

Math Program

Unit 1. Positions, Patterns, and Classification

1. Identify and use positional words.
2. Model, describe, extend and translate patterns.
3. Compare attributes and sort objects.
4. Solve problems using skills and strategies

Unit 2. Getting started with numbers

1. Compare sets to identify more, fewer and same number.
2. Make and use real and picture graphs.
3. Model, count, draw, write and read numbers 0-5.
4. Use ordinal numbers.
5. Solve problems using skills and strategies.

Unit 3. Geometry, Fractions and Probability

1. Identify and sort basic plane shapes.
2. Identify symmetric figures and equal parts.
3. Predict the likelihood of events occurring.
4. Identify and sort solid shapes.
5. Match surface to plane shapes.
6. Solve problems using skills and strategies.

Unit 4. Numbers through 12

1. Model, count, draw, write and read numbers 6-12.
2. Name and order numbers to 12
3. Sort groups by number and compare groups of objects.
4. Solve problems using skills and strategies.

Unit 5. Time and money

1. Identify times of day and year and order events
2. Tell time to the hour, estimate time.
3. identify and compare coins
4. Solve problems using skills and strategies.

Unit 6 Measurement

1. Compare and order length.
2. Estimate and measure length.
3. Compare, order, and measure capacity.
4. Solve problems using skills and strategies.

Unit 7 Addition and Subtraction

1. Model and record addition facts through 10.
2. Model and record subtraction facts through 10.
3. Solve problems using skills and strategies.

Unit 8 Greater Numbers

1. Count, represent, and recognize the numbers 10-20.
2. Order numbers 10-20.
3. count, represent and recognize numbers greater than 20
4. Order numbers to 31.
5. Solve problems using skills and strategies.

Additions

Subtractions