

Let's get learning!

Choose a set of games and activities.



🏠 kindergarten



week 1

week 2

week 3

week 4

week 5

week 6

week 7

week 8

week 9

superhero
thinking!



bees and honey



sign match



animal habitats click and
match



following directions birthday

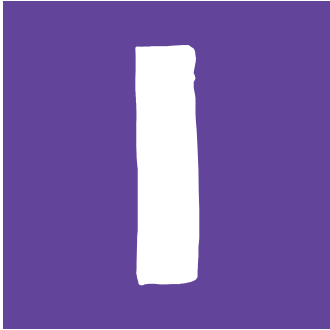


I need more mouse
movement practice.



I need more mouse
clicking practice.





bees and honey



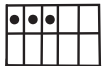
read from left to right



trace 1



3-2-1 snack



trace 2



click spider 2's



click 2 flowers



shape memory



I need more mouse
movement practice.



I need more mouse
clicking practice.

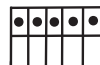


1

bees and honey

2

animal sounds



3

dinosaur 2d shape hunt

4

shape recognition

5

trace 3

6

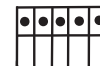
pop bubble 3's

7

click 3 flowers

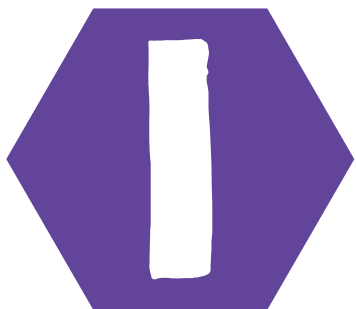
8

follow directions messy attic



9

listen to description –
ocean animals



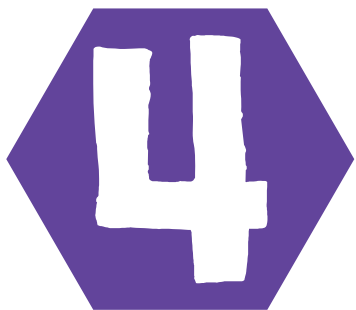
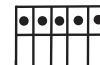
Tt



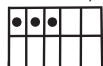
visual discrimination



mr. noodle



grover rhyming



trace 5



pop tire 5's



click 5 leaves



follow directions – tina's bugs



Use your
keyboard!



type and hear alphabet



Mm



sort by color



abc order movie



monkey match



blooming bubbles



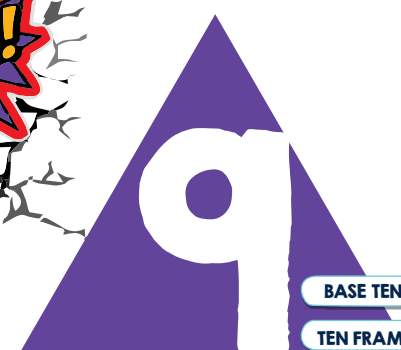
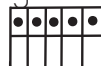
explore different fonts



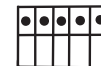
grover rhyme



beginning sound goop



five frame flash cards



BASE TEN

FIVE FRAMES

TEN FRAME

MULTIPLE
TEN FRAMES



Aa



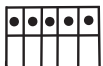
short a song



-at



sort by attributes



trace 6



click 6 leaves



elmo rhyme



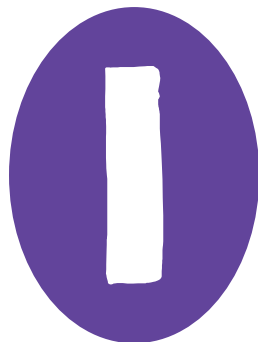
Growing
Gardener



blooming bubbles



purpy's shapes in the world



Ss



trace 7



pop 7 balloons



explore different fonts



BASE TEN

FIVE FRAMES

TEN FRAME

MULTIPLE
TEN FRAMES

five frame flash cards



cookie monster patterns



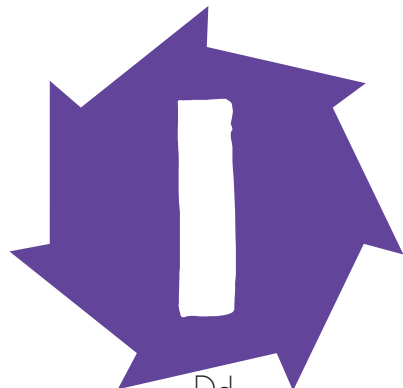
sorting with oscar



-at



Ss puzzle



Dd



trace 8



pop balloon 8's



measuring dinosaurs



penguin patterns



short a song



-an

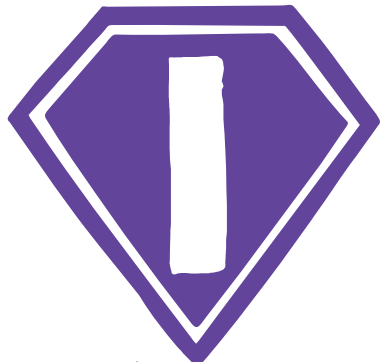


match numbers and
objects 1-10



sort into 3 categories





short a song



M m

abc match



count 1-9



pattern maze



sorting bottle caps
with venn diagram



little red riding hood video



BASE TEN

FIVE FRAMES

TEN FRAME

MULTIPLE
TEN FRAMES

five frame flash cards



jumping rhymes



beginning sound goop





Are you ready?

Let's learn more!

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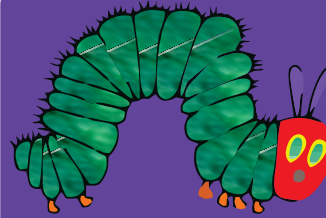
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Brown Bear...



The Very Hungry
Caterpillar



Sophie's Masterpiece



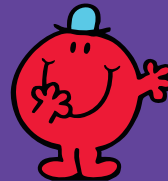
Moogie the
Messy Beastie



If You Give a
Mouse a Cookie



Sebastian's
Roller Skates



Mr. Small
A Big Day Out



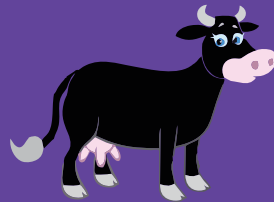
Rainbow Fish



Cinderella



Jack and the Beanstalk



How the Cow
Ate the Cabbage





week 1

week 2

week 3

week 4

week 5

week 6

week 7

week 8

week 9



superhero
learning!



Gg



follow directions
tina's bugs



sort animals by size and color



trace 9



collect 9's in maze



vegetable patterns



count 1-9



-an



big bird sounds



Gg puzzle



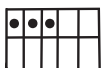
short a word machine



garfield rhyming



order numbers 0-10



1 to 10



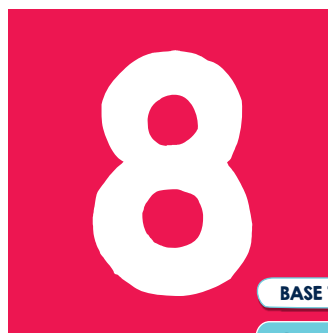
exploring capacity



beginning sound memory



beginning sound match



BASE TEN

FIVE FRAMES

TEN FRAME

MULTIPLE
TEN FRAMES

ten frame



beginning sounds fishing





1

BASE TEN

FIVE FRAMES

TEN FRAME

MULTIPLE
TEN FRAMES

ten frame



2

follow directions – tina's bugs

3

beginning sound match

4

Nh

5

Nh puzzle

n

6

zac the rat

7

gus and inky rhyming

8

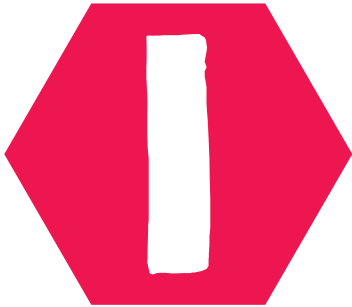
Use your
keyboard!



typing with katie

9

upper-lowercase
match kangaroos



Ff



pattern linking cubes



short o song



-ot



gus and inky beginning sounds



/sh/



order numbers to 10



typing with katie



adding dice



Jj



order to 20



1 to 20



mox's shop



-ot



garfield rhyming



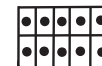
BASE TEN

FIVE FRAMES

TEN FRAME

MULTIPLE
TEN FRAMES

ten frame



comparing height



rhyming match



street crossing song



Pp



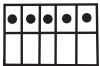
blending onset/rime



rhyming match



exploring capacity



lanolin's greenhouse
sound - and +



blooming bubbles



compound words



silly turkey



gus and inky rhyming



Oo



-og



BASE TEN

FIVE FRAMES

TEN FRAME

MULTIPLE
TEN FRAMES

ten frame



frog rhyming machine



twenties have a 2 video



lanolin's greenhouse
sound - and +



/sh/



measuring with monkey



Use your
keyboard!



measure with paperclips





Hh



abc watermelon



picking pumpkin sounds



the gingerbread man



click on word in sentence



short o song



red dog copmaring height



adding dice



fill ten frame



- 1 How many?
- 2 Build
- 3 Fill
- 4 Add
- 5 Play all





picking pumpkin sounds



listen only – comparisons



comparing height



/sh/



2D shape review



the gingerbread man



abc watermelon



mail numbers



decorate gingerbread house



Are you ready?

Let's learn more!

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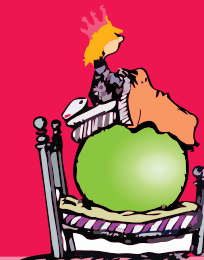
Micetro Mozart

Stacy

The Day Little
"a" Ran Away



A Bad Case of Stripes



The Princess
and the Pea



Dinosaurs



Arthur's Chicken Pox



Alexander and the
Terrible, Horrible...



The Polar Express



My Father Runs
an Excavator

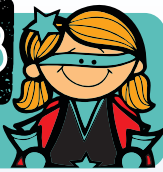


Where the
Wild Things Are



Me and My Cat





week 1

week 2

week 3

week 4

week 5

week 6

week 7

week 8

week 9

superhero
reading!



Bb



explore addition and
subtraction



mail numbers



number 1 - 10 is missing



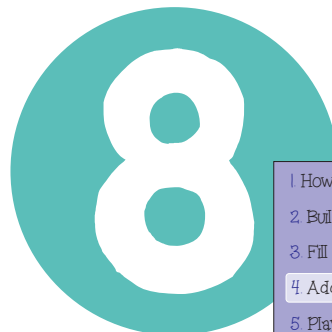
counting dimes by tens



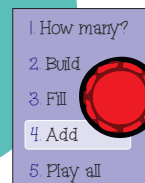
click and listen to
baa baa black sheep



ending sounds fishing



add ten frame



order numbers 1 - 20





LI



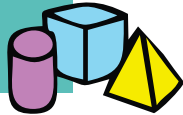
/th/



odd one out



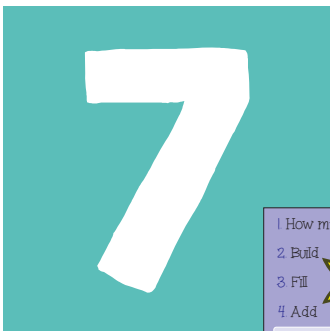
shapesville



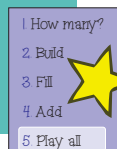
alphabet order
zoo story



alphabet soup



use ten frame



3D magical shape hunt



LI puzzle





1

letter sound bingo

2

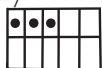
Ww

3

shape story

4

fuzzy lion ears



5

100th day

6

order numbers 0-20



1 to 20

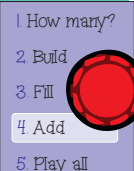
7

w puzzle

W

8

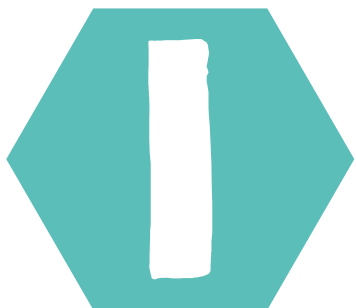
add ten frame



9

building cvc words





li



short i song



-ig



real vs. fantasy



number bingo



BASE TEN

FIVE FRAMES

TEN FRAME

MULTIPLE
TEN FRAMES

multiple ten frames



candy machine tens/ones



/th/



sandy math 3d shapes



short i song



short i story



abc order bee hive



100 chart



Rr



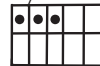
r puzzle



tens and ones cubes



fuzzy lion ears



identify 2D shape review



sort living/non-living



real vs. fantasy



BASE TEN

FIVE FRAMES

TEN FRAME

MULTIPLE
TEN FRAMES

multiple ten frames



Cc



r controlled vowels ar



c puzzle



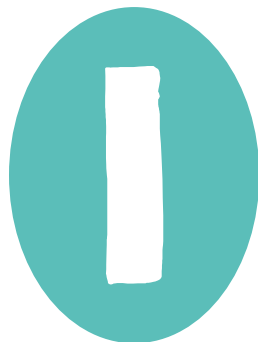
simple addition stories



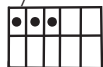
explore seasons



simple subtraction stories



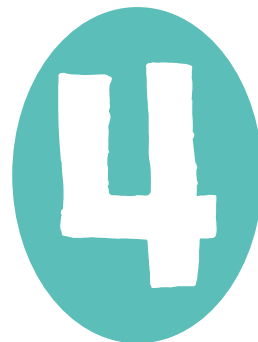
fuzzy lion ears



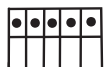
grouping animal kinds



Uu



numbers in order



adding critters



chicken stacker



teen number bingo review



blending -ub



learn about +- -



r controlled vowels or



short u song



8

teen number bingo review



Kk



numbers to 100



k

k puzzle



moon rock patterns



learn about +-



- 1 How many?
- 2 Build
- 3 Fill
- 4 Add
- 5 Play all



use ten frame



abc order books



short u story



-ug



calendar



count (start other than 1)



-o-e



100 number chart



balloon pop subtraction



ones and tens log 10-20

audio books

Are you ready?

Let's learn more!

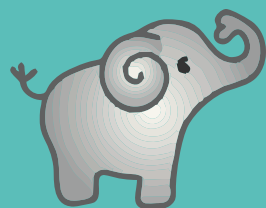
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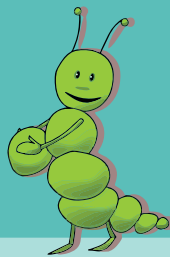
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Bobo the Baby
Elephant Grows Up



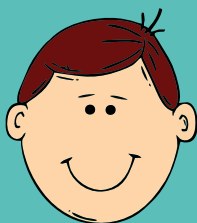
Katrina the Caterpillar



Enemy Pie



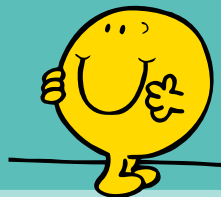
The Gingerbread Man



My Rotten Redheaded
Older Brother



Little Red Riding Hood



Mr. Happy



The Frog Princess



The Night I Followed
The Dog



Green Eggs
and Ham



Arthur's
Lost and Found





week 1

week 2

week 3

week 4

week 5

week 6

week 7

week 8

week 9



superhero
practice!





Ee



short e song



-en



sight word memory



Level 1

adding bugs



silent e movie



-i-e



Tens
10-90

base ten bingo



GOAL
2

marble math



pounce on cvc



spell cvc words



short e story



missing numbers 0-100



alphabet order



addem story



Xx



adding biugs

Level 2



abc order books



1

Use your
keyboard!



10 penguins

making 10 - penguins

2

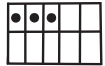
missing numbers 0-100

3

addem story

4

spell words



5

abc barrels **GOAL - 3** ★

6

Yy

7

y as long e

8

59
OR
99

shark tens and ones

9

/ch/



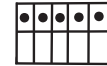
y as long e



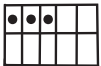
y as long e story



save the whale – make 10



what's missing ten frame



BASE TEN

FIVE FRAMES

TEN FRAME

MULTIPLE
TEN FRAMES

multiple ten frames



✓ BASE TEN

base ten memory



review blending hay loft



chunking



Short Vowels

short vowel memory



Vv



sight word memory



addem story



shark tens and ones



drumming up base ten



abc barrels **GOAL - 5**★



Use your
keyboard!

10 penguins

what makes 10 penguins



/ch/



find number 100 chart



missing addends



chicken stacker



Zz



y as a vowel



/wh/



subtract | splat



addem story



GOAL - ALL ★

abc barrels



3D shape splat



1



dance mat typing

2



chicken stacker

3

addem story

4

Qq

5

/wh/

6

subtract apples



7

-u-e

8

vowel movie

9

-i-e



addem story



chicken stacker



order arthur story



-a-e



puzzle me words



subtract rabbits



EASY



blending bowl



subtraction word problems



penguin addition



NORMAL
Level 2



Easy
Level 3

fast fribbit addition



chicken stacker



number bingo



puzzle me words



addem story



10 penguins

what makes ten penguins



blending bowl



rhyming river cross



good better best



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Fox and the Grapes



Fantastic Frogs



Stellaluna



Splash Splash Splat



Goldilocks



Harry the Dirty Dog



The Wishing Tree



Olivia



Mr. Bump Loses
His Memory



Fancy Nancy



Brave Irene



STANDARDS - SET I

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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). - Name 2D shapes and identify their various attributes.	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) - 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. - 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. - Use pictures and context to aid comprehension and to draw conclusions or make predictions about story content (Little Red Riding Hood) - Identify, copy, and make simple patterns with numbers and shapes.

STANDARDS - SET 2

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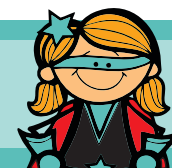
1 - Recognize and name all capital and lowercase letters of the alphabet. (Gg) - Match all sounds to appropriate letters. (Gg) - Understand and follow one- and two-step spoken directions. - Listen to one-syllable words and tell the beginning sounds. - Understand the alphabetic principle, which means that as letters in words change, so do the sounds. (-an) - Count, recognize, represent, name, and order a number of objects (9, 1-9). - 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.	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, recognize, represent, name, and order a number of objects (identify 10-20). - Identify, copy, and make simple patterns with numbers and shapes. - 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. - Identify common signs and symbols. - Represent addition with <u>objects</u>, 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) - Recite short poems, rhymes, and songs. - Identify if words rhyme when given a spoken prompt. - Identify common signs and symbols. - 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) - 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. - 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). - 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 <u>objects</u>, 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.	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). - With prompting and support, identify basic similarities in and differences between two texts on the same topic. (Gingerbread Man) - Name 2D shapes and identify their various attributes.

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Go
Back
Home



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1 - Recognize and name all capital and lowercase letters of the alphabet. (Bb) - Match all sounds to appropriate letters. (Bb) - Identify tricky numerals (ie., 13, 30, 3). - Listen to one-syllable words and tell the ending sounds. - Recite short poems, rhymes, and songs. - Say rhyming words in response to an oral prompt. - 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. - Count orally by tens to 100. - Count up to 20 objects that are in an order by answering the question "how many". (up to 20)	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.	3 - Recognize and name all capital and lowercase letters of the alphabet. (Vv) - Match all sounds to appropriate letters. (Vv, 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 <u>objects</u>, 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, li) - 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) - 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 <u>objects</u>, 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) - Understand the alphabetic principle, which means that as letters in words change, so do the sounds. (-ub) - Blend onsets and rimes of single-syllable words when given by a teacher. - Print numbers from 0-20 when prompted. - Recognize numbers from 11-20 out of sequence. - Represent the number that makes 5 when added to any given number 1-4.	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) - Learn and apply knowledge of alphabetical order. - 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). - Record the composition of numbers 11-19 through an equation of a group of ten ones and additional ones.

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Go
Back
Home



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1 - Recognize and name all capital and lowercase letters of the alphabet. (Ee) - Match all sounds to appropriate letters. (Ee, li) - 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. - Count orally to 100 by ones. - Exposure to problem solving with larger numbers (Addem the Ant) - Segment one-syllable (3 phonemes) words into phonemes. - 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) - Spell simple words phonetically, drawing on knowledge of sound-letter relationships.
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 5 when added to any given number 1-4 with an equation (to 6) - 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 - Tell an experience or creative story in a logical sequence (chronological order, first, second, last). - 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. - Blend onsets and rimes of single-syllable words when given by a teacher. - Represent addition and subtraction with expressions and equations	9 - Represent addition and subtraction with verbal explanations and mental images. - Recognize short vowel sounds (a, e, i, o, u) within common spellings. - 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. - Apply new meanings for familiar words through pictures, written, or spoken language. - 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.