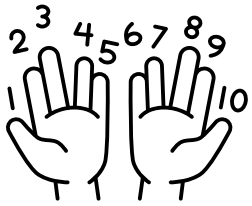
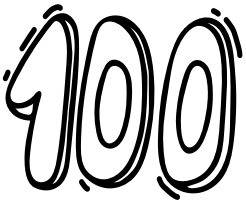
Rabbit Hole Learning's

Lvl. 0 Math

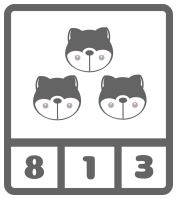
Skill Checklist



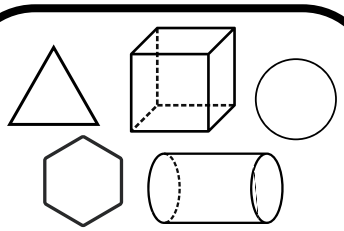
I recognize and name my numbers to 20



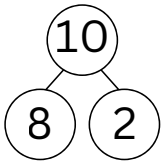
I can count to 100 by 1s, 5s, and 10s!



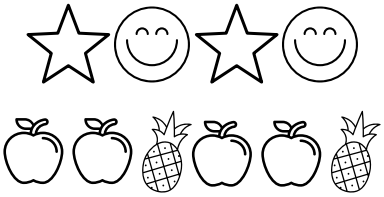
I can count "how many" to 20



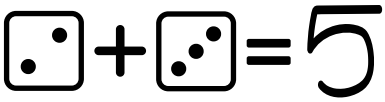
I can recognize 2D and 3D Shapes



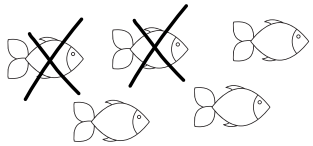
I can break apart numbers up to 10 in different ways



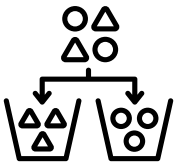
I understand patterns



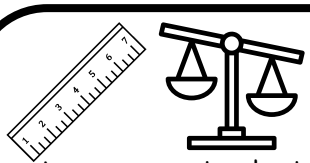
I understand "putting together" addition within 10



I understand "taking away" subtraction within 10



I can sorts and classify objects by shape, size, or color



I can use tools to compare objects by length, height, weight, and capacity

I know penny, nickle, and dime

I can compare numbers and quanities using greater than, less than, and equal to

Lvl. 0 Counting and Cardinality

Checklist	Common Core Standard	RHL
	K.CC.A.1 Count to 100 by ones and by tens.	
	K.CC.A.2 Count forward beginning from a given number within the known sequence (instead of having to begin at 1).	
	K.CC.A.3 Write numbers from 0 to 20. Represent a number of objects with a written numeral 0-20 (with 0 representing a count of no objects).	
	K.CC.B.4 Understand the relationship between numbers and quantities; connect counting to cardinality.	
	K.CC.B.5 Count to answer “how many?” questions about as many as 20 things arranged in a line, a rectangular array, or a circle, or as many as 10 things in a scattered configuration; given a number from 1-20, count out that many objects.	
	K.CC.C.6 Identify whether the number of objects in one group is greater than, less than, or equal to the number of objects in another group, e.g., by using matching and counting strategies.	
	K.CC.C.7 Compare two numbers between 1 and 10 presented as written numerals.	

Lvl. 0 Operations and Algebraic Thinking

Checklist	Common Core Standard	RHL
	K.OA.A.1 Represent addition and subtraction with objects, fingers, mental images, drawings, sounds (e.g., claps), acting out situations, verbal explanations, expressions, or equations.	
	K.OA.A.2 Solve addition and subtraction word problems, and add and subtract within 10, e.g., by using objects or drawings to represent the problem.	
	K.OA.A.3 Decompose numbers less than or equal to 10 into pairs in more than one way, e.g., by using objects or drawings, and record each decomposition by a drawing or equation (e.g., 5 = 2 + 3 and 5 = 4 + 1).	
	K.OA.A.4 For any number from 1 to 9, find the number that makes 10 when added to the given number, e.g., by using objects or drawings, and record the answer with a drawing or equation.	
	K.OA.A.5 Fluently add and subtract within 5.	

Lvl. 0 Number and Operations in Base Ten

Checklist	Common Core Standard	RHL
	K.NBT.A.1 Compose and decompose numbers from 11 to 19 into ten ones and some further ones, e.g., by using objects or drawings, and record each composition or decomposition by a drawing or equation (e.g., 18 = 10 + 8); understand that these numbers are composed of ten ones and one, two, three, four, five, six, seven, eight, or nine ones.	

Lvl. 0 Measurement and Data

Checklist	Common Core Standard	RHL
	K.MD.A.1 Describe measurable attributes of objects, such as length or weight. Describe several measurable attributes of a single object.	
	K.MD.A.2 Directly compare two objects with a measurable attribute in common, to see which object has “more of”/“less of” the attribute, and describe the difference.	
	K.MD.B.3 Classify objects into given categories; count the numbers of objects in each category and sort the categories by count.	

Lvl. 0 Geometry

Checklist	Common Core Standard	RHL
	K.G.A.1 Describe objects in the environment using names of shapes, and describe the relative positions of these objects using terms such as above, below, beside, in front of, behind, and next to.	
	K.G.A.2 Correctly name shapes regardless of their orientations or size.	
	K.G.A.3 Identify shapes as two-dimensional or three-dimensional	
	K.G.B.4 Analyze and compare two- and three-dimensional shapes, in different sizes and orientations, using informal language to describe their similarities, differences, parts and other attributes	
	K.G.B.5 Model shapes in the world by building shapes from components (e.g., sticks and clay balls) and drawing shapes.	
	K.G.B.6 Compose simple shapes to form larger shapes.	