



Mathology Kindergarten Correlation (Number) – Newfoundland and Labrador

Learning Outcomes	Mathology Little Books
1. Say the number sequence by 1s: - starting anywhere from 1 to 10 and from 10 to 1 - forward from 1 to 30.	A Warm, Cozy Nest Time for Games Spot Check! Lots of Dots! Let's Play Waltes! Dan's Doggy Daycare Animals Hide Acorns for Wilaiya
2. Subitize (recognize at a glance) and name familiar arrangements of 1 to 6 objects, dots or pictures.	Spot Check! Lots of Dots! Let's Play Waltes! Dan's Doggy Daycare Animals Hide Acorns for Wilaiya
3. 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
4. Represent and describe numbers 2 to 10, in two parts, concretely and pictorially.	Lots of Dots! Let's Play Waltes! Dan's Doggy Daycare
5. Compare quantities 1 to 10, - using one-to-one correspondence - by ordering numbers representing different quantities	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: Patterns) – Newfoundland and Labrador

Learning Outcomes	Mathology Little Books
1. Demonstrate an understanding of repeating patterns (two or three elements) by: <ul style="list-style-type: none"> • identifying • reproducing • extending • creating patterns using manipulatives, sounds and actions.	A Lot of Noise We Can Bead!

Mathology Kindergarten Correlation (Shape & Space: Measurement) – Newfoundland and Labrador

Learning Outcomes	Mathology Little Books
1. Use direct comparison to compare two objects based on a single attribute, such as: <ul style="list-style-type: none"> - length including height - mass - capacity 	The Best in Show To Be Long



**Mathology Kindergarten Correlation (Shape & Space: 3-D Objects and 2-D Shapes) –
Newfoundland and Labrador**

Learning Outcomes	Mathology Little Books
2. Sort objects, including 3-D objects, using a single attribute and explain the sorting rule.	The Castle Wall
3. Build and describe 3-D objects.	The Castle Wall