Let's get learning!

Choose a set of games and activities.

set 1

set 2

set 3

set 4

kindergarten
1. bees and honey
2. sign match
3. animal habitats click and match
4. following directions birthday

I need more mouse movement practice.
I need more mouse clicking practice.
week 2

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. shape memory

I need more mouse movement practice.
I need more mouse clicking practice.
week 3

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
1. Tt
2. visual discrimination
3. mr. noodle
4. grover rhyming
5. trace 5
6. pop tire 5’s
7. click 5 leaves
8. follow directions - tina’s bugs
9. 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
Aa

short a song

-at

sort by attributes

trace 6

click 6 leaves

elmo rhyme

blooming bubbles

purpy’s shapes in the world
1 Ss
2 trace 7
3 pop 7 balloons
4 explore different fonts
5 five frame flash cards
6 cookie monster patterns
7 sorting with oscar
8 -at
9 Ss puzzle
1. Dd
2. trace 8
3. pop balloon 8’s
4. measuring dinosaurs
5. penguin patterns
6. short a song
7. -an
8. match numbers and objects 1-10
9. sort into 3 categories
short a song

abc match

count 1-9

pattern maze

sorting bottle caps with venn diagram

little red riding hood video

five frame flash cards

jumping rhymes

beginning sound goop
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
set 2
week 2

Gg puzzle
short a word machine
garfield rhyming

order numbers 0-10
exploring capacity
beginning sound memory

beginning sound match
ten frame
beginning sounds fishing
week 3

1. ten frame
2. follow directions – tina’s bugs
3. beginning sound match
4. Nn
5. Nn puzzle
6. zac the rat
7. gus and inky rhyming
8. typing with katie
9. upper-lowercase match kangaroos
set 2
week 4

1  Ff

2  pattern linking cubes

3  short o song

4  -ot

5  gus and inky beginning sounds

6  /sh/

7  order numbers to 10

8  typing with katie

9  adding dice
**week 5**

**set 2**

1. Jj
2. order to 20
3. mox's shop
4. -ot
5. garfield rhyming
6. ten frame
7. comparing height
8. rhyming match
9. street crossing song
week 6

1. Pp
2. blending onset/rime
3. rhyming match

4. exploring capacity

5. lanolin’s greenhouse sound - and +

6. blooming bubbles

7. compound words
8. silly turkey
9. gus and inky rhyming
set 2
week 8

1: Hh
2: abc watermelon
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
week 9

1. picking pumpkin sounds

2. listen only – comparisons

3. comparing height

4. /sh/

5. 2D shape review

6. the gingerbread man

7. abc watermelon

8. math numbers

9. decorate gingerbread house
Are you ready? Let’s learn more!

NATIONAL GEOGRAPHIC Young Explorer!
Nat’l Geo. Young Explorer Magazine

Micetro Mozart
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
superhero reading!
week 1

1. Bb
2. explore addition and subtraction
3. mail numbers
4. number 1–10 is missing
5. counting dimes by tens
6. click and listen to baa baa black sheep
7. ending sounds fishing
8. add ten frame
9. order numbers 1–20
week 2

1. LI
2. /th/
3. odd one out

4. shapesville
5. alphabet order
   zoo story
6. alphabet soup

7. use ten frame
8. 3D magical shape hunt
9. LI puzzle
week 3

1
letter sound bingo

2
Ww

3
shape story

4
fuzzy lion ears

5
100th day

6
order numbers 0–20

7
w puzzle

8
add ten frame

9
building cvc words
Week 4

1. Short i song
2. -ig
3. Real vs. fantasy
4. Number bingo
5. Multiple ten frames
6. Candy machine tens/ones
7. /th/
8. Sandy math 3d shapes
Week 6

1. Sort living/non-living
2. Real vs. fantasy
3. Multiple ten frames

4. Cc
5. R controlled vowels ar
6. C puzzle

7. Simple addition stories
8. Explore seasons
9. Simple subtraction stories
fuzzy lion ears

numbers in order

teen number bingo review

grouping animal kinds

adding critters

blending -ub

Uu

chicken stacker

learn about +−
week 8

1. r controlled vowels or
2. short-u-song
3. teen number bingo review
4. Kk
5. numbers to 100
6. k puzzle
7. moon rock patterns
8. learn about +-
You Are Here

set 3

week 9

1. abc order books
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. ones and tens log 10–20
Are you ready? Let's learn more!

- National Geographic Young Explorer Magazine
- 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

1. Ee
2. short e song
3. -en
4. sight word memory
5. adding bugs
6. silent e movie
7. -i-e
8. base ten bingo
9. marble math
week 2

1. pounce on cvc
2. spell cvc words
3. short e story
4. missing numbers 0-100
5. alphabet order
6. addem story
7. Xx
8. adding bugs
9. abc order books
week 3

1. making 10 - penguins
2. missing numbers 0-100
3. addition story

4. spell words
5. abc barrels
6. Yy

7. y as long e
8. shark tens and ones
9. /ch/
week 4

1. y as long e
2. y as long e story
3. save the whale – make 10
4. what’s missing ten frame
5. multiple ten frames
6. base ten memory
7. review blending hay loft
8. chunking
9. short vowel memory
Week 5

1. Vv
2. Sight word memory
3. Addition story
4. Shark tens and ones
5. Drumming up base ten
6. ABC barrels
7. What makes 10 penguins
8. /ch/
9. Find number 100 chart
1. missing addends
2. chicken stacker
3. Zz
4. y as a vowel
5. /wh/
6. subtract 1 splat
7. addem story
8. abc barrels
9. 3D shape splat

GOAL - ALL ★
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
You Are Here

week 9

1. Easy Level 3
   fast friibit addition

2. chicken stacker

3. number bingo

4. puzzle me words

5. addem story

6. what makes ten penguins

7. blending bowl

8. rhyming river cross

9. good better best

10 penguins
Are you ready? Let's learn more!

- National Geographic Young Explorer Magazine
- Fox and the Grapes
- Fantastic Frogs
- Stellaluna
- Splish Splash Splat
- Goldilocks
- Harry the Dirty Dog
- The Wishing Tree
- Olivia
- Mr. Bump Loses His Memory
- Fancy Nancy
- Brave Irene
<table>
<thead>
<tr>
<th>Standard</th>
<th>Description</th>
</tr>
</thead>
</table>
| 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.  
- Listen to one-syllable words and tell the beginning sounds. |
| 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. (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. |
| 8 | - 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. |
- 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.

- 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. (~at)
- Count, recognize, represent, name, and order a number of objects (order 0–10).
- Identify common signs and symbols.
- Represent addition with objects, fingers, and sounds to identify the meaning of addition as putting together and adding to.
- Computer skill: typing

- 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

- 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.

- 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 (i.e., 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.
<table>
<thead>
<tr>
<th>STANDARDS - SET 3</th>
</tr>
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<tbody>
<tr>
<td><strong>1.</strong> Recognize and name all capital and lowercase letters of the alphabet. (Bb) - Match all sounds to appropriate letters. (Bb) - Identify tricky numerals (i.e., 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 &quot;how many&quot;. (up to 20)</td>
</tr>
<tr>
<td><strong>2.</strong> 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 &quot;how many&quot;. (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.</td>
</tr>
<tr>
<td><strong>3.</strong> 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.</td>
</tr>
<tr>
<td><strong>4.</strong> Recognize and name all capital and lowercase letters of the alphabet. (Li) - Match all sounds to appropriate letters. (Li, /th/) - Distinguish fantasy from reality. - Count up to 20 objects that are in an order by answering the question &quot;how many&quot;. (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)</td>
</tr>
<tr>
<td><strong>5.</strong> 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.</td>
</tr>
<tr>
<td><strong>6.</strong> 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 objects, fingers, and sounds. - Count up to 20 objects that are in an order by answering the question &quot;how many&quot;. (up to 20)</td>
</tr>
<tr>
<td><strong>7.</strong> 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.</td>
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<tr>
<td><strong>8.</strong> 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.</td>
</tr>
<tr>
<td><strong>9.</strong> Match all sounds to appropriate letters. (Long a, 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.</td>
</tr>
<tr>
<td>Standards Set 4</td>
</tr>
<tr>
<td>-----------------</td>
</tr>
</tbody>
</table>
| **1.** Recognize and name all capital and lowercase letters of the alphabet. (Ee)  
- Match all sounds to appropriate letters. (Ee, i)  
- Understand the alphabetic principle, which means that 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  
- 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, /dy/)  
- 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 decomposition 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. |