## CURRICULUM Correlation


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| OKLAHOMA STANDARDS | WATERFORD DIGITAL RESOURCES | WATHEMATICS |
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| KINDERGARTEN |  |  |
| Numbers and Operations (N) |  |  |
| K.N.1 Understand the relationship between quantities and whole numbers. |  |  |
| K.N.1.1 Count aloud forward in <br> sequence to 100 by 1's and 10's. | - Number Songs |  |


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| :---: | :---: | :---: |
| K.N. 1 Understand the relationship between quantities and whole numbers continued. |  |  |
| K.N.1.5 Count forward, with and without objects, from any given number up to 20. | - Counting Songs <br> - Count On <br> - Dot-to-Dot | - Counting forward.pdf: Count forward beginning with a given number within the known sequence. <br> - Let's Count On <br> - Toss and Count <br> - Count On by 1 <br> - Math Newsletter: Count On <br> - Flashcards |
| K.N.1.6 Read, write, discuss, and represent whole numbers from O to at least 20. Representations may include numerals, pictures, real objects and picture graphs, spoken words, and manipulatives. | - Math Books <br> - Counting Songs <br> - Number Counting <br> - Number Instruction <br> - Make and Count Groups | - Writing from 0 to 20.pdf: Write numbers from 0 to 20. Represent a number of objects with a written numeral. <br> - Numbers Practice <br> - Numbers 1-5 <br> - Add groups <br> - Count on by 1 <br> - Number Writing Practice |
| K.N.1.7 Find a number that is 1 more or 1 less than a given number up to 10 . | - Number Instruction <br> - Make and Count Groups <br> - Count On <br> - Counting Back <br> - Number Counting <br> - Number Chart | - Count forward.pdf: Count forward beginning with a given number within the known sequence. <br> - Let's Count On <br> - Toss and Count <br> - Count On by 1 |
| K.N.1.8 Compare and order whole numbers from 0 to 10 with and without objects, using the vocabulary "more than," "less than," or "equal to." | - Song: Greater Than, Less Than; More Than, Fewer Than <br> - Book: For the Birds <br> - Greater Than, Less Than <br> - More Than, Fewer Than <br> - More Than <br> - Fewer Than | - Comparing numbers.pdf: Compare two numbers between 1 and 10 presented as written numerals. <br> - More or Less Spinner <br> - Catch Me If You Can! <br> - Greater or Less <br> - Less or Greater <br> - Spinner <br> - Board game |
| K.N. 2 Develop conceptual understanding with addition and subtraction (up to 10) using objects and pictures. |  |  |
| K.N.2.1 Compose and decompose numbers up to 10 using objects and pictures. | - Make and Count Groups <br> - Add Groups <br> - Act Out Addition <br> - Subtract Groups <br> - Act Out Subtraction | - Decompose numbers.pdf: Decompose numbers less than or equal to 10 into pairs in more than one way, e.g., by using objects or drawings, and record each decomposition by a drawing or equation. <br> - Addition Cubes <br> - Fact Families |


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| K.N. 3 Understand the relationship between whole numbers and fractions through fair share. |  |  |
| K.N.3.1 Distribute a set of objects into at least two smaller equal sets. | - Song: Fractions <br> - Book: Half for You and Half for Me <br> - Make and Count Groups |  |
| K.N. 4 Identify coins by name. |  |  |
| K.N.4.1 Identify pennies, nickels, dimes, and quarters by name. | - Song: Save Your Pennies <br> - Coin Identification |  |
| Algebraic Reasoning and Algebra (A) |  |  |
| K.A. 1 Duplicate patterns in a variety of contexts. |  |  |
| K.A.1.1 Sort and group up to 10 objects into a set based upon characteristics such as color, size, and shape. Explain verbally what the objects have in common. | - Songs: Marmot Shapes; All Sorts of Laundry <br> - Book: Buttons, Buttons <br> - Sort | - Classifying objects.pdf: Classify objects into given categories; count the numbers of objects in each category and sort the categories by count. <br> - Let's Sort <br> - Sort |
| K.A.1.2 Recognize, duplicate, complete, and extend repeating, increasing, and decreasing patterns in a variety of contexts (i.e., shape, color, size, objects, sounds, movement). | - Song: Train Station Patterns <br> - Patterns <br> - Pattern: AB; ABB; ABC | - Patterns.pdf: Draw the next shape to continue a pattern. |
| Geometry and Measurement (GM) |  |  |
| K.GM.1 Recognize and sort basic two-dimensional shapes, use two-dimensional and three-dimensional shapes to represent real-world objects. |  |  |
| K.GM.1.1 Recognize squares, circles, triangles, and rectangles. | - Songs: Marmot Shapes; Shapes, Shapes, Shapes <br> - Books: The Shape of Things <br> - Circle, Square, Triangle, Rectangle <br> - Simple Shapes | - Shape recognition.pdf: Correctly name shapes regardless of their orientations or overall size. <br> - Shapes Scavenger Hunt <br> - Shapes and Positioning |
| K.GM.1.2 Sort two-dimensional objects using characteristics such as shape and size. | - Songs: Marmot Shapes; All Sorts of Laundry <br> - Book: Buttons, Buttons <br> - Sort <br> - Size <br> - Simple Shapes | - Classifying objects.pdf: Classify objects into given categories; count the numbers of objects in each category and sort the categories by count. <br> - Let's Sort <br> - Sort |

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## K.GM. 1 Recognize and sort basic two-dimensional shapes, use two-dimensional and three-dimensional shapes to represent real-world objects

 continued.K.GM.1.3 Identify attributes of twodimensional shapes using informal and formal geometric language interchangeably, such as the number of corners/vertices and the number of sides/edges.

| K.GM.1.4 Use smaller two-dimensional shapes to fill in the outline of a larger two-dimensional shape. | - Tangrams <br> - Geoboard | - Pattern Block Puzzles.pdf: Use the pattern blocks to fill in the shapes. <br> - Six Shape Outlines |
| :---: | :---: | :---: |
| K.GM.1.5 Compose larger, undefined shapes and structures using threedimensional objects. | - Tangrams <br> - Geoboard | - Form larger shapes.pdf: Compose simple shapes to form larger shapes. <br> - Combining Shapes |
| K.GM.1.6 Use basic shapes and spatial reasoning to represent objects in the real world. | - Songs: Position Cat; Kites; Get Over the Bugs; Shapes, Shapes, Shapes <br> - Books: The Shape of Things; Imagination Shapes; Up in the Air <br> - Over, Under, Above, Below <br> - Above, Below, Next to, On <br> - Over, Under, and Through <br> - Inside, Outside, Between <br> - Circle, Square, Triangle, Rectangle | - Describing objects.pdf: Describe objects in the environment using names of shapes, and describe the relative positions of these objects using terms such as above, below, beside, in front of, behind, and next to. <br> - Shapes Scavenger Hunt |


| OKLAHOMA STANDARDS | WATERFORD DIGITAL RESOURCES | WATERFORD TEACHER RESOURCES |
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| K.GM. 2 Compare and order objects according to location and measurable attributes. |  |  |
| K.GM.2.1 Use words to compare objects according to length, size, weight, position, and location. | - Songs: Savanna Size; Measuring Plants; Position Cat; Get Over the Bugs; Monster Trucks <br> - Book: Up in the Air <br> - Position <br> - Over, Under, Above, Below <br> - Over, Under, and Through <br> - Inside, Outside, Between <br> - Above, Below, Next to, On <br> - First, Middle, Last <br> - Size <br> - Order Size <br> - Capacity <br> - Length <br> - Big and Little <br> - Tall and Short <br> - Heavy and Light | - Comparing objects.pdf: Describe measurable attributes of objects, such as length or weight. Describe several measurable attributes of a single object. <br> - Filling Table <br> - Order It Up <br> - Straw Rulers <br> - Measuring Walk <br> - Heavy or Light <br> - Make A Balance <br> - Size Scavenger Hunt <br> - Big and Little Sort <br> - Boxes in a Line <br> - Teddy Bear Line-Up <br> - Magazine Sorting <br> - Tall and Short <br> - Big and Little <br> - Tall and Short <br> - Heavy and Light <br> - Small, Medium, Large <br> - Measuring Length <br> - Measurable Attributes |
| K.GM.2.2 Order up to 6 objects using measurable attributes, such as length and weight. | - Song: Measuring Plants <br> - Length <br> - Order Size |  |
| K.GM.2.3 Identify more than one shared attribute between objects, and sort objects into sets. | - Songs: Same and Different; All Sorts of Laundry <br> - Book: Buttons, Buttons <br> - Match <br> - Matching <br> - Sort | - Classifying objects.pdf: Classify objects into given categories; count the numbers of objects in each category and sort the categories by count. <br> - Let's Sort <br> - Sort |


| OKLAHOMA STANDARDS | WATERFORD DIGITAL RESOURCES | WATERFORD TEACHER RESOURCES |
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| K.GM.2 Compare and order objects according to location and measurable attributes continued. |  |  |
| K.GM.2.4 Compare the number of objects needed to fill two different containers. | - Book: For the Birds <br> - Capacity <br> - Greater Than, Less Than <br> - More Than, Fewer Than <br> - More Than <br> - Fewer Than | - Comparing objects.pdf: Describe measurable attributes of objects, such as length or weight. Describe several measurable attributes of a single object. <br> - Filling Table <br> - Order It Up <br> - Straw Rulers <br> - Measuring Walk <br> - Heavy or Light <br> - Make A Balance <br> - Size Scavenger Hunt <br> - Big and Little Sort <br> - Boxes in a Line <br> - Teddy Bear Line-Up <br> - Magazine Sorting <br> - Tall and Short <br> - Big and Little <br> - Tall and Short <br> - Heavy and Light <br> - Small, Medium, Large <br> - Measuring Length <br> - Measurable Attributes |
| K.GM. 3 Tell time as it relates to daily life. |  |  |
| K.GM.3.1 Develop an awareness of simple time concepts within daily life, using age-appropriate vocabulary (e.g., yesterday, today, tomorrow, morning, afternoon, night). | - Yesterday/Tomorrow <br> - Today |  |
| Data and Probability (D) |  |  |
| K.D. 1 Collect, organize, and interpret categorical data. |  |  |
| K.D.1.1 Collect and organize information about objects and events in the environment. | - Calendar/Graph Weather <br> - Observe a Simple System | - Describing objects.pdf: Describe objects in the environment using names of shapes, and describe the relative positions of these objects using terms such as above, below, beside, in front of, behind, and next to. <br> - Shapes Scavenger Hunt |


| OKLAHOMA STANDARDS | WATERFORD DIGITAL RESOURCES | WATERFORD TEACHER RESOURCES |
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| K.D. 1 Collect, organize, and interpret categorical data continued. |  |  |
| K.D.1.2 Use categorical data to create real-object graphs and pictographs. | - Book: Milton's Mittens <br> - Calendar/Graph Weather | - Make a Graph.pdf: Make a graph with shapes. |
| K.D.1.3 Draw conclusions from realobject graphs and pictographs. | - Book: Milton's Mittens <br> - Calendar/Graph Weather | - Make a Graph.pdf: Make a graph with shapes. |
| FIRST GRADE |  |  |
| Numbers and Operations (N) |  |  |
| 1.N. 1 Count, compare, and represent whole numbers up to 100, with an emphasis on grouping in terms of tens and ones. |  |  |
| 1.N.1.1 Recognize numbers to 20 without counting (subitize) the quantity of structured arrangements. | - Moving Target (Dots) |  |
| 1.N.1.2 Use concrete representations to describe whole numbers between 10 and 100 in terms of tens and ones. Know that 10 is equivalent to 10 ones and 100 is equivalent to 10 tens. | - Song: Place Value <br> - Place Value | - Tens as a bundle of ones.pdf: 10 can be thought of as a bundle of ten ones-called a "ten." <br> - Popsicles to Ten <br> - Thinking of 100 as a bundle of ten 10 s.pdf: 100 can be thought of as a bundle of ten tens-called a "hundred." <br> - The Kingdom of Popsicle Stick-Filled Purses |
| 1.N.1.3 Read, write, discuss, and represent whole numbers up to 100. Representations may include numerals, words, addition and subtraction, pictures, tally marks, number lines and manipulatives. | - Book: One More Cat <br> - Math Books <br> - Number Instruction <br> - Moving Target <br> - Make and Count Groups <br> - Act Out Addition <br> - Act Out Subtraction <br> - Bug Bits <br> - Match Numbers | - I Can Count to 100.pdf: Practice writing the numbers 1-100 on this blank chart. |
| 1.N.1.4 Count forward, with objects, from any given number up to 100 by $1 \mathrm{~s}, 2 \mathrm{~s}, 5 \mathrm{~s}$ and 10 s . | - Songs: Counting On; Skip Counting; Hotel 100 <br> - Books: Navajo Beads; Jump Rope Rhymes <br> - Count On <br> - Skip Count | - Count to 100 by ones and tens.pdf: Count to 100 by ones and tens. <br> - Missing Numbers <br> - Count On By 1 <br> - Numbers 1-5 <br> - Numbers 6-10 <br> - Math Newsletters <br> - Count By 10s <br> - Numbers 60-69 <br> - I Can Count to 100 |


| OKLAHOMA STANDARDS | WATERFORD DIGITAL RESOURCES | WATERFORD TEACHER RESOURCES |
| :---: | :---: | :---: |
| 1.N. 1 Count, compare, and represent whole numbers up to 100, with an emphasis on grouping in terms of tens and ones continued. |  |  |
| 1.N.1.5 Count forward, without objects, by multiples of $1 \mathrm{~s}, 2 \mathrm{~s}, 5 \mathrm{~s}$, and 10s, up to 100 . | - Songs: Counting On; Skip Counting; Hotel 100 <br> - Book: Jump Rope Rhymes <br> - Count On <br> - Skip Count | - Count to 100 by ones and tens.pdf: Count to 100 by ones and tens. <br> - Missing Numbers <br> - Count On By 1 <br> - Numbers 1-5 <br> - Numbers 6-10 <br> - Count By 10s <br> - Numbers 60-69 <br> - I Can Count to 101 |
| 1.N.1.6 Find a number that is 10 more or 10 less than a given number up to 100 . | - Number Chart <br> - Add 10 <br> - Subtract 10 | - Ten more or less.pdf: Given a two-digit number, mentally find 10 more or 10 less than the number, without having to count; explain the reasoning used. <br> - Ten-O <br> - Toss It <br> - Make a Number <br> - Subtract 10 <br> - Flashcards <br> - Bingo <br> - Addition of Tens |
| 1.N.1.7 Compare and order whole numbers from 0 to 100. | - Book: For the Birds <br> - Greater Than, Less Than <br> - More Than, Fewer Than <br> - More Than <br> - Fewer Than <br> - Order Numbers |  |
| 1.N.1.8 Use knowledge of number relationships to locate the position of a given whole number, up to 20 , on an open number line. | - Number Line <br> - Use the Number Line <br> - Number Chart |  |
| 1.N.1.9 Use words such as "more than," "less than," and "equal to" to describe the relative value of numbers. | - Song: Greater Than, Less Than; More Than, Fewer Than <br> - More Than, Fewer Than <br> - Greater Than, Less Than | - Comparing numbers.pdf: Compare two numbers between 1 and 10 presented as written numerals. <br> - More or Less Spinner <br> - Catch Me If You Can! <br> - Greater or Less <br> - Less or Greater <br> - Board game |

OKLAHOMA STANDARDS WATERFORD DIGITAL RESOURCES WATERFORD TEACHER RESOURCES

## 1.N. 2 Solve addition and subtraction problems with sums and minuends of up to 10 in real-world and mathematical contexts.

1.N.2.1 Represent and solve problems
using addition and subtraction with sums and minuends of up to 10 .
1.N.2.2 Determine if equations involving addition and subtraction are true.

Songs: Pirates Can Add; On the Bayou; Bakery Subtraction; Subtract Those Cars; Circus Subtraction

- Book: Five Delicious Muffins
- Add Groups
- Subtract Groups
- Act Out Addition
- Act Out Subtraction
- Addition and subtraction word problems.pdf: Solve addition and subtraction word problems, and add and subtract within 10, e.g., by using objects or drawings to represent the problem.
- Additions Stories
- Act It Out Stories
- Manipulative Stories
- Edible Stories
- One, Two, Three, Show
- Circus Subtraction
- Partner Subtraction
- Farmer's Market
- Green and Speckled Frogs
- Cars and Trucks Subtraction
- Yummy Subtraction
- Act Out Addition
- Act Out Subtraction


## - Songs: Pirates Can Add; On the Bayou; Bakery

 Subtraction; Subtract Those Cars; Circus Subtraction- Addition and subtraction word problems.pdf: Solve addition and subtraction word problems, and add and subtract within 10, e.g., by using objects or drawings to represent the problem.
- Add Groups
- Subtract Groups
- Additions Stories
- Act Out Addition
- Act It Out Stories
- Act Out Subtraction
- Addition and Subtraction Fact Families
- Manipulative Stories
- Edible Stories
- One, Two, Three, Show
- Circus Subtraction
- Partner Subtraction
- Farmer's Market
- Green and Speckled Frogs
- Cars and Trucks Subtraction
- Yummy Subtraction
- Act Out Addition
- Act Out Subtraction

| OKLAHOMA STANDARDS | WATERFORD DIGITAL RESOURCES | WATERFORD TEACHER RESOURCES |
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| 1.N. 2 Solve addition and subtraction problems with sums and minuends of up to 10 in real-world and mathematical contexts continued. |  |  |
| 1.N.2.3 Demonstrate fluency with basic facts of addition and subtraction with sums and minuends of up to 10 . | - Songs: Fact Families; Counting On <br> - Books: Facts about Families <br> - Addition and Subtraction Fact Families <br> - Addition Sentences <br> - Subtraction Sentences <br> - Missing Addends <br> - Missing Minuends and Subtrahends <br> - Subtraction Patterns | - Add and subtract within 20.pdf: Add and subtract within 20 , demonstrating fluency for addition and subtraction within 10. <br> - The Three Little Bears <br> - Fact Family Bingo <br> - A Graph of Fact Families <br> - Bean Facts <br> - Draw a Picture <br> - Addition <br> - Number Pyramid <br> - Subtraction Sentences <br> - Model the Story <br> - Fact Families |
| 1.N. 3 Develop foundational ideas for fractions. |  |  |
| 1.N.3.1 Partition a regular polygon using physical models and recognize when those parts are equal. | - Song: Fractions <br> - Book: Halves and Fourths and Thirds <br> - Equal-part Fractions |  |
| 1.N.3.2 Partition (fair share) sets of objects into two and three equal groups. | - Song: Fractions <br> - Book: Half for You and Half for Me; Halves and Fourths and Thirds <br> - Equal-part Fractions <br> - Fractions of Groups <br> - Label Parts of Fractions |  |
| 1.N. 4 Identify coins and their values. |  |  |
| 1.N.4.1 Identify pennies, nickels, dimes, and quarters by name and value. | - Song: Money <br> - Book: Bugs For Sale <br> - Coin Identification <br> - Coin Value <br> - Quarters |  |
| 1.N.4.2 Write a number with the cent symbol to describe the value of a coin. | - Song: Money <br> - Book: Bugs For Sale <br> - Coin Identification <br> - Coin Value <br> - Quarters |  |

## OKLAHOMA STANDARDS

## WATERFORD DIGITAL RESOURCES

## WATERFORD TEACHER RESOURCES

## 1.N. 4 Identify coins and their values continued.

1.N.4.3 Determine the value of a
collection of pennies, nickels, or
dimes up to one dollar counting by 1s,
5 s , and 10 s . 5 s , and 10 s.

- Song: Money
- Book: Bugs For Sale
- Count Quarters, Dimes, Nickels, and Pennies
- Count Dimes, Nickels, and Pennies
- Count Nickels and Pennies or Dimes and Pennies
- Quarters
- Skip Counting
- Money word problems.pdf: Solve word problems involving dollar bills, quarters, dimes, nickels, and pennies, using $\$$ and $\$$ symbols appropriately.
- Supermarket Hunt
- Shopping for My Family
- Money Combinations
- Money Sums
- Pizza Parlor
- How Much Back?
- Coin Count
- Bills and Coins
- Let's Count Coins
- Money Addition
- Change is Good!
- Make 45 $\downarrow$


## Algebraic Reasoning and Algebra (A)

1.A. 1 Identify patterns found in real-world and mathematical problems.
1.A.1.1 Identify, create, complete, and extend repeating, increasing, and decreasing patterns in a variety of contexts (e.g., quantity, numbers, or shapes).

## 1.GM. 1 Recognize and compose two- and three-dimensional shapes.

| 1.GM.1.1 Identify regular and irregular <br> trapezoids and hexagons by pointing <br> to the shape when given the name. | • Song: Kites |  |
| :--- | :--- | :--- |
| 1.GM.1.2 Compose larger, defined <br> shapes using smaller two- <br> dimensional shapes. | - Song: Kites |  |
| 1.GM.1.3 Compose structures with <br> three-dimensional shapes. | - Space Shapes <br> - Geoboard <br> Tangrams | Form larger shapes.pdf: Compose simple shapes to <br> form larger shapes. <br> and art materials available for children's creations. |
| Combining Shapes |  |  |


| OKLAHOMA STANDARDS | WATERFORD DIGITAL RESOURCES | WATERFORD TEACHER RESOURCES |
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| 1.GM.1 Recognize and compose two- and three-dimensional shapes continued. |  |  |
| 1.GM.1.4 Recognize three-dimensional shapes such as cubes, cones, cylinders, pyramids, and spheres. | - Songs: Kites; Corners and Sides <br> - Space Shapes | - Draw shapes.pdf: Recognize and draw shapes having specified attributes, such as a given number of angles or a given number of equal faces. Identify triangles, quadrilaterals, pentagons, hexagons, and cubes. <br> - Making Shapes <br> - Shapes Review |
| 1.GM.2 Select and use nonstandard and standard units to describe length and volume/capacity. |  |  |
| 1.GM.2.1 Use nonstandard and standard measuring tools to measure the length of objects. | - Song: Measuring Plants <br> - Length <br> - Nonstandard Units of Length <br> - Standard Units of Length <br> - Measurement Tools | - Length Measurement.pdf: Express the length of an object as a whole number of length units, by laying multiple copies of a shorter object (the length unit) end to end; understand that the length measurement of an object is the number of same-size length units that span it with no gaps or overlaps. <br> - Measures of Me <br> - Measure a Handful <br> - Estimating Length <br> - A Fruit and Vegetable <br> - Measure Up! <br> - Inches/Centimeters Rulers |
| 1.GM.2.2 Illustrate that the length of an object is the number of samesize units of length that, when laid end-to-end with no gaps or overlaps, reach from one end of the object to the other. | - Song: Measuring Plants <br> - Length <br> - Measurement Tools | - Length Measurement.pdf: Express the length of an object as a whole number of length units, by laying multiple copies of a shorter object (the length unit) end to end; understand that the length measurement of an object is the number of same-size length units that span it with no gaps or overlaps. <br> - Measures of Me <br> - Measure a Handful <br> - Estimating Length <br> - A Fruit and Vegetable <br> - Measure Up! <br> - Inches/Centimeters Rulers |

## OKLAHOMA STANDARDS <br> WATERFORD DIGITAL RESOURCES <br> WATERFORD TEACHER RESOURCES

## 1.GM. 2 Select and use nonstandard and standard units to describe length and volume/capacity continued.

1.GM.2.3 Measure the same object/
distance with units of two different
lengths and describe how and why the
measurements differ. measurements differ.
1.GM.2.4 Describe a length to the
nearest whole unit using a number
with standard and nonstandard units.

- Song: Measuring Plants
- Length
- Measurement Tools
- Length
- Measurement Tools
- Measuring the same object two ways.pdf: Measure the length of an object twice, using length units of different lengths for the two measurements; describe how the two measurements relate to the size of the unit chosen. - Ready, Set, Measure
- Length Measurement.pdf: Express the length of an object as a whole number of length units, by laying multiple copies of a shorter object (the length unit) end to end; understand that the length measurement of an object is the number of same-size length units that span it with no gaps or overlaps.
- Measures of Me
- Measure a Handful
- Estimating Length
- A Fruit and Vegetable
- Measure Up!
- Inches/Centimeters Rulers
1.GM.2.5 Use standard and
- Capacity
- Measurement Tools nonstandard tools to identify
volume/capacity. Compare and sort containers that hold more, less, or the same amount.


## 1.GM. 3 Describe and measure concepts of time.

1.GM.3.1 Tell time to the hour and halfhour (analog and digital).

- Song: Clock Hands
- Book: Mr. Romano's Secret, A Time Story
- Tell Time to the Hour
- Tell Time to the Half-hour
- Hours and Half-hours.pdf: Tell and write time in hours and half-hours using analog and digital clocks.
- What Comes After, Before, Or Between?
- Make Your Own Clock
- Learning to Tell Time
- Matching Time
- What Numbers are Missing?
- What Time Is It?
- Time of Day
- Clock flashcards

| OKLAHOMA STANDARDS | WATERFORD DIGITAL RESOURCES | WATERFORD TEACHER RESOURCES |
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| 1.GM.3 Describe and measure concepts of time continued. |  |  |
| 1.GM.3.2 Describe and measure calendar time by days, weeks, months, and years. | - Songs: Months of the Year; Days of the Week; Days in a Month <br> - Daily Calendar <br> - Yesterday/Tomorrow <br> - Today <br> - Calendar/Graph Weather |  |
| Data and Probability (D) |  |  |
| 1.D.1 Collect, organize, and interpret categorical and numerical data. |  |  |
| 1.D.1.1 Collect, sort, and organize data in up to three categories using representations (e.g., tally marks, tables, Venn diagrams). | - Songs: Tallying; Venn Diagrams <br> - Books: One More Cat; The Birds, the Beasts, and The Bat; The Boonville Nine <br> - Tally Marks <br> - Make a Table <br> - Venn Diagrams | - Data Categorization.pdf: Organize, represent, and interpret data with up to three categories; ask and answer questions about the total number of data points, how many in each category, and how many more or less are in one category than in another. <br> - Ice Cream Sundae <br> - Make a Real Object Graph <br> - Make a Weather Bar Graph <br> - Weather Flashcards <br> - Our Favorite Foods <br> - Make a Graph <br> - Make a Table <br> - How Many? <br> - Bugs! <br> - Use Graphs and Tables <br> - How Big Is Your Family? |


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| 1.D.1 Collect, organize, and interpret categorical and numerical data continued. |  |  |
| 1.D.1.2 Use data to create pictographs and bar graphs that demonstrate one-to-one correspondence. | - Song: Graphing <br> - Book: The Boonville Nine <br> - Graphs <br> - Bar Graphs <br> - Picture Graphs | - Data Categorization.pdf: Organize, represent, and interpret data with up to three categories; ask and answer questions about the total number of data points, how many in each category, and how many more or less are in one category than in another. <br> - Ice Cream Sundae <br> - Make a Real Object Graph <br> - Make a Weather Bar Graph <br> - Weather Flashcards <br> - Our Favorite Foods <br> - Make a Graph <br> - Make a Table <br> - How Many? <br> - Bugs! <br> - Use Graphs and Tables <br> - How Big Is Your Family? |
| 1.D.1.3 Draw conclusions from pictographs and bar graphs. | - Song: Graphing <br> - Graphs <br> - Bar Graphs <br> - Picture Graphs | - Data Categorization.pdf: Organize, represent, and interpret data with up to three categories; ask and answer questions about the total number of data points, how many in each category, and how many more or less are in one category than in another. <br> - Ice Cream Sundae <br> - Make a Real Object Graph <br> - Make a Weather Bar Graph <br> - Weather Flashcards <br> - Our Favorite Foods <br> - Make a Graph <br> - Make a Table <br> - How Many? <br> - Bugs! <br> - Use Graphs and Tables <br> - How Big Is Your Family? |

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## SECOND GRADE

Numbers and Operations (N)

## 2.N. 1 Compare and represent whole numbers up to 1,000 with an emphasis on place value and equality.

2.N.1.1 Read, write, discuss, and represent whole numbers up to 1,000 . Representations should include, but are not limited to, numerals, words, pictures, tally marks, number lines, and manipulatives.
2.N.1.2 Use knowledge of number relationships to locate the position of a given whole number, up to 100, on an open number line.
2.N.1.3 Use place value to describe whole numbers between 10 and 1,000 in terms of hundreds, tens and ones, including written, standard, and expanded forms. Know that 10 is equivalent to 10 ones and 100 is equivalent to 10 tens.
2.N.1.4 Find 10 more or 10 less than a given three-digit number. Find 100 more or 100 less than a given threedigit number.
2.N.1.5 Use objects to determine whether a number is even or odd.

- Number Instruction
- Number Recognition and Sense
- Make and Count Groups
- Match Numbers
- Read and write numbers to 1000.pdf: Read and write numbers to 1,000 using base-ten numerals, number names, and expanded form.
- Cube Trails
- Race For A Flat
- High/Low Number Cube Throw
- Lucky Five
- Number Line
- Song; Place Value
- Place Value of 2-digit Numbers
- Place Value of 3-digit Numbers
- Thinking of 100 as a bundle of ten 10 s.pdf: 100 can be thought of as a bundle of ten tens-called a "hundred." - The Kingdom of Popsicle Stick-Filled Purses
- Mental Math Games
- Skip Count
- Place Value
- Number Chart
- Number Patterns
- Song: Odd Todd and Even Steven
- Skip Count by 2
- Addition Facts
- Mentally adding or subtracting 10 or 100.pdf: Mentally add 10 or 100 to a given number 100-900, and mentally subtract 10 or 100 from a given number 100-900.
- Spin and Solve
- Odd and even recognition.pdf: Determine whether a group of objects (up to 20) has an odd or even number of members.
- Missing Patterns
- Counting by 2 s
- What's My Number?


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2.N. 1 Compare and represent whole numbers up to 1,000 with an emphasis on place value and equality continued.
2.N.1. 6 Use place value understanding to round numbers to the nearest ten and nearest hundred (up to 1,000). Recognize when to round in real-world situations.
2.N.1.7 Use place value to compare and order whole numbers up to 1,000 using comparative language, numbers, and symbols (e.g., $425>276,73<107$, page 351 comes after page 350,753 is between 700 and 800).

- Song: Rounding
- Book: The Fable Fair
- Round to Tens
- Greater Than, Less Than
- Place Value
- Order Numbers
- Rounding Roundup.pdf: Practice rounding up numbers.


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2.N. 2 Add and subtract one- and two-digit numbers in real-world and mathematical problems continued.
2.N.2.3 Estimate sums and differences $\quad$ - Logic Game
up to 100 .
2.N.2.4 Use strategies and algorithms based on knowledge of place value and equality to add and subtract twodigit numbers.

- Songs: Fact Families; Place Value
- Addition and Subtraction Relationship
- Addition and Subtraction Fact Families
- Place Value
- Explaining addition and subtraction strategies.pdf: Explain why addition and subtraction strategies work, using place value and the properties of operations.
- Cube Trails
- Race for a Flat
- High/Low Number Cube Throw
- Lucky Five
- Song: Fact Families
- Addition and Subtraction Relationship
- Addition and Subtraction Fact Families
2.N.2.5 Solve addition and subtraction problems involving whole numbers up to two digits.
- Add and subtract within 100.pdf: Fluently add and subtract within 100 using strategies based on place value, properties of operations, and/or the relationship between addition and subtraction.
- Addition of Two-Digit Numbers
- Tic Tac Toe
- Subtraction of Two-Digit Numbers
2.N.2.6 Use concrete models and structured arrangements, such as repeated addition, arrays, and ten frames to develop an understanding of multiplication.
- Song: Multiplication
- Book: Tyrannosaurus X 1
- Multiplication
- Multiply Using Arrays
- Multiply Using Repeated Addition


## 2.N. 3 Explore the foundational ideas of fractions.

2.N.3.1 Identify the parts of a set and area that represent fractions for halves, thirds, and fourths.

- Song: Fractions
- Books: The Fraction Twins; Halves and Fourths and Thirds
- Label Parts of Fractions
- Fractions of Regions
- Fractions of Groups
- Fractions.pdf: Partition circles and rectangles into two, three, or four equal shares, describe the shares using the words halves, thirds, half of, a third of, etc., and describe the whole as two halves, three thirds, four fourths. Recognize that equal shares of identical wholes need not have the same shape.
- Frenzied Fraction Fun
- Fabulous Fractions

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| 2.N. 3 Explore the foundational ideas of fractions continued. |  |  |
| 2.N.3.2 Construct equal-sized portions through fair sharing (length, set, and area models for halves, thirds, and fourths). | - Song: Fractions <br> - Books: The Fraction Twins; Halves and Fourths and Thirds <br> - Label Parts of Fractions <br> - Fractions of Regions <br> - Fractions of Groups | - Fractions.pdf: Partition circles and rectangles into two, three, or four equal shares, describe the shares using the words halves, thirds, half of, a third of, etc., and describe the whole as two halves, three thirds, four fourths. Recognize that equal shares of identical wholes need not have the same shape. <br> - Frenzied Fraction Fun <br> - Fabulous Fractions |
| 2.N. 4 Determine the value of a set of coins. |  |  |
| 2.N.4.1 Determine the value of a collection of coins up to one dollar using the cent symbol. | - Song: Money <br> - Books: Bugs For Sale; Fudge For Sale <br> - Coin Identification <br> - Coin Value <br> - Count Coins <br> - Count Bills and Coins <br> - Count Quarters, Dimes, Nickels, and Pennies | - Money word problems.pdf: Solve word problems involving dollar bills, quarters, dimes, nickels, and pennies, using $\$$ and $\$$ symbols appropriately. <br> - Supermarket Hunt <br> - Shopping for My Family <br> - Money Combinations <br> - Money Sums <br> - Pizza Parlor <br> - How Much Back? <br> - Coin Count <br> - Bills and Coins <br> - Let's Count Coins <br> - Money Addition <br> - Change is Good! <br> - Make 45 $¢$ |


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| 2.N. 4 Determine the value of a set of coins continued. |  |  |
| 2.N.4.2 Use a combination of coins to represent a given amount of money up to one dollar. | - Song: Money <br> - Coin Identification <br> - Coin Value <br> - Count Coins <br> - Count Bills and Coins <br> - Count Quarters, Dimes, Nickels, and Pennies <br> - Equivalent Sums of Money | - Money word problems.pdf: Solve word problems involving dollar bills, quarters, dimes, nickels, and pennies, using $\$$ and $\$$ symbols appropriately. <br> - Supermarket Hunt <br> - Shopping for My Family <br> - Money Combinations <br> - Money Sums <br> - Pizza Parlor <br> - How Much Back? <br> - Coin Count <br> - Bills and Coins <br> - Let's Count Coins <br> - Money Addition <br> - Change is Good! <br> - Make 45 $\downarrow$ |
| Algebraic Reasoning and Algebra (A) |  |  |
| 2.A.1 Describe the relationship found in patterns to solve real-world and mathematical problems. |  |  |
| 2.A.1.1 Represent, create, describe, complete, and extend increasing and decreasing patterns with quantity and numbers in a variety of contexts. | - Song: Train Station Patterns <br> - Book: How King Snake Got His Pattern <br> - Patterns of 2-digit Numbers <br> - Patterns of 3-digit Numbers <br> - Addition Patterns <br> - Subtraction Patterns <br> - Number Patterns <br> - Number Sequences and Patterns |  |
| 2.A.1.2 Represent and describe repeating patterns involving shapes in a variety of contexts. | - Songs: Train Station Patterns; Marmot Shapes <br> - Book: How King Snake Got His Pattern <br> - Extend Patterns <br> - Logic Game |  |
| 2.A.2 Use number sentences involving unknowns to represent and solve real-world and mathematical problems. |  |  |
| 2.A.2.1 Use objects and number lines to represent number sentences. | - Song: Finding the Difference <br> - Number Line <br> - Addition Sentences <br> - Subtraction Sentences |  |

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| 2.A.2.2 Generate models and situations to represent number sentences and vice versa. | - Song: Problem Solving <br> - Books: Painting By Number; Circus 20 <br> - Addition Sentences <br> - Subtraction Sentences <br> - Add Vertical Squares <br> - Add With Manipulatives |  |
| :---: | :---: | :---: |
| 2.A.2.3 Apply the commutative property, identity property, and number sense to find values for unknowns that make addition and subtraction number sentences true or false. | - Addition and Subtraction Relationship <br> - Commutative Properties of Addition <br> - Addition and Subtraction Fact Families <br> - Addition <br> - Subtraction <br> - Add without Regrouping <br> - Add with Regrouping <br> - Subtract without regrouping <br> - Subtract with Regrouping <br> - Act Out Addition <br> - Act Out Subtraction <br> - Number Recognition and Sense | - Addition and subtraction word problems.pdf: Solve addition and subtraction word problems, and add and subtract within 10, e.g., by using objects or drawings to represent the problem. <br> - Additions Stories <br> - Act It Out Stories <br> - Manipulative Stories <br> - Edible Stories <br> - One, Two, Three, Show <br> - Circus Subtraction <br> - Partner Subtraction <br> - Farmer's Market <br> - Green and Speckled Frogs <br> - Cars and Trucks Subtraction <br> - Yummy Subtraction <br> - Act Out Addition <br> - Act Out Subtraction <br> - Addition Newsletter <br> - Subtraction Newsletter <br> - Subtraction Flashcards |
| Geometry and Measurement (GM) |  |  |
| 2.GM.1 Analyze attributes of two- and three-dimensional figures and develop generalizations about their properties. |  |  |
| 2.GM.1.1 Recognize regular and irregular trapezoids and hexagons. | - Song: Kites |  |
| 2.GM.1.2 Describe, compare, and classify two-dimensional figures according to their geometric attributes. | - Songs: Kites; Shapes, Shapes, Shapes <br> - Books: The Shape of Things; Imagination Shapes <br> - Circle, Square, Triangle, Rectangle <br> - Simple Shapes |  |


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| 2.GM.1 Analyze attributes of two- and three-dimensional figures and develop generalizations about their properties continued. |  |  |
| 2.GM.1.3 Compose and decompose two-dimensional shapes using triangles, squares, hexagons, trapezoids, and rhombi. | - Geoboard <br> - Tangrams |  |
| 2.GM.1.4 Sort three-dimensional shapes based on attributes such as number of faces, vertices, and edges. | - Song: Corners and Sides <br> - World Shapes <br> - Space Shapes |  |
| 2.GM.1.5 Recognize right angles and classify angles as smaller or larger than a right angle. |  |  |
| 2.GM. 2 Understand length as a measurable attribute and explore capacity. |  |  |
| 2.GM.2.1 Explain the relationship between the size of the unit of measurement and the number of units needed to measure the length of an object. | - Song: Measuring Plants <br> - Length <br> - Standard Units of Length <br> - Nonstandard Units of Length <br> - Measurement Tools | - Length Measurement.pdf: Express the length of an object as a whole number of length units, by laying multiple copies of a shorter object (the length unit) end to end; understand that the length measurement of an object is the number of same-size length units that span it with no gaps or overlaps. <br> - Measures of Me <br> - Measure a Handful <br> - Estimating Length <br> - A Fruit and Vegetable <br> - Measure Up! <br> - Inches/Centimeters Rulers |
| 2.GM.2.2 Explain the relationship between length and the numbers on a ruler by using a ruler to measure lengths to the nearest whole unit. | - Length <br> - Standard Units of Length <br> - Measurement Tools |  |
| 2.GM.2.3 Explore how varying shapes and styles of containers can have the same capacity. | - Book: Birds at My House <br> - Capacity |  |


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| 2.GM. 3 Tell time to the quarter hour. |  |  |
| 2.GM.3.1 Distinguish between a.m. and p.m. |  | - Tell and write time.pdf: Tell and write time from analog and digital clocks to the nearest five minutes, using a.m. and p.m. <br> - Matching Clocks <br> - Cartoon Captions <br> - Time to 5 Minutes |
| 2.GM.3.2 Read and write time to the quarter-hour on an analog and digital clock. | - Song: Telling Time <br> - Tell Time to the Hour <br> - Tell Time to the Half-hour <br> - Tell Time to the Quarter Hour |  |
| Data and Probability (D) |  |  |
| 2.D. 1 Collect, organize, and interpret data. |  |  |
| 2.D.1.1 Explain that the length of a bar in a bar graph and the number of objects in a pictograph represents the number of data points for a given category. | - Song: Graphing <br> - Bar Graphs <br> - Picture Graphs | - Graphs.pdf: Draw a picture graph and a bar graph (with single-unit scale) to represent a data set with up to four categories. Solve simple put-together, take-apart, and compare problems using information presented in a bar graph. <br> - Questions and Answers <br> - Library Book Survey <br> - Playground Survey <br> - Rock Collections <br> - Use Graphs and Tables |
| 2.D.1.2 Organize a collection of data with up to four categories using pictographs and bar graphs with intervals of $1 \mathrm{~s}, 2 \mathrm{~s}, 5 \mathrm{~s}$ or 10 s . | - Book: Painting By Number <br> - Bar Graphs <br> - Picture Graphs | - Graphs.pdf: Draw a picture graph and a bar graph (with single-unit scale) to represent a data set with up to four categories. Solve simple put-together, take-apart, and compare problems using information presented in a bar graph. <br> - Questions and Answers <br> - Library Book Survey <br> - Playground Survey <br> - Rock Collections <br> - Use Graphs and Tables |


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| 2.D. 1 Collect, organize, and interpret data continued. |  |  |
| 2.D.1.3 Write and solve one-step word problems involving addition or subtraction using data represented within pictographs and bar graphs with intervals of one. | - Book: Painting By Number <br> - Bar Graphs <br> - Picture Graphs | - Data Categorization.pdf: Organize, represent, and interpret data with up to three categories; ask and answer questions about the total number of data points, how many in each category, and how many more or less are in one category than in another. <br> - Ice Cream Sundae <br> - Make a Real Object Graph <br> - Make a Weather Bar Graph <br> - Weather Flashcards <br> - Our Favorite Foods <br> - Make a Graph <br> - Make a Table <br> - How Many? <br> - Bugs! <br> - Use Graphs and Tables <br> - How Big Is Your Family? |
| 2.D.1.4 Draw conclusions and make predictions from information in a pictograph and bar graph. | - Book: Painting By Number <br> - Bar Graphs <br> - Picture Graphs <br> - Story Problem Strategies <br> - Problem Solving Strategies | - Data Categorization.pdf: Organize, represent, and interpret data with up to three categories; ask and answer questions about the total number of data points, how many in each category, and how many more or less are in one category than in another. <br> - Ice Cream Sundae <br> - Make a Real Object Graph <br> - Make a Weather Bar Graph <br> - Weather Flashcards <br> - Our Favorite Foods <br> - Make a Graph <br> - Make a Table <br> - How Many? <br> - Bugs! <br> - Use Graphs and Tables <br> - How Big Is Your Family? |


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| SCIENCE |  |  |
| KINDERGARTEN |  |  |
| Motion and Stability of Forces (PS2) |  |  |
| K.PS2.1 Plan and conduct an investigation to compare the effects of different strengths or different directions of pushes and pulls on the motion of an object. | - Song: Push and Pull <br> - Book: Mr. Mario's Neighborhood <br> - Push and Pull | - Learning Together: How It Works |
| K.PS2.2 Analyze data to determine if a design solution works as intended to change the speed or direction of an object with a push or pull.* | - Song: Push and Pull <br> - Push and Pull |  |
| Energy (PS3) |  |  |
| K.PS3.1 Make observations to determine the effect of sunlight on Earth's surface. | - Songs: Water; Plants Are Growing; Sun Blues <br> - Sun <br> - Water |  |
| K.PS3.2 Use tools and materials to design and build a structure that will reduce the warming effect of sunlight on an area.* | Waterford encourages everyone to have writing, drawing, and art materials available for children's creations. | - Sun and Shade Pictures |
| From Molecules to Organisms: Structure and Function (L.S1) |  |  |
| K.LS1. 1 Use observations to describe patterns of what plants and animals (including humans) need to survive. | - Songs: Water; Food From Plants <br> - Books: Mela's Water Pot; Everybody Needs to Eat <br> - Sun <br> - Plants <br> - Water <br> - Plants and Animals Need Air <br> - Healthy Plants' Needs | - More to Explore Experiment: Water for Plants <br> - Learning Together: Green and Growing |


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| Earth Systems (ESS2) |  |  |
| K.ESS.2.1 Use and share observations of local weather conditions to describe patterns over time. | - Song: Seasons <br> - Book: That's What I Like: A Book About Seasons <br> - Weather <br> - Calendar/Graph Weather <br> - Weather Patterns <br> - Clouds <br> - Spring <br> - Summer <br> - Fall <br> - Winter | - Learning Together: Weather; The Weather Around Us <br> - Weather Cards |
| K.ESS2.2 Construct an argument supported by evidence for how plants and animals (including humans) can change the environment to meet their needs. | - Books: Winter Snoozers; Birds at my House; The Old Maple Tree; Turtle’s Pond |  |
| Earth and Human Activity (ESS3) |  |  |
| K.ESS3.1 Use a model to represent the relationship between the needs of different plants or animals (including humans) and the places they live. | - Song: Four Ecosystems <br> - Book: Where in the World Would You Go Today? <br> - Oceans <br> - Mountains <br> - Deserts <br> - Rainforests | - Learning Together: Our Earth |
| K.ESS3.2 Ask questions to understand the purpose of weather forecasting to prepare for and respond to severe weather.* | - Songs: Precipitation; Storms <br> - Book: Whatever the Weather <br> - Weather Tools <br> - Calendar/Graph Weather |  |
| FIRST GRADE |  |  |
| Waves and Their Applications in Technologies for Information Transfer (PS4) |  |  |
| 1.PS4.1 Plan and conduct investigations to provide evidence that vibrating materials can make sound and that sound can make materials vibrate. | - Song: Sound <br> - Book: What Sounds Say <br> - Sound Waves | - More to Explore Experiment: Sound |

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## Waves and Their Applications in Technologies for Information Transfer (PS4) continued

1.PS4.2 Make observations to construct an evidence-based account that objects can be seen only when illuminated.
1.PS4.3 Plan and conduct an investigation to determine the effect of placing objects made with different materials in the path of a beam of light.
1.PS4.4 Use tools and materials to design and build a device that uses light or sound to solve the problem of communicating over a distance.*

## From Molecules to Organisms: Structure and Function (LST)

1.LS1.1 Use materials to design a solution to a human problem by mimicking how plants and/or animals use their external parts to help them survive, grow, and meet their needs.*
1.LS1.2 Obtain information from media and/or text to determine patterns in the behavior of parents and offspring that help offspring survive.
1.LS3.1 Make observations to construct an evidence-based account that young plants and animals are like, but not exactly like, their parents.
Earth's Place in the Universe (ESS1)
1.ESS1.1 Use observations of the sun, moon, and stars to describe patterns that can be predicted.

Books: My Family Campout; Lightning Bugs; Noise in the Night

- Light Properties
- Properties of Light
- Book: My Family Campout
- Light Properties
- Properties of Light
- Song: Inventing
- Books: I Want to Be a Scientist Like Thomas Edison; Inventions All Around
- Books: I Wish I Had Ears Like a Bat; Animal Bodies; Fawn Eyes
- Deserts
- Song: Animal Bodies
- Animal Behavior
- Animal Bodies
- Books: George and Jack; A Seed Grows
- More to Explore Experiment: Traits
- Build Knowledge: Mine
- Songs: The Moon; Sun Blues
- Books: Moon Song; Star Pictures; My Family Campout
- Sun
- Moon
- Constellations
- More to Explore Experiment: The Moon
- Learning Together: The Sky Above Us

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| Earth's Place in the Universe (ESS1) continued |  |  |
| 1.ESS1.2 Make observations at different times of year to relate the amount of daylight and relative temperature to the time of year. | - Sun <br> - Spring <br> - Summer <br> - Fall <br> - Winter |  |
| Earth and Human Activity (ESS3) |  |  |
| 1.ESS3.1 Communicate solutions that will reduce the impact of humans on the land, water, air, and/or other living things in the local environment.* | - Songs: Conservation; Pollution Rap <br> - Pollution and Recycling <br> - Care of Water <br> - Care of Earth | - More to Explore Experiment: Recycling <br> - Learning Together: Our Earth |
| SECOND GRADE |  |  |
| Matter and Its Interactions (PS1) |  |  |
| 2.PS1.1 Plan and conduct an investigation to describe and classify different kinds of materials by their observable properties. | - Book: Warm Soup for Dedushka <br> - Changes in Matter <br> - States of Water <br> - Materials |  |
| 2.PS1.2 Analyze data obtained from testing different materials to determine which materials have the properties that are best suited for the intended purpose.* | - Book: Warm Soup for Dedushka <br> - Heat Movement <br> - Movement of Heat <br> - Heat Experiment |  |
| 2.PS1.3 Make observations to construct an evidence-based account of how an object made of a small set of pieces can be disassembled and made into a new object | - Books: I Want to Be a Scientist Like Wilbur and Orville Wright; Inventions All Around <br> - Geoboard <br> - Tangrams |  |
| 2.PS1.4 Construct an argument with evidence that some changes caused by heating or cooling can be reversed and some cannot. | - Book: Warm Soup for Dedushka <br> - Matter <br> - Changes in Matter <br> - Movement of Heat |  |


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| Ecosystems: Interactions, Energy and Dynamics (L.S2) |  |  |
| 2.LS2.1 Plan and conduct an investigation to determine if plants need sunlight and water to grow. | - Song: Plants Are Growing <br> - Sun <br> - Water <br> - Plant Experiment <br> - Healthy Plants' Needs | - More to Explore Experiment: Light for Plants |
| 2.LS2.2 Develop a simple model that mimics the function of an animal in dispersing seeds or pollinating plants.* | - Books: The Bee's Secret; The Old Maple Tree |  |
| Biological Unity and Diversity (L.S4) |  |  |
| 2.LS4.1 Make observations of plants and animals to compare the diversity of life in different habitats. | - Songs: Animal Bodies; Four Ecosystems <br> - Books: Animal Bodies; Where in the World Would You Go Today? <br> - Ecosystems <br> - Animal Bodies <br> - Animal Behavior | - Learning Together: Places on Earth |
| Earth's Place in the Universe (ESST) |  |  |
| 2.ESS1.1 Use information from several sources to provide evidence that Earth events can occur quickly or slowly. | - Songs: The Four Seasons; Rock Cycle <br> - Books: That's What I Like: A Book About Seasons; Whatever the Weather; Fossils Under Our Feet <br> - Rock Cycle <br> - Fossils <br> - Spring <br> - Summer <br> - Fall <br> - Winter <br> - Water | - More to Explore Experiment: Rocks |
| Earth's Systems (ESS2) |  |  |
| 2.ESS2.1 Compare multiple solutions designed to slow or prevent wind or water from changing the shape of the land.* | Waterford encourages everyone to have writing, drawing, and art materials available for children's creations. |  |


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| Earth's Systems (ESS2) continued |  |  |
| 2.ESS2.2 Develop a model to represent the shapes and kind of land and bodies of water in an area. | - Songs: Water; Precipitation; Water Is All Around <br> - Water Sources <br> - Water <br> - Water Cycle <br> - Care of Water <br> - Oceans |  |
| 2.ESS2.3 Obtain information to identify where water is found on Earth and that it can be solid or liquid. | - Songs: Water; Uses of Water; Precipitation; Water Is All Around <br> - Water Sources <br> - Water <br> - Water Cycle <br> - Care of Water <br> - States of Water <br> - Heat Changes Water |  |

## PRE-MATH \& SCIENCE

## Math Books

Zero In My Toybox; 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; Zero Is a Big Round Hole; 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

SUPPORT


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

## CONTINUAL DEVELOPMENT

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

## 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 0

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 III; 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

## 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; Charley Chick; Adjectives Describe; Lazy Letter Q; Nouns; Verbs; Adverbs; Irregular Verbs; Preposition Cat; 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 bave access to bundreds 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


[^0] Mentor app (for iOS and Android).


[^0]:    Waterford Mentor is available online and in the

