

Mathology Kindergarten Correlation (Number Sense) – Prince Edward Island

Learning Outcomes	Mathology Little Books
By the end of kindergarten children will:	
1.1 count in a variety of ways	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
1.2 explore a variety of physical representations of numbers 1 to 10	Spot Check! Time for Games Acorns for Wilaiya Let's Play Waltes!
1.3 count to determine the number in a group (0 to 10)	A Warm, Cozy Nest Time for Games Spot Check! Let's Play Waltes! Animals Hide Acorns for Wilaiya Lots of Dots! Dan's Doggy Daycare
1.4 create sets of a given number (0 to 10)	
1.5 show a given number as two parts concretely and name the two parts (2 to 10)	Lots of Dots! Let's Play Waltes! Dan's Doggy Daycare



1.6 determine which group has more, which group has less, or which are equivalent	Time for Games Spot Check! Lots of Dots! Let's Play Waltes! Dan's Doggy Daycare Animals Hide Acorns for Wilaiya
1.7 use symbols to represent numbers in a variety of meaningful contexts	Lots of Dots! Dan's Doggy Daycare Animals Hide Acorns for Wilaiya Time for Games A Warm, Cozy Nest



Mathology Kindergarten Correlation (Patterns) – Prince Edward Island

Learning Outcomes	Mathology Little Books
By the end of kindergarten children will:	
2.1 demonstrate an understanding of repeating patterns (two or three elements) by identifying, describing, copying, extending, and creating patterns.	A Lot of Noise We Can Bead!





Mathology Kindergarten Correlation (Measurement) – Prince Edward Island

Learning Outcomes	Mathology Little Books
By the end of kindergarten children will:	
3.1 compare two objects based on a single attribute, such as length (height), mass (weight), and volume (capacity)	The Best in Show To Be Long

Mathology Kindergarten Correlation (Geometry) – Prince Edward Island

Learning Outcomes	Mathology Little Books
By the end of kindergarten children will:	
4.1 sort 3-D objects using a single attribute	The Castle Wall
4.2 build and describe 3-D objects	The Castle Wall

