				
	Identify and name basic 2D shapes				
	Sort 2D and 3D shapes based on a single attribute				

	Create larger 2D shapes using smaller 2D shapes using materials like tangrams or digital apps				
	Begin to recognize similarities in 3D shapes (curved edges, pointy, round, flat etc.. no terminology to name 3d shapes expected)				
	sort 2D and 3D shapes based on single attribute				
	Describe relative position (Above, below, inside, in front of, behind)				
Measurement					
Vocabulary: bigger, smaller, wider, narrower, shorter, longer, heavier, lighter, holds more, hold less)					
Direct measurement, Non-Standard	Accurately measure how long or how tall an object is using non-standard units (unfix cubes, paper clips etc.)				
	Use accurate vocabulary when describing or comparing objects				
Financial Literacy					
Vocabulary: Nickel, dime, quarter, Loonie, dollar, toonie, savings, coins, bills					
Currency	Identify and name some Canadian coins; Loonie, toonie				
	Sorts and counts number of different types of coin in a mixed collection				
Financial Planning and Decision Making	Role-play financial transactions through play (restaurant, bakery, grocery store)				
	Connect to ways to make 5 with loonies and toonies				
	Compares needs versus wants				