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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 NestLots of Dots!Animals HideDan’s Doggy DaycareAcorns for WilaiyaSpot Check!Time for GamesLet's Play Waltes! |
| **K.N.2** Subitize and name familiar arrangements of 1 to 6 dots (or objects).  | A Warm, Cozy NestLots of Dots!Dan's Doggy DaycareAcorns for WilaiyaSpot Check!Time for GamesLet's Play Waltes! |
| **K.N.3** Relate a numeral, 1 to 10, to its respective quantity.  | A Warm, Cozy NestLots of Dots!Animals HideDan's Doggy DaycareAcorns for WilaiyaSpot Check!Time for GamesLet's Play Waltes! |
| **K.N.4** Represent and describe numbers 2 to 10 in two parts, concretely and pictorially.  | Lots of Dots!Animals HideDan's Doggy DaycareSpot Check!Acorns for WilaiyaTime for GamesLet'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 NestLots of Dots!Animals HideDan's Doggy DaycareAcorns for WilaiyaSpot Check!Time for GamesLet'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 NestLots of Dots!Animals HideDan's Doggy DaycareAcorns for WilaiyaSpot Check!Time for GamesLet'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 NoiseWe 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 LongThe 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 BeadTo Be LongThe Best in Show  |
| **K.SS.3** Build and describe 3-D objects.  | The Castle Wall |