



THE FLORIDA BENCHMARKS FOR EXCELLENT STUDENT THINKING (B.E.S.T.) STANDARDS

Parent Guide for Kindergarten Mathematics

<https://www.fldoe.org/academics/standards/subject-areas/math-science/mathematics/>

The B.E.S.T. Standards for Mathematics are mathematics standards for Florida students that are a high-quality foundation to which our assessments and instructional materials will be aligned. The B.E.S.T. Standards were created by Florida educational leaders and Mathematics teachers reflecting the feedback of parents, stakeholders and classroom teachers. The benchmarks for the standards are mastery goals that students are expected to attain by the end of the school year.

Florida B.E.S.T. Strands: Kindergarten

Number Sense and Operations
Algebraic Reasoning
Measurement
Geometric Reasoning
Data Analysis and Probability

Instructional time will focus on:

- **Developing an understanding of counting**
- **Developing an understanding of addition and subtraction**
- **Measuring, comparing, and categorizing objects including 2D and 3D shapes**

The Kindergarten Standards at a Glance

- Count and compare objects in a set up to 20
- Recite numbers to 100 by ones and tens
- Addition and subtraction of whole numbers 0-10 with drawings and equations
- Compare objects through measurement
- Measure with non-standard units (paperclips)
- Identify 2D and 3D figures
- Sort objects into categories

Mathematical Thinking and Reasoning Standards (MTRs)

Florida Students are expected to engage with math through the MTR Standards daily to promote deeper learning and understanding.

1. Actively participate
2. Represent problems in multiple ways
3. Complete tasks with fluency
4. Engage in discussions
5. Use patterns to connect concepts
6. Assess reasonableness of solutions
7. Apply math to real world



Mathematical Activities to Support Learning at Home

- **Shape Scavenger Hunt:** Seeing shapes in real life reinforces the concept of geometry. Go on a scavenger hunt in your backyard, home, or local park. Help your child find objects in a variety of different shapes—circles, squares, triangles, rectangles, and more!
- **Cooking in the Kitchen:** Whenever you gather ingredients, ask children to make a hypothesis about weight. “Which one is heavier—the onion or the can of soup?”
- **Number Collage:** Get out your stash of newspapers and magazines. Look through them with your child, having them search for the numbers one through 30. Practice cutting and gluing skills by creating a collage.
- **Card Addition:** Grab a deck of cards, pick out all numbers between 1 and 5, and shuffle them. Have your kindergartener pull out two at a time and add the numbers together!
- **Button Sorting:** Not only do kindergarteners recognize different shapes, but they should also sort objects based on color, size, and weight. Gather an assortment of buttons and encourage them to arrange them by color, size, and then the number of holes.
- **Board Games:** Games involving dice and count moves also improve number recognition and simple math. Great options are Chutes and Ladders and Candy Land.

Kindergarten Mathematics Picture Books

- *1, 2, 3 to the Zoo* by Eric Carle (Counting)
- *Five Little Monkeys Jumping on the Bed* by Eileen Christelow (Addition/Subtraction)
- *Ten Black Dots* by Donald Crews (Sorting and Classifying)
- *The Wing on a Flea: A Book about Shapes* by Ed Emberly (Shapes)
- *The 100th Day of School* by Angela Medearis (Counting)
- *Zero* by Kathryn Otoshi (Number Sense)
- *The Button Box* by Margarete Reid (Sorting and Classifying)

Academic Mathematics Vocabulary

- **Automaticity:** the ability to act according to an automatic response or pattern which is easily retrieved from long term memory
- **Exploration:** instruction focuses on helping the student develop understanding through the use of manipulatives, visual models, discussions, estimation, and drawings
- **Procedural Fluency:** instruction focuses on helping the student become fluent, efficient, and accurate with a procedure
- **Procedural Reliability:** instruction focuses on helping the student choose a method they can use reliably

