Let's get learning!

Choose a set of games and activities.

kindergarten

version 2.3.7 updated 10/22/18
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You Are Here

standards

week 1 | week 2 | week 3

week 4 | week 5 | week 6

week 7 | week 8 | week 9

superhero thinking!

You Are Here

week 1

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1

bees and honey

2

sign match

3

animal habitats click and match

4

listen match sounds jam

I need more mouse movement practice.

I need more mouse clicking practice.

You Are Here

week 2

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1

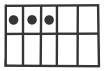
bees and honey

2

read from left to right

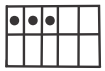
3

trace 1



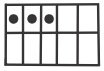
4

3–2–1 snack



5

trace 2



6

click spider 2's

7

click 2 flowers

8

match shapes

I need more mouse movement practice.

I need more mouse clicking practice.

You Are Here

week 3

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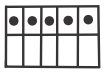
1

bees and honey

2

animal sounds



3

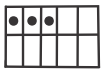
spy the shapes

4

shape recognition

5

trace 3



6

pop bubble 3's

7

click 3 flowers

8

follow directions cookies

9

listen to description – ocean animals

You Are Here

week 4

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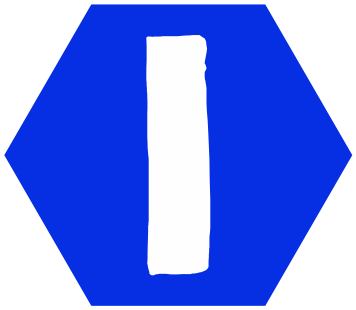
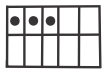


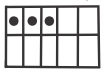
Tt

visual discrimination

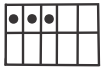
count to sheep



grover rhyming



trace 5



pop tire 5's

click 5 leaves

follow directions – tina's bugs

type and hear alphabet

You Are Here

week 5

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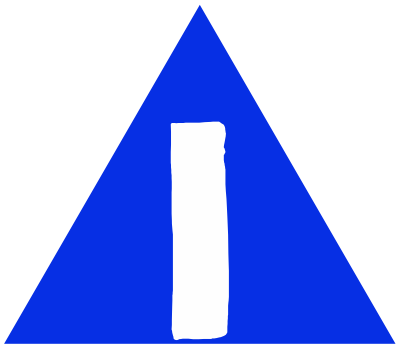


Mm

sort by color

abc order movie

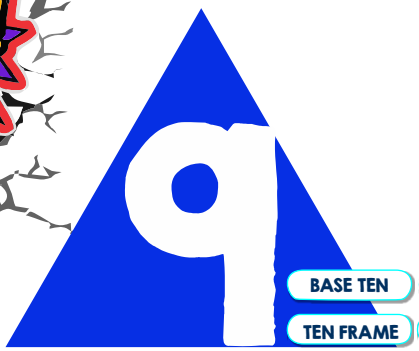
gus & inky beginning sounds

busy day bugs

nine squares game

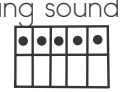
washing line rhymes

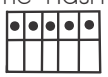
beginning sound goop



five frame flash cards

BASE TEN | FIVE FRAMES | TEN FRAME | MULTIPLE TEN FRAMES





You Are Here

week 6

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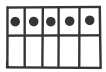
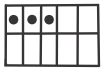
1	2	3
Aa	short a song	-at
4	5	6
sort by attributes 	trace 6 	click 6 leaves
7	8	9
sandpit trucks	sort and compare fuzz bugs	shapes in the world

You Are Here

week 7

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1

Ss

2

trace 7

3

pop 7 balloons

4

letter blox

5

BASE TEN FIVE FRAMES TEN FRAME MULTIPLE TEN FRAMES

five frame flash cards

6

cookie monster patterns

7

sorting box

8

-at

9

what begins with Ss

You Are Here

week 8

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1

Dd

2

trace 8

3

pop balloon 8's

4

comparing length fish

5

chicken dance patterns

6

short a song

7

-an

8

match numbers and objects 1-10

9

sort into 3 categories

You Are Here

week 9

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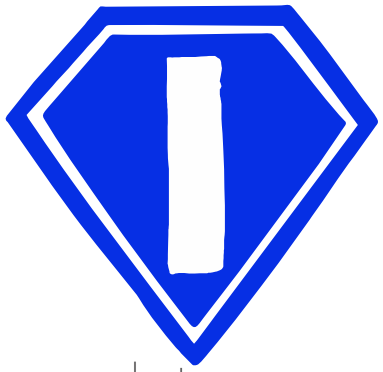
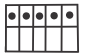


short a song

abc match

count 1–9



pattern maze

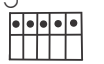
sorting bottle caps
with venn diagram

write lowercase letters

five frame flash cards

matching plates

beginning sound goop



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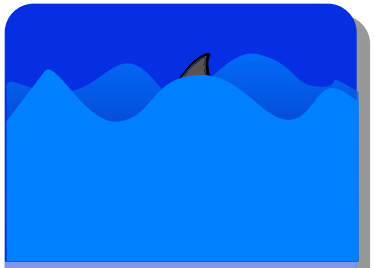
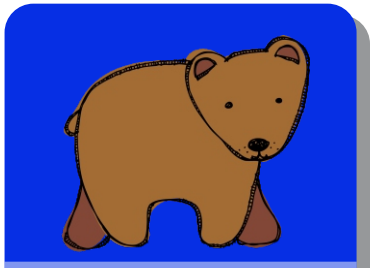
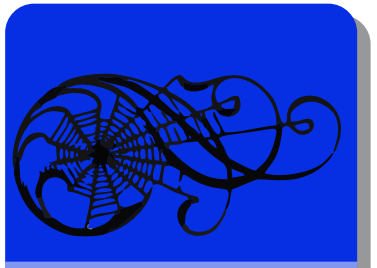
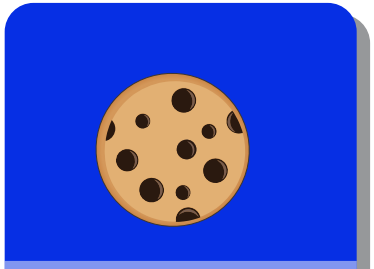

The Ocean


Brown Bear...

The Very Hungry Caterpillar

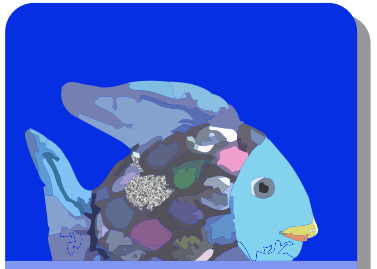

Sophie's Masterpiece

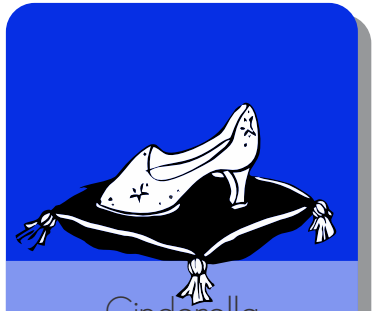
Moogie the Messy Beastie


If You Give a Mouse a Cookie

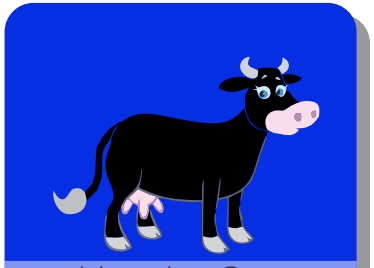
Sebastian's Roller Skates

Kissing Hand


Rainbow Fish


Cinderella

How Full is Your Bucket


How the Cow Ate the Cabbage

You Are Here

set 2

standards

week 1 | week 2 | week 3

week 4 | week 5 | week 6

week 7 | week 8 | week 9

superhero learning!

kindergarten

You Are Here

week 1

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1	2	3
Gg	follow directions tina's bugs	find shapes in world
4	5	6
trace 9	collect 9's in maze	vegetable patterns
7	8	9
count 1–9	–an	weighing scales

You Are Here

week 2

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1

what begins with Gg

2

short a word machine

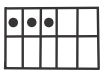
3

garfield rhyming

4

order numbers 0–10

1 to 10



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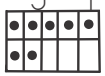
exploring capacity



6

beginning sound memory

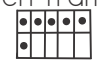
7

beginning sound match

8

BASE TEN | FIVE FRAMES | TEN FRAME | MULTIPLE TEN FRAMES

ten frame



9

beginning sounds fishing

You Are Here

week 3

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1

BASE TEN | FIVE FRAMES | TEN FRAME | MULTIPLE TEN FRAMES

ten frame

2

follow directions – tina's bugs

3

beginning sound match

4

Nn

5

what begins with Nn

6

zac the rat

7

gus and inky rhyming

8

keyboard climber

9

upper–lowercase match dots

You Are Here

week 4

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1

Ff

2

vegetable patterns

3

short o song

4

-ot

5

gus and inky beginning sounds

6

/sh/

7

order numbers to 10

8

keyboard climber

9

adding dice

You Are Here

week 5

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1

Jj

2

order to 20

1 to 20

3

mox's shop

4

-ot

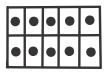
5

garfield rhyming

6

BASE TEN | FIVE FRAMES | TEN FRAME | MULTIPLE TEN FRAMES

ten frame



7

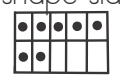
comparing height

8

sandpit trucks rhyming

9

2D shape sides



You Are Here

week 6

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1

Pp

2

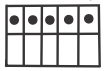
blending onset/rime

3

garfield rhyming

4

exploring capacity



5

lanolin's greenhouse
sound – and +

6

compare and order
balloon pop

7

compound words

8

silly turkey

9

gus and inky rhyming

You Are Here

week 7

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1

Oo

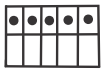
2

-og

3

BASE TEN | FIVE FRAMES | TEN FRAME | MULTIPLE TEN FRAMES

ten frame



4

frog rhyming machine

5

twenties have a 2 video

6

lanolin's greenhouse

sound – and +

7

/sh/

8

measuring with monkey

9

measure with paperclips

You Are Here

week 8

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1

Hh

2

alphabet poster

3

picking pumpkin sounds

4

the gingerbread man

5

click on word in sentence

6

short o song

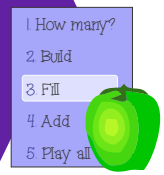
7

red dog comparing height

8

adding dice

9



fill ten frame

You Are Here

week 9

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1

picking pumpkin sounds

2

listen only – comparisons

3

comparing height

4

/sh/

5

matching 2D/3D shapes

6

+ and – video

7

missing abc mice

8

mail numbers

9

decorate gingerbread house

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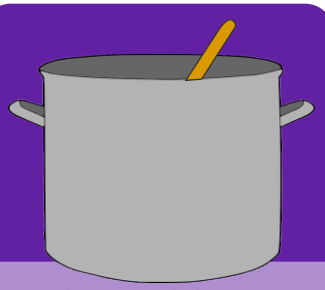
Chester's Way

Duck and Cover

Duck Soup

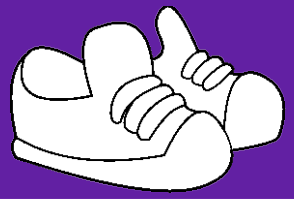
A Bad Case of Stripes



Strega Nona

Dinosaurs

Bears Eat



Alexander and the Terrible, Horrible...

The Polar Express

My Father Runs an Excavator

I'm Not Cute

Me and My Cat

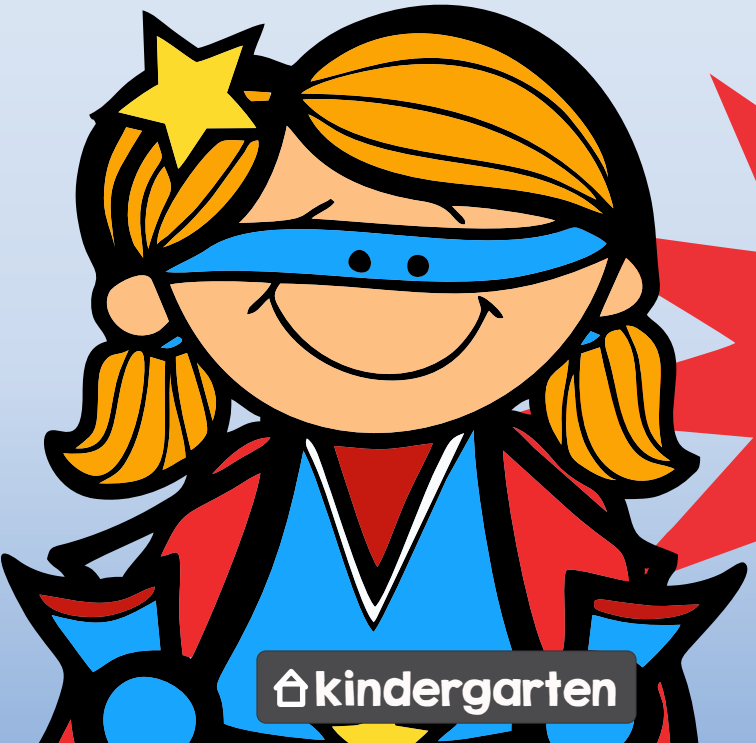
You Are Here

standards

week 1 | week 2 | week 3

week 4 | week 5 | week 6

week 7 | week 8 | week 9



kindergarten

superhero reading!

You Are Here

week 1

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1

Bb

2

explore addition

3

comparing weight

4

sequencing gondolas

5

2D shape splat

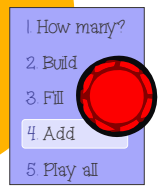
6

click and listen to
baa baa black sheep

7

ending sounds fishing

8



add ten frame

9

order numbers 1–20

week 2

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1

LI

2

/th/

3

mail numbers

4

sandy math 3D sahpes

5

alphabet order
zoo story

6

alphabet soup

7

use ten frame

8

3D magical shape hunt

9

what begins with LI

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You Are Here

week 3

1

letter sound bingo

2

Ww

3

shape story

4

swings

5

100th day

6

order numbers 0–20

1 to 20

7

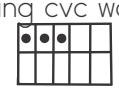
what begins with Ww

8

add ten frame

9

building cvc words



You Are Here

week 4

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1

li

2

short i song

3

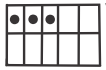
-ig

4

real vs. fantasy

5

number bingo



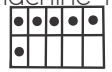
6

BASE TEN | FIVE FRAMES | TEN FRAME | MULTIPLE TEN FRAMES

multiple ten frames

7

candy machine tens/ones



8

/th/

9

sandy math 3d shapes

You Are Here

week 5

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short i song

short i story

math match +

number sequences to 30

Rr

what begins with Rr

tens and ones cubes

slides

identify 2D shape review

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You Are Here

week 6

1

sort living/non-living

2

real vs. fantasy

3

BASE TEN | FIVE FRAMES | TEN FRAME | MULTIPLE TEN FRAMES

multiple ten frames

4

Cc

5

r controlled vowels ar

6

what begins with Cc

7

simple addition stories

8

explore seasons

9

explore subtraction

You Are Here

week 7

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1

ladybugs cvc

2

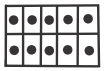
grouping animal kinds

3

Uu

4

candy machine tens and ones



5

bowling subtraction

6

hay loft blending

7

teen number bingo review

8

garden leaves sort

9

addition stories

You Are Here

week 8

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1

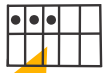
r controlled vowels or

2

short u song

3

teen number bingo review



4

Kk

5

number sequences to 50

6

what begins with Kk

7

moon rock patterns

8

subtraction stories

9

use ten frame

You Are Here

week 9

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1

graphing fuzzbugs

2

short u story

3

-ug

4

calendar

5

count (start other than 1)

6

-o-e

7

100 number chart

8

balloon pop subtraction

9

matching nests to 20

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Are you ready? Let's learn more!

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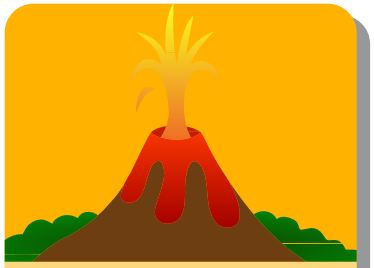
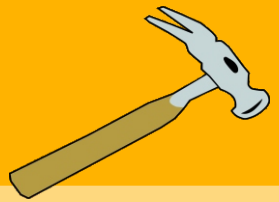


What is Science

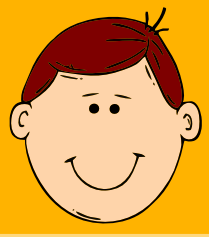
Excuse Me



The Handy Girls

Enemy Pie

The Doorbell Rang



My Rotten Redheaded Older Brother

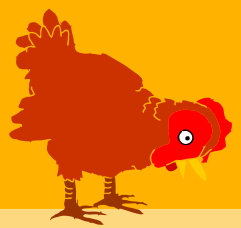
Old Hat New Hat

3 Billy Goats

Bob

The Night I Followed The Dog

Green Eggs and Ham



The Little Red Hen

You Are Here

standards

week 1 | week 2 | week 3

week 4 | week 5 | week 6

week 7 | week 8 | week 9

kindergarten

superhero practice!

You Are Here

week 1

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1

Ee

2

short e song

3

-en

4

sight word memory

5

Level 1

adding bugs

6

silent e movie

7

-i-e

8

Tens
10-90

base ten bingo

9

GOAL 2

marble math

You Are Here

week 2

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1	2	3
hanging monkeys	GOAL - 15 pop cvc words	short e story
4	5	6
missing numbers 0–100	alphabet order	addem story
7	8	9
Xx	Level 2 adding bugs	word problems

You Are Here

week 3

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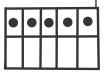
1

10 penguins

what makes 10 penguins



2

letter planet digraphs

3

addem story

4

odd one out

5

abc barrels

GOAL - 3

6

Yy

7

y as long e

8

59
OR
99

shark tens and ones

9

/ch/

You Are Here

week 4

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1

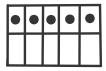
y as long e

2

y as long e story

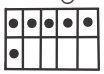
3

save the whale – make 10



4

what's missing ten frame



5

BASE TEN | FIVE FRAMES | TEN FRAME | MULTIPLE TEN FRAMES

multiple ten frames

6

BASE TEN

base ten memory

7

review blending hay loft

8

chunking

9

Short Vowels

short vowel memory

You Are Here

week 5

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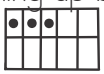
Vv

sight word memory

addem story

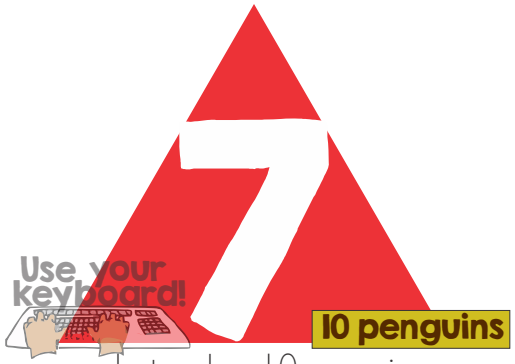
shark tens and ones

drumming up base ten

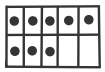


abc barrels

GOAL - 5



what makes 10 penguins



/ch/

find number 100 chart

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week 6

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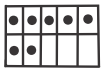
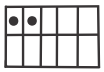
1

making 10 save the whale



2

phonic ferret vowels



3

Zz

4

y as a vowel

5

/wh/

6

subtract 1 splat

7

addem story

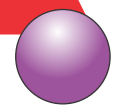
8

GOAL - ALL ⭐

abc barrels

9

3D shape splat



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week 7

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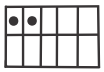
1

dance mat typing

2

sliding beaver vowels



3

addem story

4

Qq

5

/wh/

6

subtract apples

7

–u–e

8

vowel movie

9

–i–e

You Are Here

set 4

week 8

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all done!

1
addem story

2
skating penguins

3
treasure map spelling

4
-a-e

5
puzzle me words

6
EASY
subtract rabbits

7
hungry hippos

8
subtraction word problems

9
NORMAL
Level 2
penguin addition

You Are Here

week 9

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1

Easy

GOAL: Level 3

fast fribbit addition

2

save the whales blends

3

number bingo

4

puzzle me words

5

addem story

6

10 penguins

what makes ten penuins

7

crab catcher blends

8

rhyming freeze dance

9

GOAL 5/5

rhyming pairs

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audio books

Are you ready? Let's learn more!

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Mr. Happy

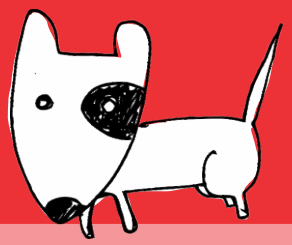
Lilly's Big Day

Fantastic Frogs

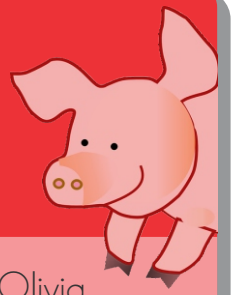
Stellaluna

Splish Splash Splat

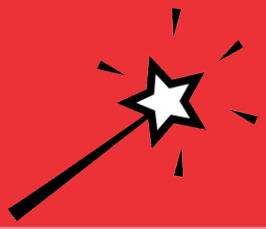
Goldilocks


Harry the Dirty Dog

The Wishing Tree


Olivia

Goodnight Animals


Fancy Nancy

Brave Irene

STANDARDS - SET 1

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1

- mouse movement
- mouse clicking – single click
- mouse dragging
- navigating games in order (fewer numbers to establish left to right sequence)

2

- mouse movement
- mouse clicking – single click
- mouse dragging
- Follow words from left to right and from top to bottom on the printed page.
- Count, recognize, represent, name, and order a number of objects (1,2,3).
- Identify, sort, and classify objects by size, number, and other attributes. Identify objects that do not belong to a particular group.

3

- mouse movement, clicking, dragging
- Understand and follow one- and two-step spoken directions.
- Describe people, places, things (including their size, color, and shape), locations, and actions.
- Count, recognize, represent, name, and order a number of objects (3).
- Identify, sort, and classify objects by size, number, and other attributes. Identify objects that do not belong to a particular group.
- Name 2D shapes and identify their various attributes.

4

- Recognize and name all capital and lowercase letters of the alphabet. (Tt)
- Match all sounds to appropriate letters. (Tt)
- Count, recognize, represent, name, and order a number of objects (5)
- Understand and follow one- and two-step spoken directions.
- Identify if words rhyme when given a spoken prompt.

5

- Recognize and name all capital and lowercase letters of the alphabet. (Mm)
- Match all sounds to appropriate letters. (Mm)
- Count, recognize, represent, name, and order a number of objects (objects up to 5)
- Understand and follow one- and two-step spoken directions.
- Identify if words rhyme when given a spoken prompt.
- Listen to one-syllable words and tell the beginning sounds.

6

- Recognize and name all capital and lowercase letters of the alphabet. (Aa)
- Match all sounds to appropriate letters. (Aa)
- Understand the alphabetic principle, which means that as letters in words change, so do the sounds. (-at)
- Count, recognize, represent, name, and order a number of objects (6)
- Understand and follow one- and two-step spoken directions.
- Identify if words rhyme when given a spoken prompt..
- Identify, sort, and classify objects by size, number, and other attributes. Identify objects that do not belong to a particular group

7

- Recognize and name all capital and lowercase letters of the alphabet. (Ss)
- Match all sounds to appropriate letters. (Ss)
- Count, recognize, represent, name, and order a number of objects (7)
- Understand the alphabetic principle, which means that as letters in words change, so do the sounds. (-at)
- Identify, sort, and classify objects by size, number, and other attributes. Identify objects that do not belong to a particular group.
- Identify, copy, and make simple patterns with numbers and shapes.

8

- Recognize and name all capital and lowercase letters of the alphabet. (Dd)
- Match all sounds to appropriate letters. (Dd, Aa)
- Count, recognize, represent, name, and order a number of objects (8, 1-10)
- Understand the alphabetic principle, which means that as letters in words change, so do the sounds. (-an)
- Identify, sort, and classify objects by size, number, and other attributes. Identify objects that do not belong to a particular group.
- Identify, copy, and make simple patterns with numbers and shapes.
- Compare the measurable attributes of two objects using appropriate vocabulary including taller/shorter, heavier/lighter, longer/shorter.
- Identify, copy, and make simple patterns with numbers and shapes.

9

- Match all sounds to appropriate letters. (Aa)
- Count, recognize, represent, name, and order a number of objects (1-9)
- Identify, sort, and classify objects by size, number, and other attributes. Identify objects that do not belong to a particular group.
- Understand and follow one- and two-step spoken directions.
- Listen to one-syllable words and tell the beginning sounds.
- Identify, copy, and make simple patterns with numbers and shapes.
- Form letters correctly

STANDARDS - SET 2

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1

- Recognize and name all capital and lowercase letters of the alphabet. (Gg)
- Match all sounds to appropriate letters. (Gg)
- Understand and follow one- and two-step spoken directions.
- Listen to one-syllable words and tell the beginning sounds.
- Understand the alphabetic principle, which means that as letters in words change, so do the sounds. (-an)
- Count, recognize, represent, name, and order a number of objects (9, 1-9).
- Name 2D shapes and identify their various attributes.
- Identify, copy, and make simple patterns with numbers and shapes.

2

- Recognize and name all capital and lowercase letters of the alphabet. (Gg)
- Match all sounds to appropriate letters. (Gg, Aa)
- Listen to one-syllable words and tell the beginning sounds.
- Identify if words rhyme when given a spoken prompt.
- Count, recognize, represent, name, and order a number of objects (1-10).
- Compare the measurable attributes of two objects using appropriate vocabulary including taller/shorter, heavier/lighter, longer/shorter.
- Count up to 20 objects that are in an order by answering the question "how many". (up to 10)

3

- Recognize and name all capital and lowercase letters of the alphabet. (Nn)
- Match all sounds to appropriate letters. (Nn, Aa)
- Understand and follow one- and two-step spoken directions.
- Listen to one-syllable words and tell the beginning sounds.
- Identify if words rhyme when given a spoken prompt.
- Count up to 20 objects that are in an order by answering the question "how many". (up to 10)
- computer skill: typing

4

- Recognize and name all capital and lowercase letters of the alphabet. (Ff)
- Match all sounds to appropriate letters. (Ff, /sh/)
- Listen to one-syllable words and tell the beginning sounds.
- Understand the alphabetic principle, which means that as letters in words change, so do the sounds. (-ot)
- Count, recognize, represent, name, and order a number of objects (order 0-10).
- Identify, copy, and make simple patterns with numbers and shapes.
- Represent addition with objects, fingers, and sounds to identify the meaning of addition as putting together and adding to.
- computer skill: typing

5

- Recognize and name all capital and lowercase letters of the alphabet. (Jj)
- Match all sounds to appropriate letters. (Jj)
- Listen to one-syllable words and tell the beginning sounds.
- Understand the alphabetic principle, which means that as letters in words change, so do the sounds. (-ot)
- Identify if words rhyme when given a spoken prompt.
- Name 2D shapes and identify their various attributes.
- Compare the measurable attributes of two objects using appropriate vocabulary including taller/shorter, heavier/lighter, longer/shorter.
- Count up to 20 objects that are in an order by answering the question "how many". (up to 10)

6

- Recognize and name all capital and lowercase letters of the alphabet. (Pp)
- Match all sounds to appropriate letters. (Pp)
- Understand the alphabetic principle, which means that as letters in words change, so do the sounds.
- Identify if words rhyme when given a spoken prompt.
- Compare the measurable attributes of two objects using appropriate vocabulary including taller/shorter, heavier/lighter, longer/shorter.
- Blend syllables together to form a word when given an oral prompt.
- Blend onsets and rimes of single-syllable words when given by a teacher.
- Substitute individual sounds of simple one-syllable words to make new words.

7

- Recognize and name all capital and lowercase letters of the alphabet. (Oo)
- Match all sounds to appropriate letters. (Oo, /sh/)
- Identify if words rhyme when given a spoken prompt.
- Understand the alphabetic principle, which means that as letters in words change, so do the sounds. (-og)
- Compare the measurable attributes of two objects using appropriate vocabulary including taller/shorter, heavier/lighter, longer/shorter.
- Identify common signs and symbols.
- Count, recognize, represent, name, and order a number of objects (identify 10-20).
- Count up to 20 objects that are in an order by answering the question "how many". (up to 10)
- Substitute individual sounds of simple one-syllable words to make new words.
- computer skill: typing numbers

8

- Recognize and name all capital and lowercase letters of the alphabet. (Hh)
- Match all sounds to appropriate letters. (Hh, Oo)
- Read one-syllable and high-frequency (often-heard) words by sight.
- Compare the measurable attributes of two objects using appropriate vocabulary including taller/shorter, heavier/lighter, longer/shorter.
- Retell (beginning, middle, end) familiar stories. (Gingerbread Man)
- Locate a word on a printed page within text.
- Represent addition with objects, fingers, and sounds to identify the meaning of addition as putting together and adding to.
- State the number that makes 10 when added to any given number 1-9 with objects.
- Substitute individual sounds of simple one-syllable words to make new words.
- Learn and apply knowledge of alphabetical order.

9

- Match all sounds to appropriate letters. (/sh/)
- Compare the measurable attributes of two objects using appropriate vocabulary including taller/shorter, heavier/lighter, longer/shorter.
- Identify tricky numerals (ie., 13, 30, 3).
- Explain that addition means "adding to" and subtraction means "taking away from."
- Learn and apply knowledge of alphabetical order.
- Name shapes regardless of their orientation or overall size.

STANDARDS - SET 3

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1

- Recognize and name all capital and lowercase letters of the alphabet. (Bb)
- Match all sounds to appropriate letters. (Bb)
- Listen to one-syllable words and tell the ending sounds.
- Recite short poems, rhymes, and songs.
- Count, recognize, represent, name, and order a number of objects (order 1-10, 1-20).
- Use tools such as objects or drawings to model problems.
- Compare the measurable attributes of two objects using appropriate vocabulary including taller/shorter, heavier/lighter, longer/shorter.
- Name 2D shapes and identify their various attributes.

2

- Recognize and name all capital and lowercase letters of the alphabet. (Ll)
- Match all sounds to appropriate letters. (Ll, /th/)
- Count up to 20 objects that are in an order by answering the question "how many". (up to 20)
- Identify, sort, and classify objects by size, number, and other attributes. Identify objects that do not belong to a particular group.
- Learn and apply knowledge of alphabetical order.
- Name 3D shapes and identify their various attributes.
- State the medial sounds in 3 phoneme words.
- Identify tricky numerals (ie., 13, 30, 3).

3

- Recognize and name all capital and lowercase letters of the alphabet. (Ww)
- Match all sounds to appropriate letters. (Ww, all)
- Listen to one-syllable words and tell the beginning sounds.
- Recite short poems, rhymes, and songs.
- Name 2D shapes and identify their various attributes.
- Count, recognize, represent, name, and order a number of objects (order 0-20).
- Represent addition with objects, fingers, and sounds to identify the meaning of addition as putting together and adding to.
- State the beginning, medial or ending sounds in 3 phoneme words.
- Know and apply grade-level phonics and word analysis skills in decoding words.

4

- Recognize and name all capital and lowercase letters of the alphabet. (Ii)
- Match all sounds to appropriate letters. (Ii, /th/)
- Distinguish fantasy from reality.
- Count up to 20 objects that are in an order by answering the question "how many". (up to 20)
- Name 3D shapes and identify their various attributes.
- Compose numbers from 11-19 from a group of ten ones and additional ones using objects.
- Recognize numbers from 11-20 out of sequence.
- Understand the alphabetic principle, which means that as letters in words change, so do the sounds. (-ig)

5

- Recognize and name all capital and lowercase letters of the alphabet. (Rr)
- Match all sounds to appropriate letters. (Rr, Ii)
- Learn and apply knowledge of alphabetical order.
- Compose numbers from 11-19 from a group of ten ones and additional ones using objects. (and higher)
- Name 2D shapes and identify their various attributes.
- Know and apply grade-level phonics and word analysis skills in decoding words.

6

- Recognize and name all capital and lowercase letters of the alphabet. (Cc)
- Match all sounds to appropriate letters. (Cc)
- Understand the alphabetic principle, which means that as letters in words change, so do the sounds. (r controlled vowels -ar)
- Distinguish fantasy from reality.
- Identify, sort, and classify objects by size, number, and other attributes. Identify objects that do not belong to a particular group.
- Represent addition and subtraction with objects, fingers, and sounds.
- Count up to 20 objects that are in an order by answering the question "how many". (up to 20)

7

- Recognize and name all capital and lowercase letters of the alphabet. (Uu)
- Match all sounds to appropriate letters. (Uu)
- Listen to one-syllable words and tell the ending sounds.
- Blend onsets and rimes of single-syllable words when given by a teacher.
- Recognize numbers from 11-20 out of sequence.
- Compose numbers from 11-19 from a group of ten ones and additional ones using objects.
- Represent addition and subtraction with expressions and equations

8

- Recognize and name all capital and lowercase letters of the alphabet. (Kk)
- Match all sounds to appropriate letters. (Kk, Uu)
- Identify, copy, and make simple patterns with numbers and shapes.
- Understand the alphabetic principle, which means that as letters in words change, so do the sounds. (r controlled vowels -or)
- Identify, copy, and make simple patterns with numbers and shapes.
- Recognize numbers from 11-20 out of sequence. (and to 100 in sequence)
- Use a ten frame to solve composing, adding, what's left and how many questions.

9

- Match all sounds to appropriate letters. (Long o, Uu)
- Understand the alphabetic principle, which means that as letters in words change, so do the sounds. (-ug)
- Recognize long vowel sounds (a, e, i, o, u) within common spellings.
- Classify objects into categories and count objects in each category.
- Recognize numbers from 11-20 out of sequence. (to 100 in sequence)
- Represent addition and subtraction with expressions and equations.
- Count forward beginning from a given number (not 1) within the known sequence (known sequence includes counting by ones and tens).
- Count up to 20 objects that are in an order by answering the question "how many". (up to 20)
- Represent addition and subtraction with expressions and equations

STANDARDS - SET 4

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1

- Recognize and name all capital and lowercase letters of the alphabet. (Ee)
- Match all sounds to appropriate letters. (Ee, Ii)
- Understand the alphabetic principle, which means that as letters in words change, so do the sounds. (-en)
- Recognize long vowel sounds (a, e, i, o, u) within common spellings.
- Read one-syllable and high-frequency (often-heard) words by sight.
- Add fluently, orally or in writing, within 5.
- Record the composition of numbers 11-19 through drawings of a group of ten ones and additional ones. (numbers 10-90)

2

- Segment one-syllable (3 phonemes) words into phonemes.
- Count orally to 100 by ones.
- Match all sounds to appropriate letters. (Xx, Ee)
- Recognize and name all capital and lowercase letters of the alphabet. (Xx)
- Learn and apply knowledge of alphabetical order.
- Recognize short vowel sounds (a, e, i, o, u) within common spellings.
- Exposure to problem solving with larger numbers (Addem the Ant)
- Represent addition and subtraction with expressions and equations
- Add fluently, orally or in writing, within 5.
- Spell simple words phonetically, drawing on knowledge of sound-letter relationships.

3

- Recognize and name all capital and lowercase letters of the alphabet. (Yy)
- Match all sounds to appropriate letters. (Yy, /ch/)
- State the number that makes 10 when added to any given number 1-9 with objects.
- Exposure to problem solving with larger numbers (Addem the Ant)
- Learn and apply knowledge of alphabetical order.
- Record the composition of numbers 11-19 through drawings of a group of ten ones and additional ones. (numbers -59 or 99)
- Recognize long vowel sounds (a, e, i, o, u) within common spellings. (y as long e)

4

- Recognize long vowel sounds (a, e, i, o, u) within common spellings. (y as long e)
- Represent the number that makes 10 when added to any given number, 1-9, with a drawing.
- Represent the result of decomposition of numbers less than or equal to 5 through drawing or an equation. (to 10)
- Record the de/composition of numbers 11-19 through a drawing of a group of ten ones and additional ones.
- Chunk unknown words into parts to read unknown words.
- Blend onsets and rimes of single-syllable words when given by a teacher.
- Recognize short vowel sounds (a, e, i, o, u) within common spellings.
- Spell simple words phonetically, drawing on knowledge of sound-letter relationships.

5

- Recognize and name all capital and lowercase letters of the alphabet. (Vv)
- Match all sounds to appropriate letters. (Vv)
- Read one-syllable and high-frequency (often-heard) words by sight.
- Exposure to problem solving with larger numbers (Addem the Ant)
- Learn and apply knowledge of alphabetical order.
- Record the composition of numbers 11-19 through drawings of a group of ten ones and additional ones. (numbers 59-99)
- State the number that makes 10 when added to any given number 1-9 with objects.

6

- Recognize and name all capital and lowercase letters of the alphabet. (Zz)
- Match all sounds to appropriate letters. (Zz, /wh/)
- Learn and apply knowledge of alphabetical order.
- Represent the number that makes 10 when added to any given number 1-9 with an equation.
- Recognize short vowel sounds (a, e, i, o, u) within common spellings.
- Add fluently, orally or in writing, within 5. (subtracting 1)
- Exposure to problem solving with larger numbers (Addem the Ant)
- Describe three-dimensional shapes to identify their various attributes including faces and edges.

7

Recognize and name all capital and lowercase letters of the alphabet. (Qq)
- Match all sounds to appropriate letters. (Qq, /wh/)
- Recognize long vowel sounds (a, e, i, o, u) within common spellings.
- Recognize short vowel sounds (a, e, i, o, u) within common spellings.
- Represent subtraction with objects, fingers, and sounds to identify the meaning of subtraction as taking apart and taking from.
- Exposure to problem solving with larger numbers (Addem the Ant)
- computer skill: typing

8

- Recognize short vowel sounds (a, e, i, o, u) within common spellings.
- Exposure to problem solving with larger numbers (Addem the Ant)
- Recognize long vowel sounds (a, e, i, o, u) within common spellings.
- Solve subtraction word problems orally up to 10 when read aloud using objects or drawings.
- Spell simple words phonetically, drawing on knowledge of sound-letter relationships.
- Represent subtraction with objects, fingers, and sounds to identify the meaning of subtraction as taking apart and taking from.
- Represent addition and subtraction with expressions and equations

9

- Represent addition and subtraction with verbal explanations and mental images.
- Match all sounds to appropriate letters. (/sh/, /th/, /wh/, /ch/)
- Exposure to problem solving with larger numbers (Addem the Ant)
- Blend onsets and rimes of single-syllable words when given by a teacher.
- Spell simple words phonetically, drawing on knowledge of sound-letter relationships.
- Know and apply grade-level phonics and word analysis skills in decoding words.
- Recognize numbers from 11-20 out of sequence. (choose level)
- State the number that makes 10 when added to any given number 1-9 with objects.
- Identify if words rhyme when given a spoken prompt.