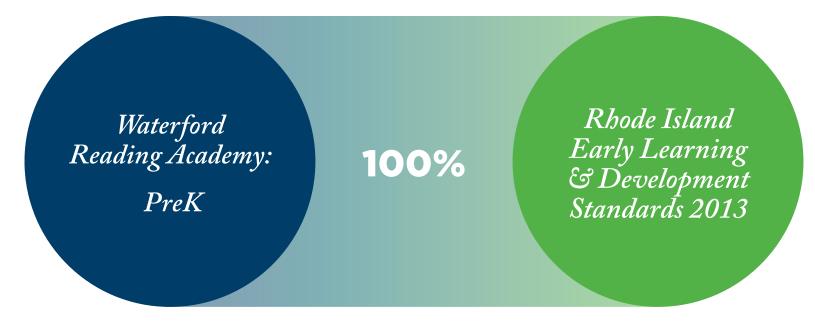


JULY 2022

CURRICULUM Correlation



*Correlation content includes both Waterford Digital Resources and Waterford Teacher Resources (including SmartStart Teacher Guides)

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RHODE ISLAND STANDARDS	WATERFORD DIGITAL RESOURCES	WATERFORD TEACHER RESOURCES
PHYSICAL HEALTH AND MOTOR D	EVELOPMENT (PH)	
Component 1: Health and Safety Pr	actices	
LEARNING GOAL 1.a: Children enga	age in structure and unstructured physical activity.	
Increase their amount of play and activity, using more muscles and for longer periods of time (i.e., at least 60 minutes total each day)	Resources: • Yoga Booklet	 Unit 1, Pg. 143 Builders and Bulldozers Unit 3, Pg. 276 Run, Run! Shade or Sun Unit 4, Pg. 42 Birds on a Perch Unit 5, Pg. 233 Slide Like a Snail Unit 6, Pg. 53 Floating Robots Unit 6, Pg. 108 Exercise Makes Me Better Unit 6, Pg. 118 Come Rest Awhile (Yoga) Unit 6, Pg. 122 Obstacle Course
LEARNING GOAL 1.b: Children beco	ome increasingly able to identify unsafe situations and	I gradually learn strategies for responding to them.
Follow safety rules with adult assistance	 Songs: Sun Blues; Storms Lightning Safety Resources: Emergency Preparedness for Kids Fire Safety for Kids 	 Unit 3, Pg. 334 Tuesday Story: Call For Help Unit 3, Pg. 337 Emergency! Unit 3, Pg. 373 Trusted Adults Unit 6, Pg. 66 Good Friends Activity: I'm in Charge of My Body Unit 6, Pg. 117 Digital Safety Unit 7, Pg. 153 Paying Attention Helps Keep Everyone Safe Unit 7, Pg. 155 Safe Eating: Gallery Refreshments
Recognize symbols or signs for danger (e.g., poison labels) and avoid those objects or areas		Unit 1, Pg. 127 Dramatic Play: Construction Site
Follow emergency routines after adult instruction	Resources: • Emergency Preparedness for Kids • Fire Safety for Kids	Unit 3, Pg. 334 Tuesday Story: Call For HelpUnit 3, Pg. 337 Emergency!
Understand the consequences of not following rules related to safety	Broken Lamp Resources: Consequences Cards	 Unit 7, Pg. 165 Good Friends Activity: I Choose Carefully Unit 7, Pg. 184 Consequence Game Unit 7, Pg. 194 Good Friends Activity: I Tell the Truth



RHODE ISLAND STANDARDS	WATERFORD DIGITAL RESOURCES	WATERFORD TEACHER RESOURCES
LEARNING GOAL 1.c: Children dev	elop self-help skills.	
Help in preparing snacks and meals		 Unit 3, Pg. 319 Plant Part Salad Unit 5, Pg. 243 Worm Cups Unit 7, Pg. 216 Chicka Chicka Boom Boom Snack
Demonstrate independence in personal selfcare skills (e.g., washing hands, brushing teeth)	 Book: The Germs Avoid Germs and Prevent Illness Teeth Resources: Hand Washing Rebus Food Pictures (Healthy Eating) My Healthy Plate 	 Unit 1, Pg. 11 Hand Washing and Snack Unit 1, Pg. 15 Wash Hands and Use Bathroom Unit 6, Pg. 79 Bath Time Unit 6, Pg. 87 Wash Your Hands with Soap (and the ABCs!) Unit 7, Pg. 168 Dramatic Play: Dentist's Office Unit 7, Pg. 174 Taking Care of My Teeth
Dress or undress		Unit 6, Pg. 79 Bath TimeUnit 6, Pg. 108 Exercise Makes Me Better
Manage zippers, buttons, buckles, and Velcro		Unit 6, Pg. 79 Bath TimeUnit 6, Pg. 108 Exercise Makes Me Better
Tell an adult caregiver when tired		Unit 6, Pg. 108 Exercise Makes Me BetterUnit 6, Pg. 118 Come Rest Awhile
Component 2: Gross Motor Develo	pment	
LEARNING GOAL 2.a: Children dev	velop large muscle control, strength, and coordination	on.
Catch a small ball with two hands		Unit 6, Pg. 112 Kick, Throw, Catch, and Bounce
Bounce a ball and catch it		Unit 6, Pg. 112 Kick, Throw, Catch, and Bounce
Aim and throw a ball with some accuracy		Unit 6, Pg. 112 Kick, Throw, Catch, and Bounce
LEARNING GOAL 2.b: Children dev	velop traveling skills.	
Hop forward on one foot		Unit 4, Pg. 42 Birds on a PerchUnit 6, Pg. 122 Obstacle Course
Walk along a beam or edge		Unit 4, Pg. 42 Birds on a PerchUnit 6, Pg. 122 Obstacle Course
Gallop		Unit 6, Pg. 122 Obstacle Course
Skip		Unit 4, Pg. 42 Birds on a PerchUnit 6, Pg. 122 Obstacle Course



RHODE ISLAND STANDARDS	WATERFORD DIGITAL RESOURCES	WATERFORD TEACHER RESOURCES
LEARNING GOAL 2.b: Children dev	elop traveling skills <i>continued</i> .	
Run with control and balance, making quick turns without losing speed and quick stops		 Unit 1, Pg. 143 Builders and Bulldozers Unit 3, Pg. 276 Run, Run! Shade or Sun Unit 6, Pg. 122 Obstacle Course
Demonstrate how their body can move forward, backward, left and right		 Unit 1, Pg. 143 Builders and Bulldozers Unit 3, Pg. 276 Run, Run! Shade or Sun Unit 4, Pg. 42 Birds on a Perch Unit 6, Pg. 122 Obstacle Course
Demonstrate how their body can move fast or slow		Unit 1, Pg. 120 Listen to the BeatUnit 3, Pg. 276 Run, Run! Shade or SunUnit 6, Pg. 122 Obstacle Course
Component 3: Fine Motor Developr	nent	
LEARNING GOAL 3.a: Children deve	elop small muscle control, strength, and coordination.	
Fold a piece of paper with accuracy and symmetry	Song: SymmetryBook: Symmetry and Me	
Work a puzzles of up to 10 pieces	Puzzle GameResources:Shape Puzzles	Introduction, Pg. 12 Math Center
Use simple tools (e.g., stapler, hole punch, scissors, tape dispenser)	The daily use of a touch pad or mouse helps develop dexterity and hand-eye coordination.	 Unit 1, Pg. 114 Snip, Snip, Cut Unit 3, Pg. 314 Cutting Shapes Unit 4, Pg. 43 Capital Letter Scrapbook
Hold paper and begin to cut with scissors along a straight line	The daily use of a touch pad or mouse helps develop dexterity and hand-eye coordination.	 Unit 1, Pg. 114 Snip, Snip, Cut Unit 3, Pg. 314 Cutting Shapes Unit 4, Pg. 43 Capital Letter Scrapbook
LEARNING GOAL 3.b: Children dev	elop writing and drawing skills.	
Draw recognizable shapes	Waterford encourages everyone to have writing, drawing, and art materials available for children's creations.	Unit 3, Pg. 349 Making Shapes
Write some letters and numerals	Letter PicturesLetter TraceExplain NumbersNumber Instruction	 Introduction, Pg. 17 Writing Center Journal Activities Capital Letter Introduction Lowercase Letter Introduction Read and Write Number Activities



RHODE ISLAND STANDARDS	WATERFORD DIGITAL RESOURCES	WATERFORD TEACHER RESOURCES
SOCIAL AND EMOTIONAL DEVELO	DPMENT (SE)	
Component 1: Relationships with O	thers	
LEARNING GOAL 1.a: Children deve	elop trust in and engage positively with adults who ar	e familiar and consistently present in children's lives.
Maintain well-being while apart from parents or primary caretakers when in familiar settings or with familiar and trusted adults		 Unit 1, Pg. 4 Arrival and Toy Time Unit 1, Pg. 20 Reflection and Dismissal Unit 3, Pg. 373 Trusted Adults
Have a close relationship with a consistent non-parental caregiver, showing interest in the adult's feelings, preferences, and well-being and sharing their experiences	Lost DinosaurSquirrel's BlocksIt's Not Fair!	• Unit 3, Pg. 373 Trusted Adults
Participate in longer and more reciprocal interactions (when interacting with familiar adults in role play, games, or structured activities) and take greater initiative in social interaction (including turn-taking)	Lost DinosaurSquirrel's BlocksIt's Not Fair!	 Unit 1, Pg. 50 Follow the Apples Investigation Unit 1, Pg. 57 Center Introduction: Cooking Apples Investigation Unit 1, Pg. 110 Plan, Do, Review Unit 7, Pg. 198 Program Decorations
LEARNING GOAL 1.b: Children enga	age in positive relationships and interactions with oth	er children.
Make decisions with other children, with adult guidance and assistance	Social-emotional videos model positive, pro-social behaviors such as friendship, empathy, kindness, cooperation, collaboration, respect, and initiative.	 Center Activities Dramatic Play Activities Unit 1, Pg. 10 Good Playing Rules Unit 1, Pg. 76 Taking Turns Game Unit 4, Pg. 88 Journal Prompt: I Took Turns When Unit 4, Pg. 84 Working Together
Demonstrate consideration for and cooperation with other children	Social-emotional videos model positive, pro-social behaviors such as friendship, empathy, kindness, cooperation, collaboration, respect, and initiative.	 Center Activities Dramatic Play Activities Unit 1, Pg. 10 Good Playing Rules Unit 1, Pg. 76 Taking Turns Game Unit 4, Pg. 88 Journal Prompt: I Took Turns When Unit 4, Pg. 84 Working Together



RHODE ISLAND STANDARDS	WATERFORD DIGITAL RESOURCES	WATERFORD TEACHER RESOURCES
LEARNING GOAL 1.b: Children enga	age in positive relationships and interactions with other	er children <i>continued</i> .
Prefer to play with one or two special friends	Social-emotional videos model positive, pro-social behaviors such as friendship, empathy, kindness, cooperation, collaboration, respect, and initiative.	 Unit 1, Pg. 88 Let's Play Unit 5, Pg. 226 Good Friends Activity: I'm a Good Friend Unit 6, Pg. 56 Good Friends Activity: Can I Play With You?
Suggest solutions to conflicts	Social-emotional videos model problem-solving strategies that include individual methods as well as seeking adult help.	Unit 1, Pg. 10 Good Playing RulesUnit 1, Pg. 76 Taking Turns GameUnit 4, Pg. 84 Working Together
Demonstrate an ability to compromise when working or playing in a group	Social-emotional videos model positive, pro-social behaviors such as friendship, empathy, kindness, cooperation, collaboration, respect, and initiative.	Unit 1, Pg. 10 Good Playing RulesUnit 1, Pg. 76 Taking Turns GameUnit 4, Pg. 84 Working Together
Sustain interactions with friends for increasing periods of time	Social-emotional videos model positive, pro-social behaviors such as friendship, empathy, kindness, cooperation, collaboration, respect, and initiative.	 Dramatic Play Activities Unit 1, Pg. 4 Arrival and Toy Time Unit 1, Pg. 14 School Field Trip Unit 1, Pg. 76 Taking Turns Game
Successfully enter into play when a group of children are already involved	Social-emotional videos model positive, pro-social behaviors such as friendship, empathy, kindness, cooperation, collaboration, respect, and initiative.	 Unit 1, Pg. 88 Let's Play Unit 6, Pg. 56 Good Friends Activity: Can I Play With You?
Can predict the causes of other children's emotions (e.g., "she is sad because ")	Boo Hoo Baby Baby's Ball	 Unit 5, Pg. 197 Good Friends Activity: I'm a Helper Unit 6, Pg. 56 Good Friends Activity: Can I Play With You?
Component 2: Sense of Self		
LEARNING GOAL 2.a: Children dev	elop an awareness of themselves as an individual with	unique thoughts, feelings, and perspectives.
Differentiate themselves from others based on characteristics they use to describe themselves, such as "shy" or "smart."	Books: Lumpy Mush; Ooey, Gooey Mud; Grandpa's Great Athlete; I Hate Peas; Bad News Shoes	 Unit 1, Pg. 149 Am, Can Unit 6, Pg. 26 Journal Prompt: My Body Does Amazing Things!
Differentiate themselves from others in terms of specific abilities (e.g., "I am a fast runner," or "I am a good climber.")	Books: Grandpa's Great Athlete; Play Ball	 Unit 1, Pg. 149 Am, Can Unit 6, Pg. 26 Journal Prompt: My Body Does Amazing Things!



RHODE ISLAND STANDARDS	WATERFORD DIGITAL RESOURCES	WATERFORD TEACHER RESOURCES
LEARNING GOAL 2.b: Children dev	elop the confidence to complete an action successful	ly or independently.
Resist help and demonstrate a sense of competence (e.g., insisting on dressing themselves, pouring their own juice, etc.)	Waterford helps build persistence by providing support that can range from repeating instructions to offering encouragement and visual clues to step-by-step, followme instruction.	 Center Activities Unit 1, Pg. 149 Am, Can Unit 3, Pg. 346 Journal Prompt: My Job Unit 6, Pg. 26 Journal Prompt: My Body Does Amazing Things!
Stay with a task until it is completed	Engaging activities throughout Waterford hold children's attention as they concentrate on each task.	 Unit 1, Pg. 32 Train My Brain: Determination Unit 1, Pg. 110 Plan, Do, Review Unit 7, Pg. 131 Good Friends Activity: I Pay Attention
Move between independence and dependence in a way that meets their needs for both and that is appropriate for the circumstances	Waterford runs on a dynamic sequence engine that responds to each child's individual interactions. Children build persistence with scaffolded instruction and guided assistance throughout each activity. The support can range from repeating instructions to offering encouragement and visual clues to step-by-step, followme instruction.	 Center Activities Unit 5, Pg. 130 Good Friends Activity: Everybody Needs Help Sometimes Unit 5, Pg. 166 Good Friends Activity: I Ask for Help When I Need It Unit 6, Pg. 75 Grown-Up Manners
Component 3: Self-Regulation		
LEARNING GOAL 3.a: Children dev	elop the ability to express and regulate their own emo	otions.
Control strong emotions most of the time in an appropriate manner	Social-emotional video series "I Can Calm Down" models both appropriate and inappropriate behaviors through scenarios offering explanation and reasoning for each outcome, encouraging children to "Stop, Think, and Choose."	 Introduction, Pg. 16 Private Place Unit 4, Pg. 35 Good Friends Activity: I Can Calm Down Unit 4, Pg. 47 Quiet Bottles Unit 4, Pg. 57 Self-Control Instruments
Persist at a difficult task with decreasing amounts of frustration	When children need extra assistance to finish a task, Waterford helps build persistence by providing support that can range from repeating instructions to offering encouragement and visual clues to step-by-step, followme instruction.	 Unit 1, Pg. 32 Train My Brain: Determination Unit 4, Pg. 35 Good Friends Activity: I Can Calm Down Unit 4, Pg. 52 What Would Pete the Cat Do? Unit 6, Pg. 99 Good Friends Activity: I'm a Problem Solver
Can name emotions using words, signs, or other communication methods	Resources: Lots of Feelings Feelings Poster Guess How I'm Feeling Emotion Cards	 Unit 4, Pg. 4 Good Friends Activity: Guess How I'm Feeling Unit 4, Pg. 26 Journal Prompt: I feel Unit 7, Pg. 139 Painting My Feelings



RHODE ISLAND STANDARDS	WATERFORD DIGITAL RESOURCES	WATERFORD TEACHER RESOURCES
LEARNING GOAL 3.b: Children dev	elop the ability to control impulses.	
With adult assistance, demonstrate control over actions, words, and emotions in response to a situation	Social-emotional video series "I Can Calm Down," models both appropriate and inappropriate behaviors through scenarios offering explanation and reasoning for each outcome, encouraging children to "Stop, Think, and Choose."	 Introduction, Pg. 16 Private Place Unit 4, Pg. 35 Good Friends Activity: I Can Calm Down Unit 4, Pg. 47 Quiet Bottles Unit 4, Pg. 57 Self-Control Instruments
Follow rules and apply them to new situations and environments (e.g., putting their coat in a cubby at school but hanging it on a peg at home)	Rules and routines become familiar and children begin to demonstrate self-control as they progress independently through the Waterford sequence of activities.	 Introduction, Pg. 10 Computer Center; Pg. 13 Reading Center Unit 1, Pg. 6 Listening Rug Rules Unit 1, Pg. 10 Good Playing Rules Unit 1, Pg. 14 School Field Trip Unit 1, Pg. 39 Quiet Time Unit 5, Pg. 230 Dramatic Play: Library
Participate in group activities for increasing amounts of time	Marmot's Basket Musical Mayhem	 Center Activities Dramatic Play Activities Unit 1, Pg. 76 Taking Turns Game Unit 4, Pg. 84 Working Together
Consistently demonstrate the ability to stop an engaging activity to transition to another less desirable activity	Soup's On!Do I Have To?Perfect Present	 Unit 1, Pg. 14 School Field Trip Unit 1 Pg. 36 Jump Up and Down Transition
LANGUAGE DEVELOPMENT (LD)		
Component 1: Receptive Language		
LEARNING GOAL 1.a: Young childre	en attend to, understand, and respond to increasingly	complex language.
Demonstrate an understanding of complex statements, questions, and stories containing multiple phrases and ideas	Social-emotional videos model conversations and discussions between various characters that demonstrate the conventions of standard English grammar as they communicate in complete sentences.	 Unit 1, Pg. 149 Am, Can Unit 2, Pg. 254 Polly Put the Kettle On Unit 5, Pg. 141 Language: Sentence Board Game Unit 5, Pg. 214 Set the Table, Please Unit 6, Pg. 20 May Help Game
Respond appropriately to a specific and varied vocabulary	All activities provide opportunities for students to use words and phrases acquired through conversation, reading and being read to, and responding to texts.	 Journal Activities Dramatic Play Activities Center Activities Unit 1, Pg. 44 Getting Acquainted Unit 1, Pg. 112 Elephant Invitations Unit 2, Pg. 164 The Hungry Thing Rhyme Play Unit 2, Pg. 221 Over, Under, Through Unit 5, Pg. 151 Dinosaur Stomp



RHODE ISLAND STANDARDS	WATERFORD DIGITAL RESOURCES	WATERFORD TEACHER RESOURCES
LEARNING GOAL 1.a: Young childre	en attend to, understand, and respond to increasingly	complex language continued.
Follow detailed, multistep directions (e.g., "Put away your toys, wash your hands, and come to the table.")	Children interacting with Waterford are constantly listening to input and responding with choices, often following detailed, multi-step directions.	 Unit 1, Pg. 4 Arrival and Toy Time Unit 1, Pg. 10 Introduction to Centers Unit 1, Pg. 11 Cleanup and Center Review Unit 1, Pg. 18 Afternoon Centers Unit 1, Pg. 20 Reflection and Dismissal Unit 1, Pg. 28 Introduction to SmartStart and the Computer Center
Component 2: Expressive Languag	e e	
LEARNING GOAL 2.a: Young childr	en use increasingly complex vocabulary, grammar, and	d syntax to express thoughts and needs.
Communicate clearly enough to be understood by unfamiliar listeners, with few pronunciation errors	Waterford introduces letter sounds with instruction demonstrating positioning of the lips and tongue to form the sound correctly and clearly.	 Capital Letter Introductions Lowercase Letter Introductions Unit 1, Pg. 136 Find Someone Who Has Unit 6, Pg. 56 Good Friends Activity: Can I Play With You?
Expand their vocabulary with words of increasing specificity and variety	Waterford online books include bold-faced vocabulary words. When any word is selected, the word is repeated. When bold-faced words are selected, students hear a slowed pronunciation and definition in a pop-up with an illustration.	 Unit 1, Pg. 54 Morning Meeting Unit 1, Pg. 83 Pat-a-cake: Dough Time Unit 1, Pg. 112 Elephant Invitations Unit 2, Pg. 228 Little Miss Muffet: Rhymes and Whey
Demonstrate an increasing knowledge of the meanings of words and skill in determining the meaning of unknown words	Waterford online books include bold-faced vocabulary words. When any word is selected, the word is repeated. When bold-faced words are selected, students hear a slowed pronunciation and definition in a pop-up with an illustration.	 Unit 1, Pg. 54 Morning Meeting Unit 1, Pg. 83 Pat-a-cake: Dough Time Unit 1, Pg. 112 Elephant Invitations Unit 2, Pg. 228 Little Miss Muffet: Rhymes and Whey
Use increasingly complex, longer sentences, including sentences that combine two or three phrases	Song: What Is a Sentence?Sentences	 Unit 1, Pg. 102 Hey Diddle, Diddle: Silly Song Unit 3, Pg. 312 Itsy Bitsy Spider: First, Next, and Last Unit 5, Pg. 141 Language: Sentence Board Game
Use more complex grammar and parts of speech, including prepositions, regular and irregular plural forms of nouns, correct subject/verb agreement, pronouns, possessives, and regular and irregular past tense verbs	Songs: Preposition Ship; Nouns; More Than One; Verbs; I Happened Yesterday	 Unit 1, Pg. 149 Am, Can Unit 2, Pg. 179 Power Unit 2, Pg. 254 Polly Put the Kettle On Unit 5, Pg. 141 Language: Sentence Board Game Unit 5, Pg. 214 Set the Table, Please



RHODE ISLAND STANDARDS	WATERFORD DIGITAL RESOURCES	WATERFORD TEACHER RESOURCES
Component 3: Pragmatics		
LEARNING GOAL 3.a: Young childr	en understand, follow, and use appropriate social and	conversational rules.
Follow commonly accepted norms of communication in group settings with increasing independence (e.g., responding appropriately to such direction as "Only one child speaks at once; raise your hand.")	Social-emotional videos model conversations and discussions between various characters. The videos demonstrate appropriate conversation rules as characters develop ideas and communicate in complete sentences.	 Unit 1, Pg. 6 Listening Rug Rules Unit 5, Pg. 141 Language: Sentence Board Game Unit 5, Pg. 214 Set the Table, Please Unit 6, Pg. 75 Grown-Up Manners
Engage, with support and modeling, in conversations of at least five turns, with each exchange relating to and building upon what was said previously	Social-emotional videos model conversations between various characters, with appropriate conversation rules, as they develop ideas, ask and answer relevant questions, and communicate in complete sentences.	 Unit 5, Pg. 141 Language: Sentence Board Game Unit 5, Pg. 214 Set the Table, Please
Use language to communicate with others in familiar and unfamiliar social situations for a variety of purposes	Social-emotional videos model conversations between various characters, with appropriate conversation rules, as they develop ideas, ask and answer relevant questions, and communicate in complete sentences.	 Unit 5, Pg. 141 Language: Sentence Board Game Unit 5, Pg. 214 Set the Table, Please
Component 4: Language Developm	nent of Dual Language Learners	
LEARNING GOAL 4.a: Young childr types of texts (including digital tex	en attend to, understand, and respond to increasingly ts) in English.	complex language as well as a range of topics and
Demonstrate an understanding of a larger set of words in English (for objects and actions, personal pronouns, and possessives) in both real and pretend activities	Waterford online books include bold-faced vocabulary words. When any word is selected, the word is repeated. When bold-faced words are selected, students hear a slowed pronunciation and definition in a pop-up with an illustration.	 Unit 1, Pg. 83 Pat-a-cake: Dough Time Unit 1, Pg. 112 Elephant Invitations Unit 2, Pg. 221 Over, Under, Through Unit 2, Pg. 228 Little Miss Muffet: Rhymes and Whey
Demonstrate an understanding of words in English related to more advanced concepts (e.g., abstract emotions and ideas)	Waterford online books include bold-faced vocabulary words. When any word is selected, the word is repeated. When bold-faced words are selected, students hear a slowed pronunciation and definition in a pop-up with an illustration.	 Unit 1, Pg. 44 Getting Acquainted Unit 1, Pg. 112 Elephant Invitations Unit 2, Pg. 164 The Hungry Thing Rhyme Play Unit 5, Pg. 151 Dinosaur Stomp



RHODE ISLAND STANDARDS	WATERFORD DIGITAL RESOURCES	WATERFORD TEACHER RESOURCES
LEARNING GOAL 4.a: Young childr types of texts (including digital tex	en attend to, understand, and respond to increasingly ts) in English <i>continued</i> .	complex language as well as a range of topics and
Follow directions that involve a one- or two-step sequence, relying less on contextual cues	Children interacting with Waterford are constantly listening to input and responding with choices, often following detailed, multi-step directions.	 Unit 1, Pg. 4 Arrival and Toy Time Unit 1, Pg. 10 Introduction to Centers Unit 1, Pg. 11 Cleanup and Center Review Unit 1, Pg. 18 Afternoon Centers Unit 1, Pg. 20 Reflection and Dismissal Unit 1, Pg. 28 Introduction to SmartStart and the Computer Center
LEARNING GOAL 4.b: Young childr	en become increasingly proficient in expressing their	thoughts and ideas in English.
Demonstrate increasing reliance on verbal communicating in English to be understood by others	Waterford is committed to creating a diverse learning experience that connects with learners from all backgrounds. Activities develop children's vocabulary and asks them to respond orally, sing along with songs, and follow directions.	 Unit 1, Pg. 136 Find Someone Who Has Unit 5, Pg. 166 Good Friends Activity: I Ask for Help When I Need It Unit 5, Pg. 214 Set the Table, Please Unit 6, Pg. 56 Good Friends Activity: Can I Play With You? Unit 6, Pg. 75 Grown-up Manners
Use new English vocabulary to share knowledge of concepts, including conversational and academic vocabulary	Waterford online books include bold-faced vocabulary words. When any word is selected, the word is repeated. When bold-faced words are selected, students hear a slowed pronunciation and definition in a pop-up with an illustration.	 Unit 1, Pg. 54 Morning Meeting Unit 1, Pg. 83 Pat-a-cake: Dough Time Unit 1, Pg. 112 Elephant Invitations Unit 2, Pg. 228 Little Miss Muffet: Rhymes and Whey Unit 3, Pg. 302 Rock-a-bye Baby: Lullaby Word Segmentation
Sustain a conversation in English with increasingly complex syntax, adding conjunctions, subject-verb object patterns, and other more advanced elements of English sentence construction	Social-emotional videos model conversations between various characters, with appropriate conversation rules, as they develop ideas, ask and answer relevant questions, and communicate in complete sentences.	 Unit 5, Pg. 141 Language: Sentence Board Game Unit 5, Pg. 214 Set the Table, Please
Expand their use of different forms of grammar in English (e.g., plurals; possessive pronouns; simple past tense verbs), sometimes with errors	 Songs: Nouns; Verbs; Pronouns; It Happened Yesterday Nouns Past Tense Verbs Plural Nouns 	 Unit 1, Pg. 149 Am, Can Unit 2, Pg. 254 Polly Put the Kettle On Unit 5, Pg. 141 Language: Sentence Board Game Unit 5, Pg. 214 Set the Table, Please Unit 6, Pg. 20 May Help Game



RHODE ISLAND STANDARDS	WATERFORD DIGITAL RESOURCES	WATERFORD TEACHER RESOURCES
LEARNING GOAL 4.b: Young childr	en become increasingly proficient in expressing th	eir thoughts and ideas in English continued.
Use "what," "why," "how," "when," and "where" questions in more complete forms in English, sometimes with errors	Science InvestigationSum Up: Five Ws	• Unit 7, Pg. 150 What Doesn't Belong?
LITERACY (L)		
Component 1: Phonological Awarer	ness	
LEARNING GOAL 1.a: Children notic	ce and discriminate the sounds of spoken language	e.
Match beginning sounds of some words; are able to name several words that begin with the letter sound of their name	 Letter Sound Name That Letter Sound Initial Sound Right Initial Sound Read with Me Books (See titles at end of document.) 	 Unit 4, Pg. 110 Listening Activity: Initial /ck/ Sounds Unit 6, Pg. 52 Initial Sounds and Letter Sound /p/ Unit 6, Pg. 84 Rascal's Rotten Day: Initial Sounds and Letter sound /r/ Unit 6, Pg. 88 Listening Activity: Rascally Initial Sound
Produce words (real or nonsense) that rhyme with other common words (e.g., "dance, prance, krance")	 Rhyming Words Rhyme Rhyme Match Finish the Picture One Doesn't Rhyme 	 Unit 1, Pg. 51 Fancy Rhyming Unit 1, Pg. 142 Rhyme Awareness: Humpty Dumpty and the Rhyme Cheer Unit 2, Pg. 164 The Hungry Thing Rhyme Play Unit 2, Pg. 174 Mother, Mother, I Am III: Rhyme Discrimination Unit 2, Pg. 199 Rhyme Race
Identity whether or not two words begin with the same sound (i.e., when an adult gives three or four oral words, children can select those that begin with same sound, although they may not be able to identify the letter)	 Letter Sound Name That Letter Sound Initial Sound Right Initial Sound Read with Me Books (See titles at end of document.) 	



RHODE ISLAND STANDARDS	WATERFORD DIGITAL RESOURCES	WATERFORD TEACHER RESOURCES
LEARNING GOAL 1.a: Children notic	ce and discriminate the sounds of spoken language	continued.
Blend and delete compound words without the support of pictures or objects (e.g., "butterfly, butter crunch, butter sandwich, butter bear"	 Song: Compound Words Take Away Syllables 	 Unit 3, Pg. 360 Blend Compound Words: My Valentine Unit 4, Pg. 4 Listening Activity: Where is Thumbkin? Compound Words Unit 4, Pg. 16 Listening Activity: Blend Farm Compound Words Unit 4, Pg. 22 Yankee Doodle Compound Words Unit 4, Pg. 12 One, Two, Buckle My Shoe: Compound Words Unit 4, Pg. 46 Listening Activity: Animal Compound Words Unit 4, Pg. 50 Vertebrate Compound Words
With modeling and support, identify, blend, and segment syllables in spoken words	SyllablesSyllable SafariTake Away Syllables	 Unit 5, Pg. 130 Name Syllable Unit 5, Pg. 138 Eleven Elephants: Syllable Blend and Letter Sound /e/ Unit 5, Pg. 144 Listening Activity: Elephant Syllables Unit 5, Pg. 156 Listening Activity: Fishy Syllables Unit 5, Pg. 166 Listening Activity: Fast Syllables Unit 5, Pg. 176 Listening Activity: Grasshopper Syllables Unit 5, Pg. 186 Listening Activity: Hairy Syllables Unit 5, Pg. 196 Listening Activity: I Spy Syllables Unit 5, Pg. 218: Listening Activity: Jumbled Syllables
With modeling and support, delete the onsets of words (e.g., "pair-air, fruit-root")	Phoneme SegmentationLetter Sound Eliminator	
With modeling and support, blend onsets and rimes in single-syllable words (e.g., the hard "c" sound with "-ook" to make "cook")	 Blend Onset/Rime Sounds Blend Every Sound Blending Dragon Blending Riddles 	 Unit 6, Pg. 4 Listening Activity: Action Words Onset-Rime Unit 6, Pg. 11 Magnifying Glass: Onset-Rime and Letter Sound /m/ Unit 6, Pg. 16 Listening Activity: Magnifying Glass: Onset Rime Unit 6, Pg. 21 New: Onset-Rime and Letter Sound /n/



RHODE ISLAND STANDARDS	WATERFORD DIGITAL RESOURCES	WATERFORD TEACHER RESOURCES
Component 2: Alphabet Knowledge	9	
LEARNING GOAL 2.a: Children reco	gnize and identify letters and make letter-sound cor	nnections.
Recognize and name at least half of the letters in the alphabet, including letters in their own name (first name and last name) as well as letters that occur frequently in environmental print	 ABC Songs Letter Pictures Distinguish Letters Name Game Name That Letter 	 Capital Letter Introduction Lowercase Letter Introduction
Produce the sound for many of the letters they recognize	 Mama Squirrel's Sound Song Letter Sound Songs Letter Sound Name That Letter Sound Sound Room Choose a Sound 	 Capital Letter Introduction Lowercase Letter Introduction Journal Activities
Correctly sort letters and find words that contain specified letters	ABC SongsDistinguish LettersLetter Match	 Capital Letter Introduction Lowercase Letter Introduction Introduction, Pg. 17 Writing Center Unit 1, Pg. 27 Letter Tile Names Unit 1, Pg. 72 Baa Baa Black Sheep: Wooly Names Unit 1, Pg. 74 Name Magnets
Demonstrate an understanding that strings of letters represent a sequence of spoken sounds	Letters Make Words	Unit 1, Pg. 8 Morning MessageUnit 1, Pg. 82 Letters Make Words



RHODE ISLAND STANDARDS	WATERFORD DIGITAL RESOURCES	WATERFORD TEACHER RESOURCES
Component 3: Print Knowledge		
LEARNING GOAL 3.a: Children dem meaning and spoken words are rep	nonstrate book awareness and knowledge of basic prin resented by text.	nt conventions; they understand that print carries
Demonstrate an awareness of various conventions of print (e.g., upper- and lower-case letters, different fonts) and indicate where to start reading on a page and how to progress across and down a page	 Print Concepts Print Directionality Letter Pictures Name That Letter 	 Capital Letter Introduction Lowercase Letter Introduction Story Time Activities Unit 1, Pg. 23 Morning Message Unit 1, Pg. 46 The Apple Tree: Discuss the Story
Describe roles of authors and illustrators and connect books to specific authors of illustrators	Prior to reading each online story, the front cover of the book is displayed on the screen. The title and names of the author and illustrator are highlighted and read aloud. • Print Concepts Introduction	Unit 1, Pg. 37 Print Knowledge: Books
dentify familiar words in books and the environment	 Read with Me Books Sing a Rhyme Songs/Books (See titles at end of document.) Words in Your World 	Introduction, Pg. 13 Reading CenterUnit 1, Pg. 82 Letters Make WordsStory Time Activities
Recognize their own printed name and those of their siblings or friends	Name Game	Unit 1, Pg. 27 Letter Tile NamesUnit 1, Pg. 72 Baa Baa Black Sheep: Wooly NamesUnit 1, Pg. 74 Name Magnets
Component 4: Comprehension and		
LEARNING GOAL 4.a: Children sho	w interest and an understanding of a variety of literacy	y experiences.
Attend to and request longer and more complex books or stories	 Read with Me Books Sing a Rhyme Songs/Books Read-Along Books Informational Books (See titles at end of document.) 	 Introduction, Pg. 13 Reading Center Story Time Activities
Engage in independent writing activities during routine times, such as pretending to write in their bwn journal	Dots, Lines, and CirclesLetter Trace	Introduction, Pg. 17 Writing CenterJournal Activities



RHODE ISLAND STANDARDS	WATERFORD DIGITAL RESOURCES	WATERFORD TEACHER RESOURCES
LEARNING GOAL 4.a: Children show	w interest and an understanding of a variety of literac	y experiences <i>continued</i> .
Demonstrate knowledge of details from familiar stories (e.g., about characters, events, story-related problems, and resolutions)	 Read with Me Books Sing a Rhyme Songs/Books Read-Along Books Informational Books (See titles at end of document.) Describe Characters 	 Story Time Activities Unit 1, Pg. 32 Train My Brain: Determination Unit 5, Pg. 130 Good Friends Activity: Everybody Needs Help Sometimes Unit 7, Pg. 194 Good Friends Activity: I Tell the Truth
Engage in higher-order thinking during shared reading experiences, such as making predictions and inferences, determining cause-and-effect relationships, and summarizing stories	 Read with Me Books Sing a Rhyme Songs/Books Read-Along Books Informational Books (See titles at end of document.) Peek at the Story What Comes Next? Sum Up: Remember Order Sum Up: Five Ws 	 Unit 1, Pg. 32 Train My Brain: Determination Unit 1, Pg. 112 Elephant Invitations Unit 1, Pg. 148 Ten Little Goldfish Unit 3, Pg. 312 Itsy Bitsy Spider: First, Next, and Last Unit 5, Pg. 130 Good Friends Activity: Everybody Needs Help Sometimes Unit 7, Pg. 194 Good Friends Activity: I Tell the Truth
Retell a familiar story in the proper sequence, including major events and cause-and-effect relationships	 Read with Me Books Sing a Rhyme Songs/Books Read-Along Books Informational Books (See titles at end of document.) Peek at the Story What Comes Next? Sum Up: Remember Order Sum Up: Five Ws 	 Unit 3, Pg. 312 Itsy Bitsy Spider: First, Next, and Last Unit 7, Pg. 215 Chicka Chicka Boom Boom Program
Demonstrate knowledge from informational texts in a variety of ways (e.g., recognizing and naming a plastic model of a Triceratops after being read a book about dinosaurs	 Informational Books (See titles at end of document.) Build Knowledge 	 Unit 2, Pg. 231 Do You Know Which Ones Will Grow? Unit 2, Pg. 258 Taking Care of Living Things Unit 5, Pg. 174 Invertebrates
With guidance and support, relate events and information from stories to their own experiences	Connect to MeBuild Knowledge	Unit 1, Pg. 83 Pat-a-cake: Dough TimeUnit 1, Pg. 112 Elephant Invitations



RHODE ISLAND STANDARDS	WATERFORD DIGITAL RESOURCES	WATERFORD TEACHER RESOURCES
Component 5: Literacy Developme	nt for Dual Language Learners	
Learning Goal 5.a: Children become	e increasingly engaged in literacy experiences in Engli	sh.
Participate in reading activities, using a variety of genres that are written in English	 Read with Me Books Sing a Rhyme Songs/Books Read-Along Books Informational Books (See titles at end of document.) Describe Characters 	 Introduction, Pg. 13 Reading Center Story Time Activities
Choose to read familiar books written in English with increasing independence and to talk about the books in English	 Read with Me Books Sing a Rhyme Songs/Books Read-Along Books Informational Books (See titles at end of document.) Describe Characters 	 Introduction, Pg. 13 Reading Center Story Time Activities
Engage in extended conversations in English about stories	Social-emotional videos model conversations and discussions between various characters. The videos demonstrate appropriate conversation rules as characters develop ideas and communicate in complete sentences.	 Unit 1, Pg. 149 I Am, I Can Unit 2, Pg. 254 Polly Put the Kettle On Unit 5, Pg. 141 Language: Sentence Board Game Unit 5, Pg. 214 Set the Table, Please Unit 6, Pg. 20 May I Help Game
Retell in English the majority of a story read or told in English	 Read with Me Books Sing a Rhyme Songs/Books Read-Along Books Informational Books (See titles at end of document.) Peek at the Story What Comes Next? Sum Up: Remember Order Sum Up: Five Ws 	 Unit 3, Pg. 312 Itsy Bitsy Spider: First, Next, and Last Unit 7, Pg. 215 Chicka Chicka Boom Boom Program



RHODE ISLAND STANDARDS	WATERFORD DIGITAL RESOURCES	WATERFORD TEACHER RESOURCES
Component 6: Emergent Writing		
LEARNING GOAL 6.a: Children lear as a means of communication.	n writing skills and show knowledge of writing conve	entions; they demonstrate an understanding of writing
With modeling and support, print some letters of meaningful words, sometimes using letters and sometimes using letter-like forms	 Dots, Lines, and Circles Letter Pictures Letter Trace Letters Make Words Distinguish Letters 	 Introduction, Pg. 17 Writing Center Journal Activities Capital Letter Introduction Lowercase Letter Introduction
Write their first name nearly correctly (may switch the order of letters or write some letters backwards)	Letter TraceName GameDistinguish Letters	 Unit 1, Pg. 27 Letter Tile Names Unit 1, Pg. 72 Baa Baa Black Sheep: Wooly Names Unit 1, Pg. 74 Name Magnets
Use invented spelling	Letter SoundName That Letter SoundDistinguish Letters	Introduction, Pg. 17 Writing CenterJournal Activities
With modeling and support, write numerals one through twenty	Number Instruction	Read and Write Number Activities
	writing to represent and communicate ideas in a var	iety of contexts; they use a combination of drawing,
With modeling and support, use writing and or digital tools to communicate information, tell a story, or answer a question	Letter TraceDistinguish Letters	Introduction, Pg. 17 Writing CenterJournal Activities
Use writing to convey meaning (e.g., writing a note to themselves during play, writing a note to their mother, taking a restaurant "order" in a dramatic play area, writing a grocery list)	Dots, Lines, and CirclesLetter Trace	 Introduction, Pg. 17 Writing Center Journal Activities



RHODE ISLAND STANDARDS	WATERFORD DIGITAL RESOURCES	WATERFORD TEACHER RESOURCES
COGNITIVE DEVELOPMENT (CD)		
Component 1: Logic and Reasoning	ı	
LEARNING GOAL 1.a: Children appl	ly strategies and draw upon past knowledge and expe	riences to meet goals and solve problems.
Solve complex problems by planning and carrying out a sequence of action	Social-emotional videos model problem-solving strategies that include individual methods as well as seeking adult help.	 Unit 1, Pg. 32 Train My Brain: Determination Unit 1, Pg. 110 Plan, Do, Review Unit 6, Pg. 99 Good Friends Activity: I'm a Problem Solver Unit 7, Pg. 131 Good Friends Activity: I Pay Attention
Analyze the result of an attempted solution and use the new information to solve a problem (e.g., trying to staple pieces of paper after unsuccessfully trying to tape them together)	Social-emotional videos model problem-solving strategies that include individual methods as well as seeking adult help.	 Unit 1, Pg. 110 Plan, Do, Review Unit 1, Pg. 32 Train My Brain: Determination Unit 6, Pg. 99 Good Friends Activity: I'm a Problem Solver
Explain their reasoning behind a strategy or choice and why it worked or didn't work	Social-emotional videos model problem-solving strategies that include individual methods as well as seeking adult help.	Unit 6, Pg. 120 Journal Prompt: A Problem I Solved
Component 2: Memory and Workin	g Memory	
LEARNING GOAL 2.a: Children hold	d information in their mind and manipulate it to perfor	m tasks.
Accurately recount past experiences in the correct order and include relevant details	Sum Up: Remember OrderSum Up: Five WsConnect to Me	Journal Activities
Retell a familiar story in the proper sequence, including such details as characters, phrases, and events	 Read with Me Books Sing a Rhyme Songs/Books Read-Along Books Informational Books (See titles at end of document.) Sum Up: Remember Order Sum Up: Five Ws Connect to Me 	Unit 3, Pg. 312 Itsy Bitsy Spider: First, Next, and Last



RHODE ISLAND STANDARDS	WATERFORD DIGITAL RESOURCES	WATERFORD TEACHER RESOURCES
LEARNING GOAL 2.a: Children hold	d information in their mind and manipulate it to perfo	orm tasks <i>continued</i> .
Remember more and more minute details from a story and are able to answer questions accurately (e.g., "How did the peddler feel when the monkeys didn't give him back his caps?")	 Read with Me Books Sing a Rhyme Songs/Books Read-Along Books Informational Books (See titles at end of document.) Sum Up: Five Ws 	 Story Time Activities Unit 1, Pg. 32 Train My Brain: Determination Unit 3, Pg. 312 Itsy Bitsy Spider: First, Next, and Last Unit 5, Pg. 130 Good Friends Activity: Everybody Needs Help Sometimes Unit 7, Pg. 194 Good Friends Activity: I Tell the Truth
Place four or more objects or groups in order of a quantitative attribute (number, length, etc.)	 Songs: Large, Larger, Largest; Measuring Plants Order Size Size Length Counting Songs Number Instruction 	 Unit 6, Pg. 114 Length Unit 7, Pg. 142 Weight Unit 7, Pg. 147 Charting Weight
Solve simple word problems with totals of 10 or fewer items (e. g., concluding that they have nine grapes if they have seven and are given two more)	 Songs: On the Bayou; Subtract Those Cars; Bakery Subtraction; Counting On; Counting Backward Book: Five Delicious Muffins Count On Add Groups Act Out Addition Add With Manipulatives Subtract Groups Act Out Subtraction Use Manipulatives 	 Unit 6, Pg. 83 Ten Frame Game Unit 7, Pg. 247 How Many Are Hiding?
Successfully follow detailed, multi-step directions	Children interacting with Waterford are constantly listening to input and responding with choices, often following detailed, multi-step directions.	 Unit 1, Pg. 4 Arrival and Toy Time Unit 1, Pg. 10 Introduction to Centers Unit 1, Pg. 11 Cleanup and Center Review Unit 1, Pg. 18 Afternoon Centers Unit 1, Pg. 20 Reflection and Dismissal Unit 1, Pg. 28 Introduction to SmartStart and the Computer Center



RHODE ISLAND STANDARDS	WATERFORD DIGITAL RESOURCES	WATERFORD TEACHER RESOURCES
Component 3: Attention and Inhibi	tory Control	
LEARNING GOAL 3.a: Children's sk	ills increase in filtering impulses and sustaining attenti	on on a task.
Without adult reminders, wait to communicate information in a group		Unit 1, Pg. 6 Listening Rug RulesUnit 6, Pg. 75 Grown-Up Manners
Maintain focus on a project for a sustained period of time and over several days	Engaging activities throughout Waterford hold children's attention as they concentrate on each task.	 Unit 1, Pg. 32 Train My Brain: Determination Unit 7, Pg. 131 Good Friends Activity: I Pay Attention
Return with focus to an activity or project after having been away from it for a period of time	Vivid, game-like graphics and engaging tasks in Waterford offer a wide variety of activities to hold children's interest.	Unit 3, Pg. 363 Seed InvestigationUnit 4, Pg. 118 Raising TadpolesUnit 5, Pg. 175 Ant Farm Extension
Demonstrate an awareness of important activities that are "coming up" or "in the near future" (e.g., keeping track of the days until a birthday or vacation trip) as a strategy to control excitement	Book: I Can't Wait	 Unit 1, Pg. 35 Calendar Unit 1, Pg. 55 Calendar Unit 7, Pg. 225 Good Friends Activity: I Am Ready for Kindergarten
Combine shapes into patterns that make new shapes or complete puzzles (e.g., rearranging a collection of circles and variously sized rectangles to make the image of a person)	 Songs: Shapes, Shapes, Shapes; Kites; Corners and Sides Books: The Shape of Things; Imagination Shapes Simple Shapes Solid Shapes Space Shapes World Shapes Circle, Square, Triangle, Rectangle Oval, Star, Semicircle, Diamond, Octagon Geoboard Tangrams 	 Introduction, Pg. 9 Block Center; Pg. 12 Math Center Unit 3, Pg. 348 Friday Story: The Perfect Square Unit 3, Pg. 367 Shapes Mural
Build complex block buildings, intentionally maintaining such features as symmetry	Song: Symmetry Book: Symmetry and Me	 Introduction, Pg. 9 Block Center Unit 2, Pg. 225 Where We Are Unit 4, Pg. 28 Classroom Block Play



RHODE ISLAND STANDARDS	WATERFORD DIGITAL RESOURCES	WATERFORD TEACHER RESOURCES
Component 4: Cognitive Flexibility		
LEARNING GOAL 4.a: Children's sk	ills increase at adjusting to changes in demands, pr	iorities, and perspectives.
Quickly adjust and adhere to a new rule (e.g., lining up inside the building rather than outside when the weather gets colder or it rains)	Soup's OnDo I Have To?	 Unit 1, Pg. 6 Listening Rug Rules Unit 1, Pg. 10 Good Playing Rules Unit 1, Pg. 14 School Field Trip Unit 1, Pg. 39 Quiet Time Unit 5, Pg. 230 Dramatic Play: Library
Apply different rules in different contexts that require different behaviors (e.g., using indoor voices or feet versus outdoor voices or feet)	 Soup's On Do I Have To? Resources Listening Rug Rules; Good Playing Rules 	 Introduction, Pg. 10 Computer Center; Pg. 13 Reading Center Unit 1, Pg. 6 Listening Rug Rules Unit 1, Pg. 10 Good Playing Rules Unit 1, Pg. 14 School Field Trip Unit 1, Pg. 39 Quiet Time Unit 5, Pg. 230 Dramatic Play: Library
Reconstruct a pattern using different materials or modalities	 Song: Train Station Patterns Book: How King Snake Got His Pattern Patterns Pattern: AB; ABB; ABC 	 Unit 4, Pg. 38 AB Pattern Garden Unit 4, Pg. 48 ABB Cereal Necklaces Unit 4, Pg. 59 ABC Patterns
Sort by more than one attribute (e.g., color and shape) into two or more groups	Song: All Sorts of LaundryBook: Buttons, ButtonsSort	 Unit 1, Pg. 119 Sorting Buttons Unit 1, Pg. 134 Texture Sort Unit 3, Pg. 319 Plant Part Salad Unit 3, Pg. 338 Sort It Out Unit 3, Pg. 358 Fancy Shapes Unit 7, Pg. 205 Healthy Eating
Correctly add an object to an existing series (e.g., of increasing lengths)	 Songs: Train Station Patterns; Measuring Plants Book: How King Snake Got His Pattern Patterns Pattern: AB; ABB; ABC Length 	 Unit 4, Pg. 38 AB Pattern Garden Unit 4, Pg. 48 ABB Cereal Necklaces Unit 4, Pg. 59 ABC Patterns



RHODE ISLAND STANDARDS	WATERFORD DIGITAL RESOURCES	WATERFORD TEACHER RESOURCES
MATHEMATICS (M)		
Component 1: Number Sense and G	Quantity	
LEARNING GOAL 1.a: Children deve they represent.	elop number recognition and counting skills and lea	arn the relationship between numbers and the quantity
Quickly name the number in a group of objects, up to 10	Moving Target (Dots)Bug BitsMatch NumbersMake and Count Groups	 Unit 1, Pg. 150 Arrange and Count 4 Unit 2, Pg. 208 Pizza Chef Match Unit 2, Pg. 218 Group Five Pets Unit 4, Pg. 102 Read and Write 6: Warm-up Number Dots
Verbally count beyond 20 (or in some way indicate knowledge of numbers beyond 20 in sequence), demonstrating an understanding of the number pattern	Counting SongsNumber CountingNumber InstructionCounting Puzzle	 Introduce and Count Number Activities Unit 1, Pg. 45 Counting and Attendance Unit 5, Pg. 200 Counting in a Circle
Use strategies to count large sets of objects (more than 10)	Number InstructionPlace Value	 Introduce and Count Number Activities Unit 1, Pg. 45 Counting and Attendance Unit 5, Pg. 200 Counting in a Circle
Know the number that comes before or after a specified number (up to 20)	 Songs: Counting On; Counting Backward Book: A Space Adventure Count On Count Back Order Numbers Number Counting Number Chart 	 Introduce and Count Number Activities Unit 1, Pg. 45 Counting and Attendance Unit 2, Pg. 261 Make One More Unit 5, Pg. 200 Counting in a Circle Unit 5, Pg. 210 Counting to 8 in Relation to 5 Unit 7, Pg. 180 Build One More Unit 7, Pg. 229 Build One Less
Recognize and order each written numeral up to 10	Number InstructionOrder Numbers	Introduce and Count Number ActivitiesRead and Write Number Activities
Associate a quantity with a written numeral up to 10	 Number Instruction Order Numbers Match Numbers One-to-One Correspondence Math Books 	 Introduce and Count Number Activities Unit 1, Pg. 23 Counting and Attendance Unit 3, Pg. 333 Tortillas, Tortillas: Family Dinner Unit 5, Pg. 147 Decomposing 7 Unit 5, Pg. 171 Quantities to 7 Unit 5, Pg. 180 Arrange and Count 7 Unit 5, Pg. 200 Counting in a Circle



RHODE ISLAND STANDARDS	WATERFORD DIGITAL RESOURCES	WATERFORD TEACHER RESOURCES
Component 2: Number Relationship	os and Operations	
LEARNING GOAL 2.a: Children lear	n to use numbers to compare quantities and solve pro	blems.
Use counting to compare two sets of objects and to determine which set has more, less, or the same than the other	 Songs: Greater Than, Less Than; More Than, Fewer Than Book: For the Birds Greater Than, Less Than More Than Fewer Than Make and Count Groups 	 Unit 6, Pg. 8 Greater Than Unit 6, Pg. 71 Less Than Unit 6, Pg. 105 Quantities to 10
Understand that adding one or taking away one changes the number in a group of objects by exactly one	 Songs: On the Bayou; Subtract Those Cars Book: Five Delicious Muffins Count On by 1 Add Groups Act Out Addition Add With Manipulatives (Add 1) Subtract Groups Act Out Subtraction Use Manipulatives (Subtract 1) 	 Unit 6, Pg. 83 Ten Frame Game Unit 7, Pg. 180 Build One More Unit 7, Pg. 229 Build One Less Unit 7, Pg. 247 How Many Are Hiding?
Use toys and other objects as tools to solve simple addition and subtraction problems with totals smaller than ten	 Add Groups Act Out Addition Subtract Groups Act Out Subtraction Add With Manipulatives (Add 1) Use Manipulatives (Subtract 1) 	 Unit 5, Pg. 210 Counting to 8 in Relation to 5 Unit 6, Pg. 83 Ten Frame Game Unit 7, Pg. 180 Build One More Unit 7, Pg. 229 Build One Less Unit 7, Pg. 247 How Many Are Hiding?
Component 3: Classification and Pa	atterning	
LEARNING GOAL 3.a: Children learn a pattern.	n to order and sort objects by common attributes, to i	dentify patterns, and to predict the next sequence in
Sort objects by more than one attribute (e.g., color and shape) into two or more groups	 Songs: All Sorts of Laundry; Same and Different Book: Buttons, Buttons Sort Make Comparisons 	 Unit 1, Pg. 119 Sorting Buttons Unit 1, Pg. 134 Texture Sort Unit 3, Pg. 319 Plant Part Salad Unit 3, Pg. 338 Sort It Out Unit 3, Pg. 358 Fancy Shapes Unit 7, Pg. 205 Healthy Eating



RHODE ISLAND STANDARDS	WATERFORD DIGITAL RESOURCES	WATERFORD TEACHER RESOURCES
LEARNING GOAL 3.a: Children lear a pattern <i>continued</i> .	n to order and sort objects by common attributes,	to identify patterns, and to predict the next sequence in
Sort sets of objects by one characteristics, then sort by a different characteristics and explain the sorting rules (e.g., "These are all of the red ones, but these are all of the big ones")	 Songs: All Sorts of Laundry; Same and Different; Savanna Size Book: Buttons, Buttons Sort Make Comparisons Size Order Size Big and Little Tall and Short Heavy and Light 	 Unit 1, Pg. 119 Sorting Buttons Unit 1, Pg. 134 Texture Sort Unit 3, Pg. 319 Plant Part Salad Unit 3, Pg. 338 Sort It Out Unit 3, Pg. 358 Fancy Shapes Unit 7, Pg. 205 Healthy Eating
Extend sequential patterns and replicate these patterns using different materials or modes (e.g., on being told a pattern, replicating the pattern with manipulatives)	 Song: Train Station Patterns Book: How King Snake Got His Pattern Patterns Pattern: AB; ABB; ABC 	 Unit 4, Pg. 38 AB Pattern Garden Unit 4, Pg. 48 ABB Cereal Necklaces Unit 4, Pg. 59 ABC Patterns
Identify the core unit of sequentially repeating patterns (i.e., that set of characteristics or items that repeat)	 Song: Train Station Patterns Book: How King Snake Got His Pattern Patterns Pattern: AB; ABB; ABC 	 Unit 4, Pg. 38 AB Pattern Garden Unit 4, Pg. 48 ABB Cereal Necklaces Unit 4, Pg. 59 ABC Patterns
Replicate and extend simple growing (or enlarging) patterns	 Song: Train Station Patterns Book: How King Snake Got His Pattern Patterns Pattern: AB; ABB; ABC 	 Unit 4, Pg. 38 AB Pattern Garden Unit 4, Pg. 48 ABB Cereal Necklaces Unit 4, Pg. 59 ABC Patterns
Component 4: Measurement, Comp	parison, and Ordering	
LEARNING GOAL 4.a: Children lear attributes to make comparisons.	n to measure objects by their various attributes (le	ength, height, weight, volume) and to use differences in
Order (or seriate) four or more items by decreasing or increasing a relative attribute when differences are perceptually clear (e.g., arranging a rock collection from the largest to the smallest)	 Songs: Savanna Size; Large, Larger, Largest Size Order Size Make Comparisons 	 Unit 6, Pg. 114 Length Unit 7, Pg. 142 Weight Unit 7, Pg. 147 Charting Weight



RHODE ISLAND STANDARDS	WATERFORD DIGITAL RESOURCES	WATERFORD TEACHER RESOURCES
LEARNING GOAL 4.a: Children lear attributes to make comparisons con	n to measure objects by their various attributes (leng	th, height, weight, volume) and to use differences in
Use some appropriate tools to measure different attributes (e.g., choosing a scale for weight and a cup for volume)	 Song: Measuring Plants Length Capacity Measurement Tools Nonstandard Units of Length 	 Unit 7, Pg. 136 Exploring Length Unit 7, Pg. 142 Weight Unit 7, Pg. 200 Which Cup Holds More? Unit 7, Pg. 209 Exploring Volume
Use measurement language to describe the attributes of objects (e.g., "This is three-blocks long.")	 Songs: Large, Larger, Largest; Measuring Plants Measurement Tools Nonstandard Units of Length Size Length Capacity 	 Unit 3, Pg. 296 We Are All Growing Unit 6, Pg. 114 Length Unit 7, Pg. 136 Exploring Length Unit 7, Pg. 142 Weight Unit 7, Pg. 147 Charting Weight
Component 5: Geometry and Spati	al Sense	
LEARNING GOAL 5.a: Children lear objects in space.	n to identify shapes and their attributes, solve proble	ms using shapes, and explore the positions of
Describe and compare shapes using their attributes (e.g., "a triangle has three sides, but a square has four.")	 Songs: Shapes, Shapes, Shapes; Kites; Corners and Sides Books: The Shape of Things; Imagination Shapes Simple Shapes Solid Shapes Space Shapes World Shapes Circle, Square, Triangle, Rectangle Oval, Star, Semicircle, Diamond, Octagon 	 Unit 3, Pg. 289 Rectangles and Squares Unit 3, Pg. 299 Triangles Unit 3, Pg. 320 Circles Unit 3, Pg. 375 Shape Hunt
Combine and separate shapes to make other shapes (e.g., using two triangles to make a square)	Geoboard Tangrams	 Introduction, Pg. 9 Block Center; Pg. 12 Math Center Unit 3, Pg. 348 Friday Story: The Perfect Square Unit 3, Pg. 367 Shapes Mural
Build more complex models of buildings, structures, or areas (e.g., their classroom or playground) with three-dimensional shapes, such as building blocks	Waterford encourages everyone to have writing, drawing, and art materials available for children's creations.	 Introduction, Pg. 9 Block Center Unit 2, Pg. 225 Where We Are Unit 4, Pg. 28 Classroom Block Play



RHODE ISLAND STANDARDS	WATERFORD DIGITAL RESOURCES	WATERFORD TEACHER RESOURCES
LEARNING GOAL 5.a: Children lear in space continued.	n to identify shapes and their attributes, solve proble	ms using shapes, and explore the positions of object
Correctly name familiar shapes (e.g., circle, triangle, and square) and less familiar shapes (e.g., hexagon, trapezoid, and rhombus)	 Songs: Shapes, Shapes, Shapes; Kites; Corners and Sides Books: The Shape of Things; Imagination Shapes Simple Shapes Solid Shapes Space Shapes World Shapes Circle, Square, Triangle, Rectangle Oval, Star, Semicircle, Diamond, Octagon 	 Unit 3, Pg. 289 Rectangles and Squares Unit 3, Pg. 299 Triangles Unit 3, Pg. 320 Circles Unit 3, Pg. 375 Shape Hunt
Correctly name some three- dimensional shapes (e.g., cube, cone, cylinder)	Solid ShapesSpace Shapes	Introduction, Pg. 9 Block CenterUnit 4, Pg. 8 Flat or Solid?Unit 4, Pg. 28 Classroom Block Play
Understand and use language related to directionality, order, and the position of objects, such as "up, ""down," "in front," and "behind"	 Songs: Positioning; Get Over the Bugs; Monster Trucks Book: Up in the Air Position First, Middle, Last Inside, Outside, Between Over, Under, Above, Below Above, Below, Next to, On Over, Under, and Through 	 Unit 2, Pg. 221 Over, Under, Through Unit 2, Pg. 229 Top, Beside, Bottom Unit 2, Pg. 260 Bears Above, Below, Next To, On
SCIENCE (S)		
Component 1: Scientific Inquiry and	d Application	
LEARNING GOAL 1.a: Children lear	n to plan for and carry out investigations and collect,	evaluate, and communicate information.
Use a variety of tools (e.g., measuring devices) to gather information and observe processes and relationships (e.g., using the Internet to find information on what types of food fish eat and how much food they need, using measuring cups to measure fish food, then observing fish and recording how much they eat)	 Song: The Scientific Method Science Investigation Measurement Tools Science Tools Capacity Calendar/Graph Weather 	 Introduction, Pg. 16 Science Center Unit 3, Pg. 284 Sunlight and Temperature Investigation Unit 4, Pg. 54 Help the Birds Unit 7, Pg. 244 Weather Report



RHODE ISLAND STANDARDS	WATERFORD DIGITAL RESOURCES	WATERFORD TEACHER RESOURCES
LEARNING GOAL 1.a: Children learn	n to plan for and carry out investigations and collect, e	valuate, and communicate information <i>continued</i> .
Engage in elements of the scientific process, which includes observing, making predictions, recording predictions (through pictures, drawing, or dictation), developing plans for testing hypotheses, trying out ideas, and communicating outcomes	 Song: The Scientific Method Science Investigation Observe a Simple System Calendar/Graph Weather 	 Unit 3, Pg. 306 How Do Plants Drink? Unit 3, Pg. 363 Seed Investigation Unit 5, Pg. 216 What Do Spiders Like? Unit 5, Pg. 245 Can an Earthworm Tell if it's Hot or Cold?
Analyze the result of an attempted solution and use the new information to solve a problem (e.g., after observing a paper boat sinking in the water, making a new boat out of different material to see if the new one will float)	Social-emotional videos model problem-solving strategies that include individual methods as well as seeking adult help.	 Introduction, Pg. 16 Science Center Unit 1, Pg. 110 Plan, Do, Review
Component 2: Knowledge of Science	ce Concepts	
LEARNING GOAL 2.a: Children expl	ore the characteristic of objects and materials that are	e living, non-living, man-made, or naturally occurring.
Describe the characteristics that define living things	Song: Living and NonlivingLiving or Nonliving	Unit 2, Pg. 223 Living and NonlivingUnit 2, Pg. 231 Do You Know Which Ones Will Grow?
Observe the similarities, differences, and categories of plants and animals	 Songs: Birds; Vertebrates; Fish; Plant or Animal; Invertebrates; Animal Bodies Books: I Want to Be a Scientist Like Jane Goodall; I Want to Be a Scientist Like George Washington Carver; Guess What I Am; Creepy Crawlers; Animal Bodies Science Investigation Mammals Birds Reptiles Amphibians Insects Plant or Animal Invertebrates Worms Plants Food From Plants Animal Bodies 	 Unit 3, Pg. 306 How Do Plants Drink? Unit 3, Pg. 363 Seed Investigation Unit 4, Pg. 24 What Makes a Mammal? Unit 4, Pg. 44 What Makes a Bird? Unit 4, Pg. 76 What Makes a Fish? Unit 4, Pg. 108 What Makes an Amphibian? Unit 5, Pg. 142 What Makes a Reptile? Unit 5, Pg. 184 Insect Parts



RHODE ISLAND STANDARDS	WATERFORD DIGITAL RESOURCES	WATERFORD TEACHER RESOURCES
LEARNING GOAL 2.a: Children exp	lore the characteristic of objects and materials that	are living, non-living, man-made, or naturally occurring
Ask and answer questions about changes in the appearance, behavior, and habitats of living things	 Science Investigation Mammals Birds Reptiles Amphibians Animal Bodies Plant or Animal Plants Food From Plants Spring Summer Fall Winter Deserts Oceans Mountains Rainforests 	 Unit 2, Pg. 231 Do You Know Which Ones Will Grow? Unit 3, Pg. 363 Seed Investigation Unit 4, Pg. 108 What Makes an Amphibian? Unit 4, Pg. 118 Raising Tadpoles
Use increasingly complex vocabulary to describe natural elements	Waterford activities expose children to general and domain-specific vocabulary throughout the sequence, consistently introducing and applying the correct terminology to establish meaning.	Unit 7, Pg. 233 PrecipitationUnit 7, Pg. 244 Weather Report
Differentiate between natural and man-made materials	MaterialsMagnetsNatural Resources	Unit 3, Pg. 347 Where Does Our Water Come From?
Describe changes that occur in the natural environment over time	 Songs: Four Seasons; Precipitation Book: That's What I Like: A Book About Seasons Spring Summer Fall Winter Weather Clouds 	



RHODE ISLAND STANDARDS	WATERFORD DIGITAL RESOURCES	WATERFORD TEACHER RESOURCES
LEARNING GOAL 2.a: Children exp continued.	lore the characteristic of objects and materials that are	e living, non-living, man-made, or naturally occurring
Make observations about physical properties of objects, the motion of toys and objects, and changes in matter	 Songs: Solid or Liquid; Push and Pull Books: Mr. Mario's Neighborhood; Pancakes Matter Solid and Liquid Push and Pull States of Water 	 Unit 3, Pg. 340 The Water Cycle: Part 1 Unit 3, Pg. 344 The Water Cycle: Part 2
SOCIAL STUDIES (SS)		
Component 1: Self, Family, and Con	nmunity	
LEARNING GOAL 1.a: Children gain and recognize and respect similarit	awareness of how they relate to their family and comies and differences in people.	munity, understand social roles and responsibilities,
Talk about family in more complex ways (e.g., explaining the importance of unique family traditions beyond common holiday customs)	Waterford is committed to creating a diverse learning experience that connects with early learners from all backgrounds.	 Introduction, Pg. 20 An Inclusive Classroom Unit 3, Pg. 286 Grandmas: Same and Different Unit 3, Pg. 288 Journals: My Family
Engage in sociodramatic play (i.e., complex pretend play involving assigned roles and a general plot), for example, by acting out family or community roles and events	Papa's Play	Dramatic Play Activities
Demonstrate an understanding that "fairness" involves taking turns and sharing roles	It's Not Fair!	 Unit 1, Pg. 76 Taking Turns Game Unit 4, Pg. 88 Journal Prompt: I Took Turns When Unit 4, Pg. 84 Working Together
Engage in peer conflict resolution with increasing independence	Social-emotional videos model problem-solving strategies that include individual methods as well as seeking adult help.	Unit 1, Pg. 10 Good Playing RulesUnit 1, Pg. 76 Taking Turns GameUnit 4, Pg. 84 Working Together
Make comparisons about similarities and differences among people and use themselves as a reference (e.g., saying "That boy is bigger than me!")	SizeOrder SizeMake ComparisonsTall and ShortBig and Little	Unit 3, Pg. 286 Grandmas: Same and Different



RHODE ISLAND STANDARDS	WATERFORD DIGITAL RESOURCES	WATERFORD TEACHER RESOURCES
Component 2: History and Geograp	phy	
LEARNING GOAL 2.a: Children und	erstand concept of time (past, present, and future) ar	nd place.
Use such terms as "today," "tomorrow," and "next time" with some accuracy	Book: I Can't WaitTodayYesterday/TomorrowObserve a Simple System	 Unit 1, Pg. 35 Calendar Unit 1, Pg. 45 Calendar: Yesterday and Today Unit 1, Pg. 55 Calendar
Use and understand concepts of "before" and "after"	Book: I Can't Wait Observe a Simple System	
Recognize the passage of time through day-and-night cycles and through changing seasons	 Song: Four Seasons Book: That's What I Like: A Book About Seasons Spring Summer Fall Winter 	 Unit 1, Pg. 35 Calendar Unit 1, Pg. 45 Calendar: Yesterday and Today Unit 1, Pg. 55 Calendar
Recognize common features in their immediate environment (e.g., talking about the apple tree outside their back door, or commenting on the river they cross on their ride to school)	 Songs: Four Ecosystems; I Am Part of All I See Book: Where In the World Would You Go Today? Mountains Deserts Oceans Rainforests 	 Unit 2, Pg. 225 Where We Are Unit 4, Pg. 28 Classroom Block Play
Create drawings of home and school	Waterford encourages everyone to have writing, drawing, and art materials available for children's creations.	Introduction, Pg. 8 Art CenterVisual Arts Activities
Create simple maps of home and school and talk about the things that are in certain areas (a bed or a closet in their bedroom)	Waterford encourages everyone to have writing, drawing, and art materials available for children's creations.	 Unit 2, Pg. 225 Where We Are Unit 4, Pg. 28 Classroom Block Play
Identify familiar landmarks (police or fire station, grocery store)	Resources: Exploring Your Home City With Your Children	Unit 2, Pg. 225 Where We AreUnit 4, Pg. 28 Classroom Block Play



RHODE ISLAND STANDARDS	WATERFORD DIGITAL RESOURCES	WATERFORD TEACHER RESOURCES
CREATIVE ARTS (CA)		
Component 1: Experimentation and	Participation in the Creative Arts	
LEARNING GOAL 1.a: Children gain	appreciation for and participate in the creative arts.	
Apply vocal skills to instruments to produce more complex rhythms, tones, melodies, and songs	Book: Movin' to the Music Time *Resources: Hi! Notes	 Unit 3, Pg. 302 Rock-a-bye Baby: Lullaby Word Segmentation Unit 3, Pg. 369 Where is Thumbkin: Find the Marble Unit 5, Pg. 188 Insect Walking Sounds Unit 6, Pg. 85 Storytelling With Instruments
Intentionally create content in a work of art (e.g., a picture, a play-dough sculpture, etc.)	Waterford encourages everyone to have writing, drawing, and art materials available for children's creations.	Introduction, Pg. 8 Art CenterVisual Arts Activities
Write and act out stories based upon familiar topics or characters	Waterford encourages everyone to have writing, drawing, and art materials available for children's creations.	Introduction, Pg. 17 Writing CenterDramatic Play ActivitiesJournal Activities
Enjoy and engage with displays of visual art, music, and drama and may express clear preferences for types of artwork or art activities.	 Squirrel's Sketches Baby's Ballet Mama's Melody Papa's Play 	 Introduction, Pg. 8 Art Center Unit 5, Pg. 209 Spider Webs Unit 6, Pg. 43 Mixing Colors: Stars, Planets, and Meteorites Unit 7, Pg. 146 Artist's Statement Unit 7, Pg. 198 Program Decorations
Plan art and show increasing care and persistence in completing it	Squirrel's SketchesMama's Melody	Introduction, Pg. 8 Art CenterVisual Arts Activities
Choose own art for display in the classroom or for inclusion in a portfolio or book and explain their choices and preferences in some detail	Squirrel's Sketches	 Unit 7, Pg. 146 Artist's Statement Unit 7, Pg. 154 Gallery Talk



RHODE ISLAND STANDARDS	WATERFORD DIGITAL RESOURCES	WATERFORD TEACHER RESOURCES
LEARNING GOAL 1.a: Children gair	n appreciation for and participate in the creative arts $oldsymbol{c}$	ontinued.
Communicate about elements appearing in art, music, and drama	 Sing a Rhyme Songs/Books (See titles at end of document.) Papa's Play Baby's Ballet Squirrel's Sketches Mama's Melody 	 Dramatic Play Activities Unit 1, Pg. 117 Jar Symphony Unit 2, Pg. 256 Polly's Tea Unit 3, Pg. 283 High and Low Unit 3, Pg. 309 Leaf Rubbings Unit 3, Pg. 361 Fire Painting Unit 3, Pg. 365 Animal Beat Unit 3, Pg. 368 Shades of Paint Unit 3, Pg. 369 Where is Thumbkin: Find the Marble Unit 4, Pg. 27 Mammal Rhythm Unit 5, Pg. 183 Flight of the Bumblebee Unit 5, Pg. 188 Insect Walking Sounds Unit 6, Pg. 43 Mixing Colors: Planets and Meteorites Unit 7, Pg. 146 Artist's Statement Unit 7, Pg. 154 Gallery Talk

WATERFORD Books and Related Activities



PRE-READING

Sing a Rhyme Songs & Books

The Apple Tree; Baa, Baa, Black Sheep; Pat-a-cake; Hey Diddle, Diddle; One Elephant Went Out to Play; The Farmer in the Dell; Ten Little Goldfish; All the Pretty Little Horses; Mother, Mother, I Am Ill; Jack and Jill; Three Little Kittens; Mary Had a Little Lamb; Little Miss Muffet; I Touch My Nose Like This; Polly, Put the Kettle On; This Little Pig; Quack, Quack, Quack; Rock-a-Bye Baby; Itsy Bitsy Spider; Tortillas, Tortillas; The Bus; My Valentine; Where Is Thumbkin?; 1, 2, Buckle My Shoe; Yankee Doodle; The Zulu Warrior

Informational Books

Opposites, Pairs, Watch the Woolly Worm

Read with Me Books

Andy's Adventure; Baby's Birthday; At Camp; I Go...; Eleven Elephants; Five; Go, Grasshopper; Hair; Who Has an Itch?; Jumbled; Here, Kitty, Kitty; Long Lewie; Magnifying Glass; New; Opposites; Pairs; The Quiet Book; Rascal's Rotten Day; Six Silly Sailors; Together; Under; Family Vacation; Watch the Woolly Worm; Rex Is in a Fix; Yummy; The Zebra

Decodable Books

He Is Happy; Sam; A Mat; Pam and Pat; Nan and the Ham; The Hat; Up on Top; The Hot Pot; Tim; Lil

BASIC READING

Traditional Tales

The Gingerbread Man, The Little Red Hen, Lizard and the Painted Rock, Anansi and the Seven Yam Hills, The Big Mitten, The Three Little Pigs, The City Mouse and the Country Mouse, Goldilocks and the Three Bears, The Magic Porridge Pot, The Three Wishes, Henny Penny, Mr. Lucky Straw, La Tortuga, The Shoemaker and the Elves, The Brothers, The Ugly Duckling

Informational Books

I Want to Be a Scientist Like Jane Goodall, I Wish I Had Ears Like a Bat, I Want to Be a Scientist Like Wilbur and Orville Wright, I Want to Be a Scientist Like George Washington Carver, Star Pictures, Animal Bodies, Water Is All Around

Readable Books (Read or Record)

Me: The Snowman: The Mitten: I Am Sam: What Am I?: Sad Sam: Dad's Surprise: Tad: Matt's Hat; What Is It?; Dan and Mac; What a Band!: Pat Can Camp: The Rabbit and the Turtle; Stop the Frogs!; Bob and Tab; Hot Rods; Happy Birthday; Go, Frog, Go; Pip, the Big Pig; What Is in the Pit?; Prints!; Who Is at the Door?; The Big Trip; Who Will Go in the Rain?; Let's Get Hats!; Slug Bug; Green Gum; Lizzy the Bee; Little Duck; Thump, Bump!; The Tree Hut; The Big Hill; What's in the Egg?; Rom and His New Pet: Chet and Chuck: What Do I Spy?; Quick! Help!; Can We Still Be Friends?; Fun in Kansas; Brave Dave and Jane; My Snowman; Space Chase Race: Oh No. Mosel: Smokel: The Note; The Snoring Boar; Shopping Day; Friends; Two Little Pines: Can Matilda Get the Cheese?: Let's Go to Yellowstone; Maddy and Clive; Brute and the Flute: Old Rosa: What Is in the Tree?: Too Much Popcorn; Old King Dune; Riding in My Jeep; Sammy and Pete; Will You Play with Me?; The Rescue: Who Am I?

Readable (Walk-through/Jump-through/ Record Titles)

Matt's Hat; What Is It?; Dan and Mac; What a Band!; Pat Can Camp; The Rabbit and the Turtle; Stop the Frogs!; What Is in the Pit?; Prints!; Who Is at the Door?; What Am I?; Sad Sam; The Big Trip; Dad's Surprise; Tad; Who Will Go in the Rain?; Let's Get Hats!; Slug Bug; Green Gum; Lizzy the Bee; Little Duck; Thump, Bump!; The Tree Hut; The Big Hill; What's in the Egg?; Rom and His New Pet; Old Rosa; What Is in the Tree?; Too Much Popcorn; Old King Dune; Riding in My Jeep; Sammy and Pete; Will You Play with Me?; The Rescue; Chet and Chuck; What Do I Spy?; Quick! Help!; Can We Still Be Friends?; Fun in Kansas; Brave Dave and Jane; My Snowman; Space Chase Race; Oh no, Mosel; Smokel; The Note; The Snoring Boar; Shopping Day; Friends; Two Little Pines: Can Matilda Get the Cheese?: Let's Go to Yellowstone; Maddy and Clive; Brute and The Flute; Who Am I?; Bob and Tab; Hot Rods; Happy Birthday; Go, Frog, Go!; Pip, the Big Pig; I Am Sam

WATERFORD Books and Related Activities



FLUENT READING

Read-Along Books

Bad News Shoes; Up and Down; The Mighty Sparrow: The Four Seasons: I Met a Monster: David Next Door; Bandage Bandit; Rocks in My Socks; Great White Bird; The Snow Lion; Turtle's Pond; The Story Cloth; Lorenzo's Llama; Snake Weaves a Rug; The Crowded House; Sound: Noise? What Noise?: The Story of Tong and Mai Nhia; Duc Tho Le's Birthday Present; Poetry Book 1; Wendel Wandered; What If You Were an Octopus?; Today I Write a Letter; I Hate Peas; The Talking Lizard; Darren's Work; Sequoyah's Talking Leaves; The Bee's Secret; The Weather on Blackberry Lane; Little Tree; Treasures from the Loom; Poetry Book 2; Mr. Croaky Toad; White-tailed Deer; The Courage to Learn; How Rivers Began; Pencil Magic; Water; The Sweater; Drawing; All on the Same Earth; Elephant Upstairs; The Pizza Book; What Will Sara Be?; Winter Snoozers; Why Wind and Water Fight; The Three Billy Goats Gruff; The Piñata Book; Discovering Dinosaurs; Macaw's Chorus; Amazing Tails; My Reptile Hospital; Movin' to the Music Time

Fluency Comprehension and Speed Titles

The Show; Dinosaur Bones; Mike and the Mice; Huge Red Plum; The Bees; My Shark; Barnaby; Animals in the House; Do You Know?; Cow on the Hill; Clouds; The Noise in the Night; Strawberry Jam; Jade's Note; Bertie; Cory's Horn; The Lion and the Mouse; Lightning Bugs; Louis Braille; Troll's Visit; Andrew's News; Sue's Slime; The Name of the Tree; The Giant and the Hare; Frank's Pranks; Through the Back Fence; Fudge for Sale; Photos for Phil; Moose Are Not Meese; Little Barry Busy

Informational Books

The Piñata Book; Discovering Dinosaurs; Treasures from the Loom; The Courage to Learn; Bee's Secret; Sound; White-tailed Deer; The Talking Lizard; Water; Sequoyah's Talking Leaves; Winter Snoozers; Amazing Tails; The Pizza Book

Readable Books (Record, Read, Listen)

The Show, Dinosaur Bones, Mike and the Mice, Huge Red Plum, The Bees, My Shark, Barnaby, Animals in the House, Do You Know?, Cow on the Hill, Clouds, The Noise in the Night, Strawberry Jam, Jade's Note, Bertie, Cory's Horn, The Lion and the Mouse, Lightning Bugs, Louis Braille, Troll's Visit, Andrew's News, Sue's Slime, The Name of the Tree, The Giant and the Hare, Frank's Pranks, Through the Back Fence, Fudge for Sale, Photos for Phil, Moose Are Not Meese, Little Barry Busy

Sentence Dictation Titles

Stop the Frogs!; Matt's Hat; What Is It?; Dan and Mac; What a Band!; What Is in the Pit?; Prints!; Who Is at the Door?; Sad Sam; The Big Trip; Dad's Surprise; Tad; Slug Bug; Green Gum; Lizzy the Bee; Little Duck; Thump, Bump!; The Big Hill; What's in the Egg?; Old Rosa; What is in the Tree?: Sammy and Pete: The Rescue: Chet and Chuck; Fun in Kansas; My Snowman; Oh No. Mosel: Smokel: The Note: The Snoring Boar: Friends; Brute and the Flute; Bob and Tab; Hot Rods: Happy Birthday: The Mitten: Pat Can Camp: The Rabbit and the Turtle; What Am I?; Who Will Go in the Rain?: Let's Get Hats!: The Tree Hut; Rom and His New Pet; Too Much Popcorn; Old King Dune: Riding in My Jeep: Will You Play With Me?; What Do I Spy?; Quick! Help!; Can We Still Be Friends?: Brave Dave and Jane: Space Chase Race; Shopping Day; Two Little Pines; Can

Matilda Get the Cheese?; Let's Go to Yellowstone; Maddy and Clive; Go, Frog, Go!; Pip, the Big Pig; I Am Sam; Who Am I?





Professional Services offers a continuum of customizable services. Learn more here.

CONTINUAL DEVELOPMENT

As a nonprofit research institute, <u>Waterford.org</u> is continually developing resources with the latest research findings. Please note that this correlation is accurate as of the date on the cover.

WATERFORD Books and Related Activities



PRE-MATH & SCIENCE

Math Books

One Day on the Farm; Two Feet; Look for Three; Four Fine Friends; Grandpa's Great Athlete: A Book About 5; Hide and Seek Six; Just Seven; Eight at the Lake; 9 Cat Night; Ten for My Machine: The Search for Eleven: The Tasty Number Twelve; Thirteen in My Garden; Fourteen Camel Caravan; Fifteen on a Spring Day; Dinner for Sixteen; The Seventeen Machine; Eighteen Carrot Stew; Nineteen Around the World; Twenty Clay Children; Poor Wandering 1; Snowy Twos Day: 1, 2, 3, 4 in the Jungle: Give Me 5; Suzy Ladybug: 7 Train: 8 Octopus Legs: Highway 9: 10 Astronauts; When I Saw 11; I Love the Number 12; 13 Clues; 14 Camels; Fun 15; 16 Ants; Counting to 17; 18 Carrot Stew; 19 Around the World; 20 Fingers and Toes

Science Books

That's What I Like: A Book about Seasons; I Want to Be a Scientist Like Jane Goodall; Mr. Mario's Neighborhood; Mela's Water Pot; I Want to Be a Scientist Like Wilbur and Orville Wright; Follow the Apples!; I Want to Be a Scientist Like George Washington Carver; Guess What I Am; Where in the World Would You Go Today?; Star Pictures; I Wish I Had Ears Like a Bat; Creepy Crawlers

Counting Songs

Asian Counting, Marching Band Counting, Flower Counting, Country Counting, Dixieland Counting, Funky Counting, Reggae Counting, Salsa Counting, Techno Counting, Bagpipe Counting, Counting on the Mountain

Number Songs

Count to 31; Hotel 100; Poor Wandering 1; Snowy Twos Day; 1, 2, 3, 4 in the Jungle; Give Me 5; Suzy Ladybug; 7 Train; 8 Octopus Legs; Highway 9; 10 Astronauts; When I Saw 11; I Love the Number 12; 13 Clues; 14 Camels; Fun 15; 16 Ants; Counting to 17; 18 Carrot Stew; 19 Around the World; 20 Fingers and Toes

BASIC MATH & SCIENCE

Math & Science Books

One More Cat: Can You Guess? A Story for Two Voices: I Want to Be a Scientist Like Carl Linnaeus: I Want to Be a Scientist Like Antoni van Leeuwenhoek: Whatever the Weather: I Want to Be a Mathematician Like Sophie Germain: Water Is All Around; Mr. Romano's Secret: A Time Story; A Seed Grows; How Long is a Minute?; Marty's MIxed-up Mom: I Want to Be a Scientist Like Louis Pasteur; Pancakes Matter; Jump Rope Rhymes; Facts About Families: Fifteen Bayou Band: Hooray. Hooray for the One Hundredth Day!; Symmetry and Me: Animal Bodies: Everybody Needs to Eat: The Circus Came to Town: I Want to Be a Mathematician Like Thales: Bugs for Sale: Heads or Tails; Your Backyard; The Birds, the Beasts and the Bat: Halves and Fourths and Thirds: We All Exercise; Circus 20; Red Rock, River Rock; Painting by Number: I Want to Be a Scientist Like Joanne Simpson; Navajo Beads; Where in the World Would You Go Today?: I Want to Be a Scientist Like Wilbur and Orville Wright

FLUENT MATH & SCIENCE

Math & Science Books

The Snow Project; Chloe's Cracker Caper; What Sounds Say; Fossils Under Our Feet; The Boonville Nine; I Want to Be a Scientist Like Alexander von Humboldt: I Want to Be a Scientist Like Marie Curie; I Want to Be a Scientist Like Stephen Hawking; George and Jack; The Old Maple Tree; A Dinosaur's First Day; I Want to Be a Scientist Like Isaac Newton; My Family Campout; I Want to Be a Scientist Like Thomas Edison; Warm Soup for Dedushka; How Did the Chicken Cross the Road?: Inventions All Around: The Beginning of Numbers: I Want to Be a Mathematician Like Ada Byron Lovelace: Lightning Bells: Tyrannosaurus X 1; Halves and Fourths and Thirds; Navajo Beads; Red Rock, River Rock; I Want to Be a Mathematician Like Srinivasa Ramanujan; The Fraction Twins; Yangshi's Perimeter; I Want to Be a Mathematician Like Archimedes; Birds at My House; Painting by Number; The Fable Fair

WATERFORD Family Engagement Resources



SPANISH FAMILY ENGAGEMENT RESOURCES

All Waterford books and many of the resources available to families at mentor.waterford.org can be found in Spanish or with Spanish support.

SONGS

Beginning Math Songs

Odd Todd and Even Steven; Salsa Counting; On the Bayou—Addition; Subtract Those Cars; More Than, Fewer Than; A Nice Addition; Marching Band Counting; Doubles 1–5; Multiply by O

Nursery Songs and Rhymes

Rhyming Words; A: The Apple Tree; B: Bluebird, Bluebird; C: Pat-a-Cake; D: Hey Diddle, Diddle; E: One Elephant Went Out to Play; F: The Farmer in the Dell; G: Ten Little Goldfish; H: All the Pretty Little Horses; I: Mother, Mother, I Am Ill; J: Jack and Jill; K: Three Little Kittens; L: Mary Had a Little Lamb; M: Little Miss Muffett; N: I Touch My Nose Like This (Spanish); O: Polly, Put the Kettle On; P: This Little Pig; Q: Quack, Quack, Quack; R: Little Rabbit (Chinese); S: Eensy, Weensy Spider; T: Tortillas, Tortillas (Spanish); U: The Bus; V: My Valentine; W: Wee Willie Winkie; X: A-hunting We Will Go; Y: Yankee Doodle; Z: The Zulu Warrior

Beginning Reading Songs

Comma, Comma, Comma; Homophone Monkey; Antonym Ant; Apples and Bananas; Old MacDonald's Vowels; ABC Show and Tell Sounds; ABC Tongue Twisters; ABC Picture Sounds; Sheep in the Shadows; C-K Rap; S Steals the Z; Blends; Blicky Licky Land; Apostrophe Pig; Capital Letters—Days; Chip Chop; Adjectives Describe; Lazy Letter Q; Nouns; Verbs; Adverbs; Irregular Verbs; Preposition Ship; Verbs that Link; Consonants; Pronouns, Sneaky Magic E; Silent Letters—G-H; Silent Letters—W; Drop Magic E; Bossy Mr. R; P-H and G-H Say Fff; Schwa Sound; Double the Fun; Strange Spelling; More Than One; Reading Detective—Peek at the Story

WEEKLY HOMELINK NEWSLETTERS

Weekly newsletters (28 in all) are available for teachers to share with families. The newsletters explain what children are learning during the week and provide resources and activities to involve families.

MATH HOMELINK NEWSLETTERS

Match, Position, Shapes, Counting, Patterns Sort, Size, Number Sense (1-10), Order (1-10), Count On, Measurement (length), Count Down, Addition (10), Numbers 11-15, Numbers 16-20

SCIENCE HOMELINK NEWSLETTERS

The World Around Us (5 senses), Living Things (living v. non-living), Plants, Vertebrates, Invertebrates, The Sky Above Us (sun, moon, stars), Our Earth (recycle, ecosystems), How it Works (push/pull, solid/liquid, magnets, materials)

WATERFORD MENTOR

Waterford Mentor is a secure website where families can log in to see their child's usage and learning achievements. Waterford families also receive short messages with ideas on how to engage in their child's learning and have access to hundreds of resources and activities.

READING HOMELINK NEWSLETTERS

Alphabet Knowledge

Comprehension and Vocabulary

Sum Up: Remember Order, Sum Up: Remember Details, Peek at the Story, Guess and Check, Connect to Me, Build Knowledge

Readiness Skills Letters

Naming Parts of the Body; First, Next, Last; One-to-One Correspondence; Opposites; Look at Details (identify same and different)

Phonological Awareness Letters

What Is Rhyming?, Which Words Rhyme?, Sentences Are Made Up of Words, Making Compound Words, Breaking Compound Words, What Is a Syllable?, Put Syllables Together to Make Words, Break Words into Syllables, The First Sound in a Word, Words with the Same First Sound, Making Words from First Sounds and the Rest



Waterford Mentor is available online and in the Mentor app (for iOS and Android).