



Domain: Cognition and General Knowledge
Age: Kindergarten Entry

Strand	Topic	Code	HELDS Standard
Mathematics and Numeracy	Number Sense	GK.KE.a	Verbally count to 20 by ones
Mathematics and Numeracy	Number Sense	GK.KE.b	Demonstrate ability to count in sequence
Mathematics and Numeracy	Number Sense	GK.KE.c	Recognize and name written numerals to 10
Mathematics and Numeracy	Number Sense	GK.KE.d	Count many kinds of concrete objects and actions up to 10 using one-to-one correspondence
Mathematics and Numeracy	Number Sense	GK.KE.e	Count as many as 7 things in a scattered configuration with no errors
Mathematics and Numeracy	Number Sense	GK.KE.f	Recognize, create, and repeat simple patterns
Mathematics and Numeracy	Operations	GK.KE.g	Use a range of strategies, such as counting, subtracting, or matching to compare quantity in two sets of objects and describes the comparison with terms such as more, less, greater than, fewer, or equal to
Mathematics and Numeracy	Operations	GK.KE.e	Count as many as 7 things in a scattered configuration with no errors
Mathematics and Numeracy	Measurement and Data	GK.KE.h	Recognize the attributes of length, area, weight, and capacity of everyday objects and use appropriate vocabulary (e.g. long, short, light, big, small, wide, narrow)
Mathematics and Numeracy	Measurement and Data	GK.KE.i	Compare the attributes of length and weight for 2 objects including: larger/shorter/same length; heavier/lighter/same, holds more, less, same
Mathematics and Numeracy	Measurement and Data	GK.KE.j	Sort, classify, and serialize (puts in a pattern) objects using attributes, such as color, shape, or size
Mathematics and Numeracy	Geometry	GK.KE.k	Use positional words to describe an object's location (e.g., up, down, above, under, inside, outside)
Mathematics and Numeracy	Geometry	GK.KE.l	Recognize and name common shapes, their parts, and attributes
Mathematics and Numeracy	Geometry	GK.KE.m	Create and represent 3-dimensional shapes (e.g. ball/sphere, square/box/cube, tube/cylinder using various manipulative materials such as play-dough, popsicle sticks, blocks, pipe cleaners, pattern blocks)

Science	Scientific and Engineering Practices	GK.KE.n	Use senses and tools, including technology, to gather information, investigate materials, and observe processes and relationships
Science	Scientific and Engineering Practices	GK.KE.o	Make predictions about changes in materials or objects based on past experience
Science	Scientific and Engineering Practices	GK.KE.p	Ask and seek out answers to questions about objects and events with the assistance of interested adults
Science	Physical Science	GK.KE.r	Explore different kinds of matter (e.g. wood, metal, water) and describe by observing properties (e.g. visual, aural, textural)
Science	Physical Science	GK.KE.s	Explore and describe various actions that can change an object's motion such as pulling, pushing, twisting, rolling, and throwing
Science	Life Sciences	GK.KE.t	Investigate, describe, and compare the characteristics that differentiate living from non-living things
Science	Life Sciences	GK.KE.u	Observe and describe plants and animals as they go through predictable life cycles
Science	Life Sciences	GK.KE.v	Observe and describe ways in which many plants and animals resemble their parents
Science	Earth's Place in the Universe	GK.KE.w	Describe and anticipate weather changes
Science	Earth's Place in the Universe	GK.KE.x	Name any celestial object seen in the day or night sky
Science	Engineering, Technology, and Applications of Science	GK.KE.y	Recognize, with assistance, examples of technologies (e.g., knife, pencil, computer, pencil sharpener, refrigerator at home or in the classroom)
Social Studies	History	GK.KE.z	Recognize calendars and simple timelines
Social Studies	Geography	GK.KE.aa	Construct and describe simple maps of their classroom or home
Social Studies	Geography	GK.KE.bb	Engage in activities that build understanding of words for locations and direction
Social Studies	Economics	GK.48-KE.cc	Pretend to be a buyer or seller
Social Studies	Economics	GK.KE.dd	Identify people's basic needs and explain how they fulfill them
Social Studies	Economics	GK.KE.ee	Identify buyers and sellers

Social Studies	Economics	GK.KE.ff	Identify one or two workers and their jobs in the community
Social Studies	Government/Political Science	PHM/GK.KE.q	Discuss examples of rules, fairness, personal responsibilities, and authority in their own experiences and in stories read to them
Community and Culture	Community	GK.KE.gg	Use self-identifying information (e.g. name, age, etc.) in situations outside the classroom
Community and Culture	Culture	GK.KE.hh	Talk about, compare, and explore similarities and differences in daily practices across cultures
Creative Arts Expression and Representation	Visual	GK.KE.ii	Describe texture, color, and shape in artwork
Creative Arts Expression and Representation	Visual	GK.KE.jj	Explore a variety of age-appropriate materials and media to create two and three-dimensional artwork
Creative Arts Expression and Representation	Visual	GK.KE.kk	Express an opinion about a work of art
Creative Arts Expression and Representation	Visual	GK.KE.ll	Explore how color can convey mood and emotion
Creative Arts Expression and Representation	Musical	GK.KE.mm	Play instruments using different beats, tempo, dynamics, and interpretation
Creative Arts Expression and Representation	Musical	GK.KE.nn	Sing a variety of songs with repetitive phrases and rhythmic patterns independently and with others
Creative Arts Expression and Representation	Musical	GK.KE.oo	Sing songs varying voice and sounds (e.g. high and low, short and long, loud and soft, or fast and slow)
Creative Arts Expression and Representation	Musical	GK.KE.pp	Identify one source of music that can be heard in daily life
Creative Arts Expression and Representation	Movement	GK.KE.qq	Use body, energy, space, and time to move in a few different ways (change: Following adult lead, use body, energy, space, and time to move in a few different ways to match with this one)
Creative Arts Expression and Representation	Movement	GK.KE.rr	Express self freely through movement
Creative Arts Expression and Representation	Movement	GK.KE.ss	Create characters through physical movement, gesture, sound, speech, and facial expressions
Creative Arts Expression and Representation	Dramatic Expression	GK.KE.hh	Talk about, compare, and explore similarities and differences in daily practices across cultures
Creative Arts Expression and Representation	Dramatic Expression	GK.KE.tt	Develop audience skills by observing performances or artists at work in various aspects of the Arts