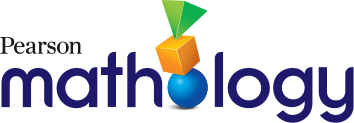
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**Mathology Manitoba Kindergarten Correlations**

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| **Learning Outcomes** | **Mathology Little Books & Teacher Guides** |
| **Number** | |
| **General Learning Outcome: Develop number sense.** | |
| **K.N.1** Say the number sequence by 1s, starting anywhere from 1 to 30 and from 10 to 1. | A Warm, Cozy Nest  Lots of Dots!  Animals Hide  Dan’s Doggy Daycare  Acorns for Wilaiya  Spot Check!  Time for Games  Let's Play Waltes! |
| **K.N.2** Subitize and name familiar arrangements of 1 to 6 dots (or objects). | A Warm, Cozy Nest  Lots of Dots!  Dan's Doggy Daycare  Acorns for Wilaiya  Spot Check!  Time for Games  Let's Play Waltes! |
| **K.N.3** Relate a numeral, 1 to 10, to its respective quantity. | A Warm, Cozy Nest  Lots of Dots!  Animals Hide  Dan's Doggy Daycare  Acorns for Wilaiya  Spot Check!  Time for Games  Let's Play Waltes! |
| **K.N.4** Represent and describe numbers 2 to 10 in two parts, concretely and pictorially. | Lots of Dots!  Animals Hide  Dan's Doggy Daycare  Spot Check!  Acorns for Wilaiya  Time for Games  Let's Play Waltes! |
| **K.N.5** Demonstrate an understanding of counting to 10 by   * indicating that the last number said identifies “how many” * showing that any set has only one count | A Warm, Cozy Nest  Lots of Dots!  Animals Hide  Dan's Doggy Daycare  Acorns for Wilaiya  Spot Check!  Time for Games  Let's Play Waltes! |

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| **K.N.6** Compare quantities, 1 to 10,   * using one-to-one correspondence * by ordering numbers representing different quantities | A Warm, Cozy Nest  Lots of Dots!  Animals Hide  Dan's Doggy Daycare  Acorns for Wilaiya  Spot Check!  Time for Games  Let's Play Waltes! |
| **Patterning and Relations (Patterns)** | |
| **General Learning Outcome: Use patterns to describe the world and solve problems.** | |
| **K.PR.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 |
| **Space and Shape (Measurement)** | |
| **General Learning Outcome: Use direct or indirect measurement to solve problems.** | |
| **K.SS.1** Use direct comparison to compare two objects based on a single attribute, such as length (height), mass (weight), and volume (capacity). | To Be Long  The Best in Show |
| **Space and Shape (3-D Objects and 2-D Shapes)** | |
| **General Learning Outcome: Describe the characteristics of 3-D objects and 2-D shapes, and analyze the relationships among them.** | |
| **K.SS.2** Sort 3-D objects using a single attribute. | The Castle Wall  We Can Bead  To Be Long  The Best in Show |
| **K.SS.3** Build and describe 3-D objects. | The Castle Wall |