

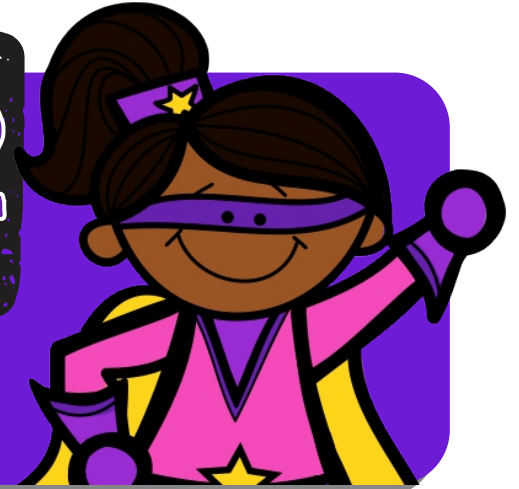
Let's get learning!

Choose a set of games and activities.

set 1



set 2



set 3



set 4



🏠 kindergarten



week 1

week 2

week 3

week 4

week 5

week 6

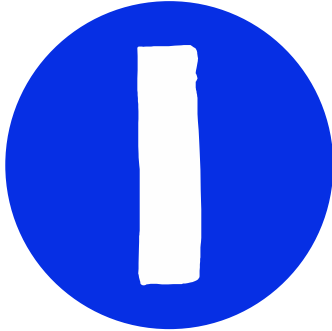
week 7

week 8

week 9

superhero
thinking!





bees and honey



sign match



animal habitats click and
match



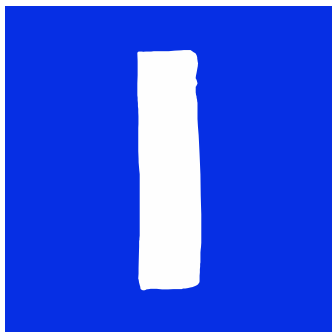
listen match sounds jam



I need more mouse
movement practice.



I need more mouse
clicking practice.



bees and honey



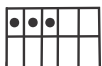
read from left to right



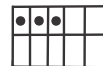
trace 1



3-2-1 snack



trace 2



click spider 2's



click 2 flowers



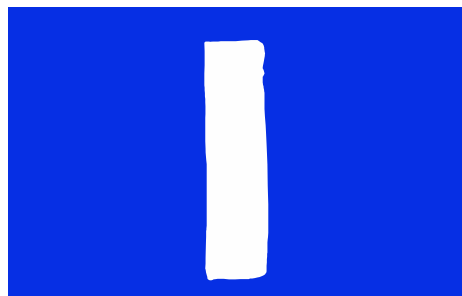
match shapes



I need more mouse
movement practice.



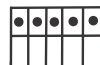
I need more mouse
clicking practice.



bees and honey



animal sounds



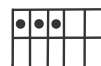
spy the shapes



shape recognition



trace 3



pop bubble 3's



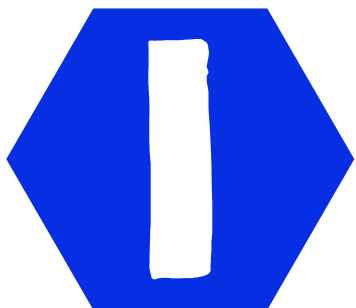
click 3 flowers



follow directions messy attic



listen to description –
ocean animals



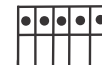
Tt



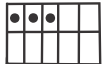
visual discrimination



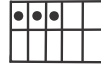
mr. noodle



grover rhyming



trace 5



pop tire 5's



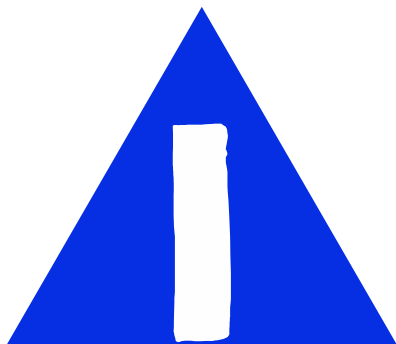
click 5 leaves



follow directions – tina's bugs



type and hear alphabet



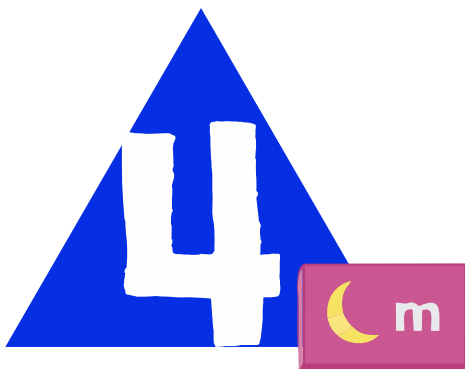
Mm



sort by color



abc order movie



monkey match



busy day bugs



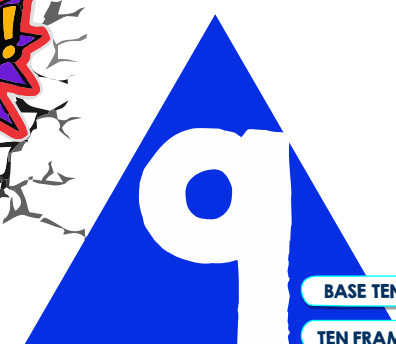
explore different fonts



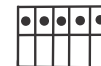
grover rhyme



beginning sound goop



five frame flash cards



BASE TEN

FIVE FRAMES

TEN FRAME

MULTIPLE
TEN FRAMES



Aa



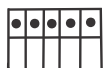
short a song



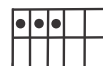
-at



sort by attributes



trace 6



click 6 leaves



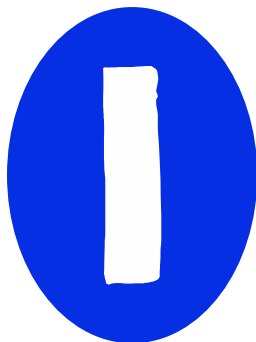
elmo rhyme



sort and compare fuzz bugs



shapes in the world



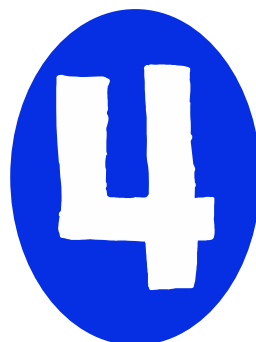
Ss



trace 7



pop 7 balloons



explore different fonts



BASE TEN

FIVE FRAMES

TEN FRAME

MULTIPLE
TEN FRAMES

five frame flash cards



cookie monster patterns



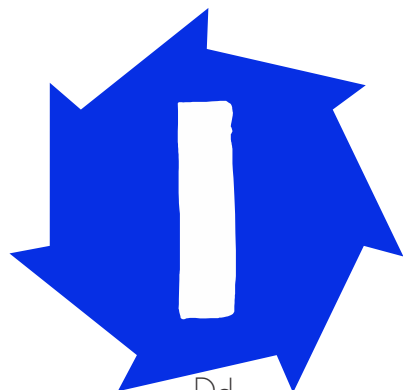
sorting with oscar



-at



what begins with Ss



Dd



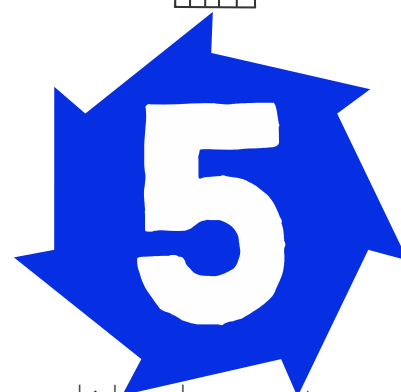
trace 8



pop balloon 8's



comparing length fish



chicken dance patterns



short a song



-an

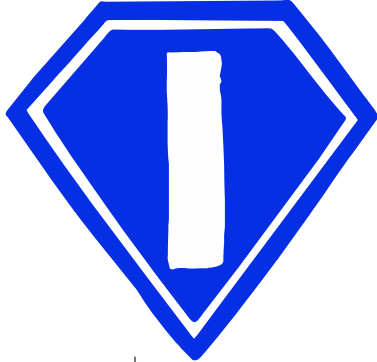


match numbers and
objects 1-10



sort into 3 categories





short a song



M m

abc match



count 1-9



pattern maze



sorting bottle caps
with venn diagram



write lowercase letters



BASE TEN

FIVE FRAMES

TEN FRAME

MULTIPLE
TEN FRAMES

five frame flash cards



jumping rhymes



beginning sound goop





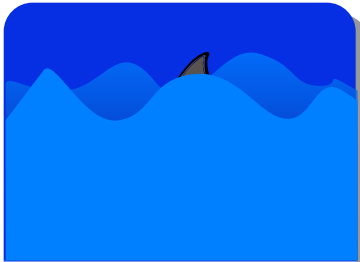
Are you ready?

Let's learn more!

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Go
Back
Home



The Ocean



Brown Bear...



The Very Hungry
Caterpillar



Sophie's Masterpiece



Moogie the
Messy Beastie



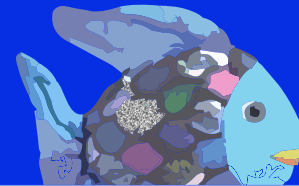
If You Give a
Mouse a Cookie



Sebastian's
Roller Skates



Kissing Hand



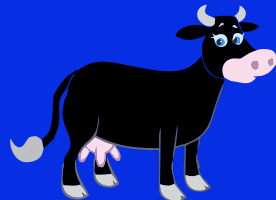
Rainbow Fish



Cinderella



How Full is
Your Bucket



How the Cow
Ate the Cabbage





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

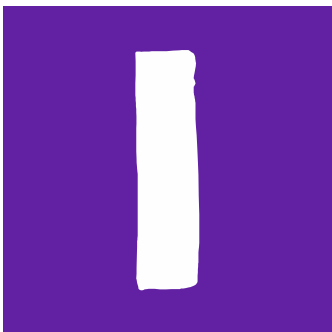


-an



big bird sounds





what begins with Gg



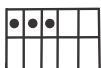
short a word machine



garfield rhyming



order numbers 0-10



1 to 10



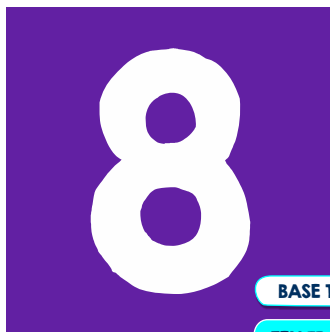
exploring capacity



beginning sound memory



beginning sound match



ten frame



BASE TEN

FIVE FRAMES

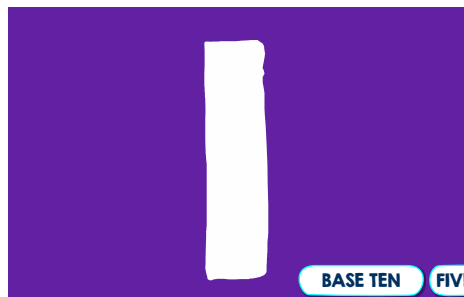
TEN FRAME

MULTIPLE
TEN FRAMES



beginning sounds fishing





BASE TEN

FIVE FRAMES

TEN FRAME

MULTIPLE
TEN FRAMES

ten frame



follow directions – tina's bugs



beginning sound match



Nh



what begins with Nh



zac the rat



gus and inky rhyming



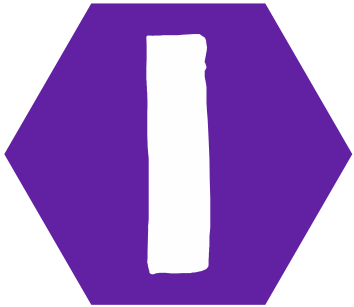
Use your
keyboard!



keyboard climber



upper-lowercase
match dots



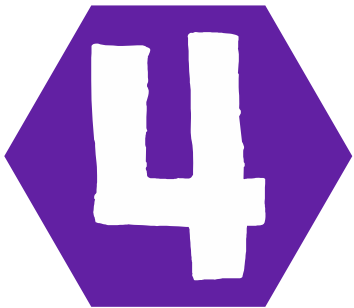
Ff



vegetable patterns



short o song



-ot



gus and inky beginning sounds



/sh/



order numbers to 10



keyboard climber



adding dice



Jj



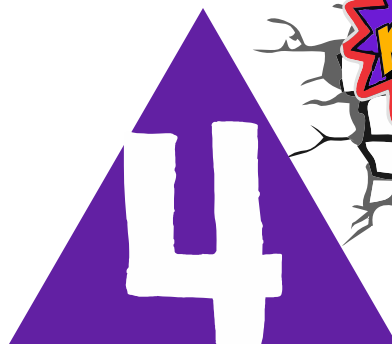
order to 20



1 to 20



mox's shop



-ot



garfield rhyming



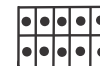
BASE TEN

FIVE FRAMES

TEN FRAME

MULTIPLE
TEN FRAMES

ten frame



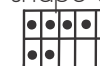
comparing height



rhyming match



2D shape sides





Pp



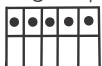
blending onset/rime



rhyming match



exploring capacity



lanolin's greenhouse
sound - and +



compare and order
balloon pop



compound words



silly turkey



gus and inky rhyming



Oo



-og



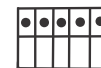
BASE TEN

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

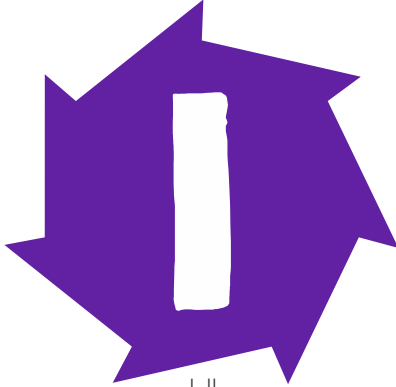


Use your
keyboard!



measure with paperclips





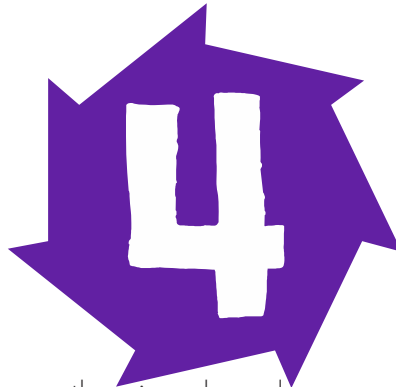
Hh



abc watermelon



picking pumpkin sounds



the gingerbread man



click on word in sentence



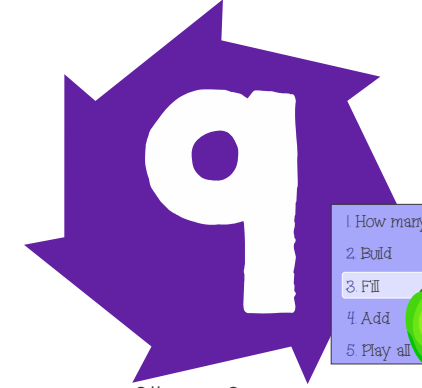
short o song



red dog comparing 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/



matching 2D/3D shapes



+ and – video



missing abc mice



mail numbers



decorate gingerbread house



Are you ready?

Let's learn more!

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Back
Home



Chester's Way



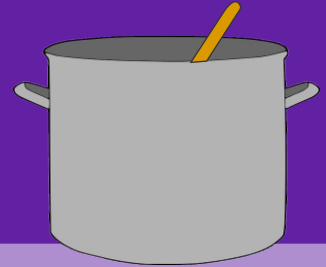
Duck and Cover



Duck Soup



A Bad Case of Stripes



Strega Nona



Dinosaurs



Bears Eat



Alexander and the
Terrible, Horrible...



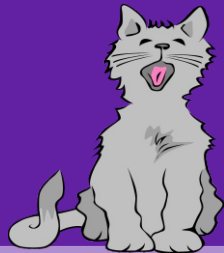
The Polar Express



My Father Runs
an Excavator



I'm Not Cute



Me and My Cat





week 1

week 2

week 3

week 4

week 5

week 6

week 7

week 8

week 9

superhero
reading!



Bb



explore addition



comparing weight



sequencing gondolas



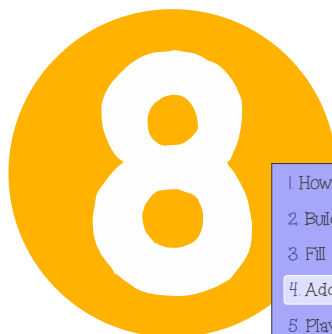
2D shape splat



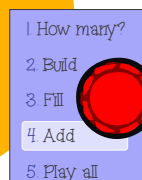
click and listen to
baa baa black sheep



ending sounds fishing



add ten frame



order numbers 1-20





LI



/th/



mail numbers



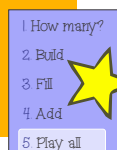
sandy math 3D sahpes



alphabet order
zoo story



alphabet soup



use ten frame



3D magical shape hunt



what begins with LI



1

letter sound bingo

2

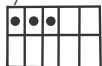
Ww

3

shape story

4

fuzzy lion ears



5

100th day

6

order numbers 0-20



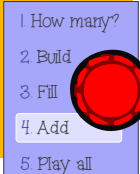
1 to 20

7

what begins with Ww

8

add ten frame



9

building cvc words





li



short i song



-ig



real vs. fantasy



number bingo



multiple ten frames

BASE TEN

FIVE FRAMES

TEN FRAME

MULTIPLE
TEN FRAMES



candy machine tens/ones



/th/



sandy math 3d shapes



short i song



short i story



math match



number sequences to 30



Rr



what begins with Rr



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



what begins with Cc



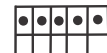
simple addition stories

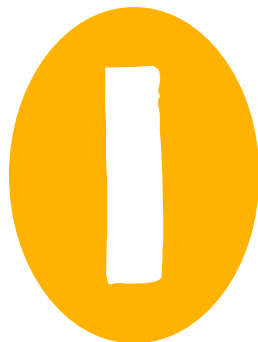


explore seasons

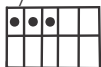


explore subtraction





fuzzy lion ears



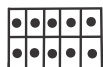
grouping animal kinds



Uu



candy machine tens and ones



bowling subtraction



chicken stacker



teen number bingo review



blending -ub



addition stories



r controlled vowels or



short u song



8

teen number bingo review



Kk



number sequences to 50



what begins with Kk



moon rock patterns



subtraction stories



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



use ten frame



graphing fuzzbugs



short u story



-ug



calendar



count (start other than 1)



-o-e



100 number chart



balloon pop subtraction



matching nests to 20



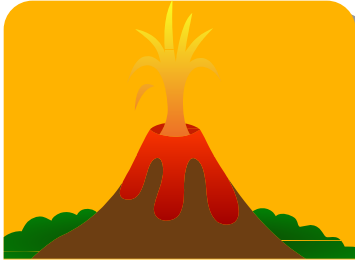
Are you ready?

Let's learn more!

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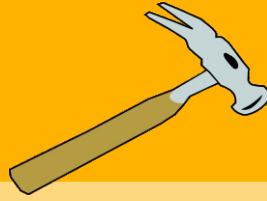
 **Go
Back
Home**



What is Science



Excuse Me



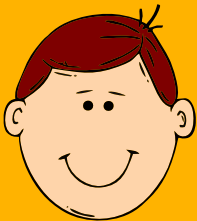
The Handy Girls



Enemy Pie



The Doorbell Rang



My Rotten Redheaded
Older Brother



Old Hat New Hat



3 Billy Goats



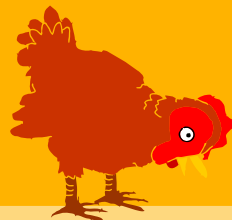
Bob



The Night I Followed
The Dog



Green Eggs
and Ham



The Little Red Hen





week 1

week 2

week 3

week 4

week 5

week 6

week 7

week 8

week 9



kindergarten

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



GOAL - 15

pop cvc words



short e story



missing numbers 0-100



alphabet order



addem story



Xx



Level 2

adding bugs



word problems



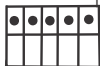
1

Use your
keyboard!



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

shark tens and ones

59
OR
99

9

/ch/



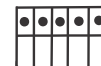
y as long e



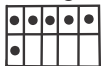
y as long e story



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

59
OR
99



drumming up base ten



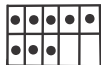
abc barrels

GOAL - 5★



10 penguins

what makes 10 penguins



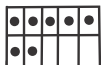
/ch/



find number 100 chart



making 10 save the whale



chicken stacker



Zz



y as a vowel



/wh/



subtract 1 splat

1



addem story

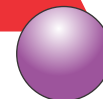


abc barrels

GOAL - ALL ★



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



treasure map spelling



-a-e



puzzle me words



EASY

subtract rabbits



blending bowl



subtraction word problems



NORMAL
Level 2

penguin addition





Easy
Level 3

fast fribbit addition



chicken stacker



number bingo



puzzle me words



addem story



10 penguins

what makes ten penguins



blending bowl



rhyming freeze dance



good better best



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 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). - 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. - Identify if words rhyme when given a spoken prompt. - 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). - 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 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 <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) - 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 <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. - 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. (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 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, 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)
- 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)
- 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.
- 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, 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. - 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. - 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.