# Report: MN Benchmarks

| **Number And Operation**<br>Kindergarten - EL Math Elementary | |
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| ELEM.MATH.K.0.1.1.1 | Recognize that a number can be used to represent how many objects are in a set or to represent the position of an object in a sequence. |
| ELEM.MATH.K.0.1.1.2 | Read, write, and represent whole numbers from 0 to at least 31. Representations may include numerals, pictures, real objects and picture graphs, spoken words, and manipulatives such as connecting cubes. |
| ELEM.MATH.K.0.1.1.3 | Count, with and without objects, forward and backward to at least 20. |
| ELEM.MATH.K.0.1.1.4 | Find a number that is 1 more or 1 less than a given number. |
| ELEM.MATH.K.0.1.1.5 | Compare and order whole numbers, with and without objects, from 0 to 20. |
| ELEM.MATH.K.0.1.2.1 | Use objects and draw pictures to find the sums and differences of numbers between 0 and 10. |
| ELEM.MATH.K.0.1.2.2 | Compose and decompose numbers up to 10 with objects and pictures. |
| **Algebra**<br>Kindergarten - EL Math Elementary | |
| ELEM.MATH.K.0.2.1.1 | Identify, create, complete, and extend simple patterns using shape, color, size, number, sounds and movements. Patterns may be repeating, growing or shrinking such as ABB, ABB, ABB or _,_,_. |
| **Geometry And Measurement**<br>Kindergarten - EL Math Elementary | |
| ELEM.MATH.K.0.3.1.1 | Recognize basic two- and three- dimensional shapes such as squares, circles, triangles, rectangles, trapezoids, hexagons, cubes, cones, cylinders and spheres |
| ELEM.MATH.K.0.3.1.2 | Sort objects using characteristics such as shape, size, color and thickness. |
| ELEM.MATH.K.0.3.1.3 | Use basic shapes and spatial reasoning to model objects in the real-world. |
| ELEM.MATH.K.0.3.2.1 | Use words to compare objects according to length, size, weight and position. |
| ELEM.MATH.K.0.3.2.2 | Order 2 or 3 objects using measurable attributes, such as length and weight. |