**Mathology Kindergarten Correlation (Number: Develop Number Sense) – New Brunswick**

|  |  |
| --- | --- |
| **Learning Outcomes** | **Mathology Little Books** |

|  |  |
| --- | --- |
| **N1:** Say the number sequence 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 |
| **N2:** 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 |
| **N3:** 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 |
| **N4:** Represent and describe numbers 2 to 10, concretely and pictorially. | Lots of Dots!  Let’s Play Waltes!  Dan’s Doggy Daycare |
| **N5:** 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:**

**Use patterns to describe the world & solve problems) – New Brunswick**

|  |  |
| --- | --- |
| **Learning Outcomes** | **Mathology Little Books** |
| **PR1:** 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! |

**Mathology Kindergarten Correlation (Shape & Space:**

**Use direct or indirect measurement to solve problems) – New Brunswick**

|  |  |
| --- | --- |
| **Learning Outcomes** | **Mathology Little Books** |

|  |  |
| --- | --- |
| **SS1:** 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 |
| **SS2:** Sort 3-D objects using a single attribute. | The Castle Wall |
| **SS3:** Build and describe 3-D objects. | The Castle Wall |