

## Mathology Manitoba Kindergarten Correlations

Learning Outcomes	Mathology Little Books & Teacher Guides
<b>Number</b>	
<b>General Learning Outcome: Develop number sense.</b>	
<b>K.N.1</b> 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!
<b>K.N.2</b> 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!
<b>K.N.3</b> 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!
<b>K.N.4</b> 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!
<b>K.N.5</b> Demonstrate an understanding of counting to 10 by <ul style="list-style-type: none"> <li>• indicating that the last number said identifies "how many"</li> <li>• showing that any set has only one count</li> </ul>	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!

<p><b>K.N.6</b> Compare quantities, 1 to 10,</p> <ul style="list-style-type: none"> <li>• using one-to-one correspondence</li> <li>• by ordering numbers representing different quantities</li> </ul>	<p>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!</p>
<p><b>Patterning and Relations (Patterns)</b></p>	
<p><b>General Learning Outcome: Use patterns to describe the world and solve problems.</b></p>	
<p><b>K.PR.1</b> Demonstrate an understanding of repeating patterns (two or three elements) by</p> <ul style="list-style-type: none"> <li>• identifying</li> <li>• reproducing</li> <li>• extending</li> <li>• creating</li> </ul> <p>patterns using manipulatives, sounds and actions.</p>	<p>A Lot of Noise  We Can Bead</p>
<p><b>Space and Shape (Measurement)</b></p>	
<p><b>General Learning Outcome: Use direct or indirect measurement to solve problems.</b></p>	
<p><b>K.SS.1</b> Use direct comparison to compare two objects based on a single attribute, such as length (height), mass (weight), and volume (capacity).</p>	<p>To Be Long  The Best in Show</p>
<p><b>Space and Shape (3-D Objects and 2-D Shapes)</b></p>	
<p><b>General Learning Outcome: Describe the characteristics of 3-D objects and 2-D shapes, and analyze the relationships among them.</b></p>	
<p><b>K.SS.2</b> Sort 3-D objects using a single attribute.</p>	<p>The Castle Wall  We Can Bead  To Be Long  The Best in Show</p>
<p><b>K.SS.3</b> Build and describe 3-D objects.</p>	<p>The Castle Wall</p>