## mathology

## 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 <br> Let's Play Waltes! <br> Animals Hide <br> Acorns for Wilaiya Lots of Dots! <br> Dan's Doggy Daycare |
| $\mathbf{N} 2$ : Recognize, at a glance, and name familiar arrangements of 1 to 5 objects or dots. | Spot Check <br> Lots of Dots! <br> Let's Play Waltes! <br> Dan's Doggy Daycare <br> Animals Hide <br> Acorns for Wilaiya |
| N3: Relate a numeral, 1 to 10, to its respective quantity. | Lots of Dots! <br> Dan's Doggy Daycare <br> Animals Hide <br> Acorns for Wilaiya <br> Time for Games <br> 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-toone correspondence. | Time for Games <br> Spot Check <br> Lots of Dots! <br> Let's Play Waltes! <br> Dan's Doggy Daycare <br> Animals Hide <br> Acorns for Wilaiya |

## Pearson <br> mathology

## Mathology Kindergarten Correlation (Patterns and Relations:

 Use patterns to describe the world \& solve problems) - New Brunswick| Learning Outcomes |
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| PR1: Demonstrate an understanding of |
| repeating patterns (two or three elements) by: |
| - identifying |
| - reproducing |
| - extending |
| - creating |
| patterns using manipulatives, sounds and |
| actions. |

Mathology Little Books

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 <br> objects based on a single attribute, such as <br> length (height), mass (weight) and volume <br> (capacity). | The Best in Show <br> 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 |

