**Mathology Kindergarten Correlation (Number) – Alberta**

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| **Learning Outcomes** | **Mathology Little Books** |
| **1.** Say the number sequence 1 to 10 by 1s, starting anywhere from 1 to 10 and from 10 to 1. | A Warm, Cozy Nest  Spot Check!  Let’s Play Waltes!  Animals Hide  Acorns for Wilaiya  Lots of Dots!  Dan’s Doggy Daycare |
| **2.** Subitize (recognize at a glance) and name familiar arrangements of 1 to 5 objects or dots. | Spot Check!  Lots of Dots!  Let’s Play Waltes!  Dan’s Doggy Daycare  Animals Hide  Acorns for Wilaiya |
| **3.** Relate a numeral, 1 to 10, to its respective quantity. | Lots of Dots!  Dan’s Doggy Daycare  Animals Hide  Acorns for Wilaiya  Time for Games  A Warm, Cozy Nest |
| **4.** Represent and describe numbers 2 to 10, concretely and pictorially. | Lots of Dots!  Let’s Play Waltes!  Dan’s Doggy Daycare |
| **5.** Compare quantities 1 to 10, using one-to-one correspondence. | Time for Games  Spot Check!  Lots of Dots!  Let’s Play Waltes!  Dan’s Doggy Daycare  Animals Hide  Acorns for Wilaiya |

**Mathology Kindergarten Correlation (Patterns and Relations: Patterns) - Alberta**

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| **Learning Outcomes** | **Mathology Little Books** |
| **1.** Demonstrate an understanding of repeating patterns (two or three elements) by:  • identifying  • reproducing  • extending  • creating  patterns using manipulatives, sounds and actions. | A Lot of Noise  We Can Bead! |
| **2.** Sort a set of objects based on a single attribute, and explain the sorting rule. | The Castle Wall  Acorns for Wilaya |

 **Mathology Kindergarten Correlation (Space and Shape: Measurement) - Alberta**

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| **Learning Outcomes** | **Mathology Little Books** |
| **1.** Use direct comparison to compare two objects based on a single attribute, such as length (height), mass (weight) and volume (capacity). | The Best in Show  To Be Long |

**Mathology Kindergarten Correlation (Space and Shape: 3-D Objects and 2-D Shapes) - Alberta**

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| **Learning Outcomes** | **Mathology Little Books** |
| **2.** Sort 3-D objects, using a single attribute. | The Castle Wall |
| **3.** Build and describe 3-D objects. | The Castle Wall |