

Math Kangaroo Curriculum for grades 1 and 2

- Counting to 20 and ordering small numbers for 3 and 4 point problems; for 5 point problems can be up to 30
- Comparing sizes (more, less, equal) of small numbers and geometrical regions
- Ordinal numbers
- Place value (ones, tens, and up to hundreds for 5 point problems)
- Simple addition and subtraction should be just for 2 single-digit numbers
- Number line just in simple applications
- Fractions ($\frac{1}{2}$, $\frac{1}{3}$, $\frac{1}{4}$), only using the words half, third, quarter
- Ordering objects by applying one specific characteristic; Sorting and classifying objects
- Measurement - length, capacity, weight, temperature, time only with small integers
- Patterns – numerical and geometrical, **no** sequences to be continued somehow
- Perimeter; comparing length of broken lines
- Relative positions in a figure or in space (behind, in front of, next to, left, right, over, under, middle, in, out)
- Descriptive properties of geometrical figures
- Puzzles with mazes or shapes
- Simple spatial visualization of cubes and cuboids
- More likely, less likely, certain, impossible
- Bars and graphs (pictographs)
- Venn diagrams (easy situations)
- Calendar (week, month, year)
- Money with small numbers
- Clock faces (full and half hours), but no minutes for 3 and 4 point problems
- Simple axial symmetry; rotated shapes
- Pre-algebra ideas like balances with concepts like equal, more, less, ...

