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Alignment
January 2026

100%
Aligned

Waterford Upstart

Kentucky Early Childhood Standards: Three and Four Year Olds 2022

*Alignment content includes a sampling of Waterford Digital Activities and Resources

This document provides a detailed alignment of **Waterford Early Learning** to **Kentucky Early Childhood Standards: Three and Four 2022.**

Alignment Description

This document aligns Kentucky Early Childhood Standards: Three and Four 2022 to Waterford. org's digital activities and supporting resources.

Waterford Digital Resources

Waterford programs include engaging, evidence-based digital activities anchored in the science of learning that progress through an adaptive learning path in reading, math, and science. These activities are also available for collaborative instruction at →teacher.waterford.org.

- **Classroom Playlists** enable teachers to harness learning technologies in whole-class instruction, flexible small groups, and personalized support for individual students.

Waterford Resources

Waterford provides an engaging, diverse collection of PDF resources tailored to boost children's learning experiences, empowering instruction in both classroom and home settings.

- **Teacher Resources** encompass class activities, reference materials, teacher guides, an array of books, and more.
- **Family Resources** encompass newsletters, activity sets, and reference materials, all available in both English and Spanish.

Waterford Curriculum Details

Waterford programs leverage the science of learning and evidence-based research to optimize reading development, accelerate learning, and target interventions for PreK–2nd grade learners.

Adaptive, Individualized Learning

Tailored instruction enables students to progress through the sequence at their own pace, offering multiple opportunities for practice as needed and more challenging activities when students are ready. This adaptation is automatic within the learning sequence. More information on the adaptive learning sequence can be found in →Waterford's Adaptive Learning Path in Action video.

Data-Informed Instruction

Administrators and teachers can use the program's reporting features to monitor progress in real-time, identify areas of difficulty, and utilize additional intervention tools in varied instructional settings. Examples of the reporting features can be found →here.

Research-Driven Development

Waterford is committed to ongoing development based on the latest research findings. Please note that this correlation is accurate as of the date on the cover.

Reading Sequence

Waterford's Reading Sequence is aligned to the Science of Reading, with explicit and systematic instruction. The sequence develops phonics; phonological awareness; comprehension and vocabulary; language concepts and writing; and fluency. More detailed information can be found in the →Reading Skills Scope & Sequence.

Math and Science Sequence

Waterford's Math and Science Sequence is designed around clear instructional principles. The math sequence develops numbers and operations (including counting and cardinality); operations and algebraic thinking; measurement and data; and geometry. The science sequence develops an understanding of physical, life, earth and space domains. More detailed information can be found in the →Math and Science Scope & Sequence.

SmartStart Sequence

Waterford's SmartStart Sequence is designed so learners are exposed to the foundational principles critical to kindergarten readiness. SmartStart combines the digital learning path with teacher resources to teach early reading, math, science, and social studies concepts as well as executive function, creative arts, health, and physical development. More detailed information can be found in the →SmartStart Scope & Sequence.

Table of Contents

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Kentucky Standards	Waterford Digital Resources	Waterford Family Resources
APPROACHES TO LEARNING		
Standard 1: Sustains attention and persists with challenging activities and experiences.		
Benchmark 1.1: Maintains focus and sustains attention. (P-ATL 6)		
Engages in an activity for a sustained period of time.	Engaging activities in Waterford hold children's attention as they concentrate on each task.	
Maintains focus and attention on activities despite distractions and interruptions.	Engaging activities in Waterford hold children's attention as they concentrate on each task.	
Sustains attention during group activities that last a short period of time.	• Clubhouse • Marmot's Basket • Musical Mayhem • Squirrel's Sketches	
Benchmark 1.2: Persists at challenging tasks. (P-ATL 7)		
Persists with self-selected activities until completed.	Waterford helps children build persistence by allowing them to click Repeat to hear instructions repeated and by providing visual clues when children need extra assistance to finish a task.	
Continues working on self-selected activities despite setbacks.	Waterford helps build persistence by providing support that can range from repeating instructions to offering encouragement and visual clues to step-by-step, follow-me instruction.	

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Kentucky Standards	Waterford Digital Resources	Waterford Family Resources
Benchmark 1.2: Persists at challenging tasks. (P-ATL 7) *continued*		
Persists with adult-directed tasks with support as needed.	Waterford helps build persistence by providing support that can range from repeating instructions to offering encouragement and visual clues to step-by-step, follow-me instruction.	
Benchmark 1.3: Makes a plan and engages in the planned activity or project to completion.		
With prompting and support, develops a simple plan and works toward completing planned activities.	• Pretend Play • Papa's Play	
Develops plans that extend over time and follows through to accomplish tasks.	• Pretend Play • Papa's Play	
Standard 2: Approaches learning with flexibility, creativity and imagination.		
Benchmark 2.1: Uses creative approaches for learning. (P-ATL 12)		
Finds new ways to use familiar objects and materials.	• Pretend Play • Materials • Magnets	• Waterford Upstart Activity Book, Pg. 64
Identifies new materials to use in completing a task.	• Pretend Play • Materials • Magnets	• Family Math & Science Activities
Experiments with combining objects and materials in new and imaginative ways.	• Books: Movin' to the Music Time; Inventions All Around; My Super Sticky Sandwich • Pretend Play • Materials • Magnets	• Family Math & Science Activities

Kentucky Standards	Waterford Digital Resources	Waterford Family Resources
Benchmark 2.2: Uses imagination in play and interactions with others. (P-ATL 13)		
Uses materials in new and different ways to represent objects, characters, and ideas.	• Pretend Play • Perfect Present • Soup's On!	• Role Play • What Would You Do? • Clean Up Together • Garbage Elves
Engages in short sequences of dramatic play that include some interaction with peers.	• Pretend Play • Marmot's Basket	
Uses a variety of props and invented characters as part of pretend play.	• Pretend Play • Marmot's Basket	• Role Play
Engages in elaborate and sustained play themes with self and others.	• Pretend Play • Marmot's Basket	
Standard 3: Demonstrates eagerness to explore, investigate, and learn about their world.		
Benchmark 3.1: Explores a wide range of topics, ideas, and interests. (P-ATL 11)(P-SCI 4)(P-SCI 5)		
Investigates topics, ideas, and interests to learn new information.	• Clubhouse • Marmot's Basket • Pretend Play • Science Investigation • Science Observation: From Egg to Chick	
Uses a variety of strategies to discover answers to questions about topics, ideas, and interests.	• Science Investigation • Science Tools • Measurement Tools • Weather Tools	

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Kentucky Standards	Waterford Digital Resources	Waterford Family Resources
Benchmark 3.1: Explores a wide range of topics, ideas, and interests. (P-ATL 11)(P-SCI 4)(P-SCI 5) *continued*		
Shares new discoveries with peers and adults.	• Science Observation: From Egg to Chick	• Vertebrates • Insect Food
Participates in discussions about a variety of topics, ideas, and activities.	Social-emotional videos model conversations and discussions between various characters, as they develop ideas, ask and answer relevant questions, and communicate in complete sentences.	• Family Mindset Activities
Benchmark 3.2: Initiates explorations, investigations, and interactions. (P-ATL 10)(P-ATL 11)(P-SCI 4)(P-SCI 5)		
Seeks out and participates in new experiences.	• Marmot's Basket • Perfect Present • Party Time • Science Observation: From Egg to Chick	• Insect Food
Asks questions and seeks information about topics of interest.	• Science Investigation	
Seeks out and uses materials to support investigations.	• Science Investigation • Science Tools • Measurement Tools • Weather Tools	
Demonstrates self-direction while investigating a range of topics, ideas, and interests.	• Songs: The Scientific Method • Science Investigation • Experiment	

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Kentucky Standards	Waterford Digital Resources	Waterford Family Resources
Standard 4: Uses a variety of strategies with purpose to accomplish tasks, overcome obstacles, and solve problems.		
Benchmark 4.1: Takes risks and attempts new experiences that are challenging.		
Expresses confidence in their abilities.	• Clubhouse • Boo Hoo Baby • Squirrel's Sketches • Perfect Present • The Picnic • Dinner Time • Soup's On!	
Tries new ways of doing familiar tasks.	• Songs: Problem Solving • Books: Milton's Mittens • Perfect Present • Squirrel's Sketches	• Role Play • Waiting Game
Seeks to participate in new activities they've observed.	• Marmot's Basket • Perfect Present • Party Time	
Attempts challenging experiences.	• Songs: The Scientific Method • Science Investigation • Experiment	
Recovers from setbacks.	Children build persistence with Waterford's consistent support and encouragement throughout each activity. The support can range from repeating instructions to offering encouragement and visual clues to step-by-step, follow-me instruction.	

Kentucky Standards	Waterford Digital Resources	Waterford Family Resources
Benchmark 4.2: Demonstrates flexibility in solving problems and accomplishing tasks. (P-ATL 9)(P-ATL 12)		
Uses proven strategies to solve familiar problems and accomplish tasks.	Social-emotional videos model problem-solving strategies that include individual methods as well as seeking adult help.	
Seeks assistance from peers and adults as needed to solve problems and accomplish tasks.	Social-emotional videos model problem-solving strategies that include individual methods as well as seeking adult help.	• Role Play • Waiting Game
Analyzes problems and experiments with strategies to see what works.	Social-emotional videos model problem-solving strategies that include individual methods as well as seeking adult help.	
CREATIVE ARTS		
Standard 1: Develops skills in and appreciation of a variety of visual art, dance, music, and drama experiences.		
Benchmark 1.1: Develops skills in and appreciation of visual arts.		
Uses a variety of media and materials for exploration (e.g., paint, glue, three-dimensional materials, technology, etc.).	Waterford encourages everyone to have writing, drawing, and art materials available for children's creations.	
Uses a variety of art forms, elements, and materials for representing people, places, and things in the environment.	Waterford encourages everyone to have writing, drawing, and art materials available for children's creations.	
Observes and responds to artwork produced by others from his/her own culture and other cultures.	Waterford is committed to creating a diverse learning experience that connects with early learners from all backgrounds.	

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Kentucky Standards	Waterford Digital Resources	Waterford Family Resources
Benchmark 1.2: Develops skills in and appreciation of dance.		
Explores various ways of moving with or without music.	• Books: Movin' to the Music Time • Baby's Ballet • Mama's Melody	• Hi! Notes
Copies or performs simple patterns of movement and dance while exploring the element of beat.	• Books: Movin' to the Music Time	• Hi! Notes
Describes or imitates movement after participating in or watching others move as they play games or move to songs and/or music.	• Books: Movin' to the Music Time	• Hi! Notes
Watches/listens and responds to dances performed by others from his/her own culture and other cultures.	• Sing Around the World Songs	
Benchmark 1.3: Develops skills in and appreciation of music.		
Explores various forms of music through his/her senses.	• Books: Movin' to the Music Time • Sing a Rhyme Songs/Books (See titles at end of document.)	• Hi! Notes
Uses fingerplays and songs to explore the beat and tempo of music.	• Books: Movin' to the Music Time	• Hi! Notes
Watches/listens and responds to music produced by others from his/her own culture and other cultures.	• Sing Around the World Songs	

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Kentucky Standards	Waterford Digital Resources	Waterford Family Resources
Benchmark 1.4: Develops skills in and appreciation of drama.		
Uses a variety of actions and/or sounds to explore drama through pretend play.	• Pretend Play • Papa's Play	
Demonstrates simple elements of drama such as roles, characters, and sequence of story lines.	• Pretend Play • Papa's Play	• Role Play • What Would You Do?
Watches/listens and responds to drama performed by others from his/her own culture and other cultures.	• Sing Around the World Songs	
HEALTH/MENTAL WELLNESS		
Standard 1: Demonstrates health/mental wellness and social skills needed to participate cooperatively as a member of a group.		
Benchmark 1.1: Demonstrates knowledge and skills that contribute to healthy lifestyles. (P-PMP 4)(P-PMP 5)(P-PMP 6)		
Takes care of personal health/safety needs with adult support as needed.	• Books: The Germs • Germs • Avoid Germs and Prevent Illness	• Hand Washing Rubric • Learning Together: Health • Emergency Preparedness for Kids • Fire Safety Activities for Kids
Identifies healthy food choices.	• Songs: Health • Books: We All Exercise • Healthy Food	• My Healthy Plate • Food Pictures (Healthy Eating)

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Kentucky Standards	Waterford Digital Resources	Waterford Family Resources
Benchmark 1.2: Demonstrates knowledge and skills needed to participate successfully in groups. (P-ATL 1)(P-SE 8)(P-ATL 4)(P-SE 3)(P-SE 4)		
Plays alongside rather than with other children.	Social-emotional videos model positive, pro-social behaviors such as friendship, empathy, kindness, cooperation, collaboration, respect, and initiative.	• Waiting Game
Plays in small groups or pairs based on similar interests.	• Books: Will You Play With Me? • Clubhouse • Marmot's Basket • Pretend Play • Party Time • Musical Mayhem	• Role Play • Good Playing Rules
Makes and maintains a friendship with at least one other child.	• Pretend Play • Marmot's Basket	
Benchmark 1.3: Demonstrates the ability to participate in classroom activities and follow classroom rules.		
Follows routines independently with support when needed.	Social-emotional videos model positive, pro-social behaviors such as friendship, empathy, kindness, cooperation, collaboration, respect, and initiative.	
Uses materials appropriately and in a self-directed manner.	Waterford's Social-emotional videos model positive, pro-social behaviors such as friendship, empathy, kindness, cooperation, collaboration, respect, and initiative as children learn to care for other's property as well as their own.	
Participates in everyday classroom activities, with adult guidance as needed.		• Community Helpers • Classroom Helpers • Role Play • Good Playing Rules

Kentucky Standards	Waterford Digital Resources	Waterford Family Resources
Benchmark 1.3: Demonstrates the ability to participate in classroom activities and follow classroom rules continued.		
Shifts attention between tasks and moves through transitions with guidance from adults as needed.		• Listening Rug Rules • Good Playing Rules
Anticipates typical consequences for a specific behavior with support as needed.	• Do I Have To? • Broken Lamp • Baby's Ball	• Consequences Cards
Benchmark 1.4: Demonstrates self-identity and sense of self.		
Describes self in terms of several basic characteristics.	• Books: Mine; José Three • My Name Is Squirrel • Come Inside • Squirrel Sketches • Clubhouse	
Identifies feelings and likes and dislikes but may not be able to explain why.	• Books: Mine; José Three; Ooey, Gooey Mud; I Hate Peas; Lumpy Mush; Grandpa's Great Athlete; Bad News Shoes; Movin' to the Music Time • Squirrel's Sketches • My Name Is Squirrel • Lost and Found • Find Me! • It's Not Fair • Lost Dinosaur • Perfect Present	• Lots of Feelings • Guess How I'm Feeling • Emotion Cards
Demonstrates self-confidence through interactions.	• Find Me! • Musical Mayhem • Squirrel's Sketches • Boo Hoo Baby • Baby's Berries	

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Kentucky Standards	Waterford Digital Resources	Waterford Family Resources
Benchmark 1.5: Uses a variety of strategies to solve social problems and conflicts with guidance.		
Accepts and/or asks for help solving social problems and/or resolving conflicts.	• Vocab • Build Knowledge • It's Not Fair! • Find Me!	
Solves social problems and/or resolves conflicts with adult guidance and support when needed.	Social-emotional videos model problem-solving strategies that include individual methods as well as seeking adult help.	
Offers ideas or simple explanations for solving social problems or conflicts with guidance from adults.	Social-emotional videos model problem-solving strategies that include individual methods as well as seeking adult help.	
Benchmark 1.6: Follows through to complete an activity or achieve a goal.		
Persists at challenging tasks, despite setbacks.	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, follow-me instruction.	
Maintains focus when working on a task.	Engaging activities throughout Waterford hold children's attention as they concentrate on each task.	
Sets short term goals, makes plans, and follows through.	• Pretend Play • Papa's Play	

Kentucky Standards	Waterford Digital Resources	Waterford Family Resources
LANGUAGE AND EARLY LITERACY		
Standard 1: Demonstrates skills and strategies needed for receptive communication.		
Attends to an adult or peer who is communicating verbally or nonverbally.	• Lost and Found • Marmot's Basket • Musical Mayhem • Find Me	• Find the Ball
Follows simple directions.	Children interacting with Waterford are constantly listening to input, and responding with choices, often following multi-step directions.	
Gains information by listening to/ processing communications from others.	• Read with Me Books • Read-Along Books • Sing a Rhyme Songs/Books • Informational Books (See titles at end of document.)	
Interprets or applies information someone else communicates verbally or nonverbally.	• Lost and Found • Marmot's Basket • Musical Mayhem • Find Me	• Find the Ball
Standard 2: Demonstrates the knowledge, skills and strategies needed for expressive communication.		
Benchmark 2.1: Uses non-verbal communication for a variety of purposes.		
Uses non-verbal communication to convey emotions.	• Musical Mayhem • Find Me	• Find the Ball • Feelings Poster
Identifies or chooses an object or person by pointing, physically touching or moving toward another.	• Books: The Germs; The Alligator in the Library; My Super Sticky Sandwich; David Next Door	• This Belongs to a Friend

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Kentucky Standards	Waterford Digital Resources	Waterford Family Resources
Benchmark 2.1: Uses non-verbal communication for a variety of purposes *continued.*		
Uses gestures and/or movements to initiate interactions or to get needs met.	• Lost and Found • Marmot's Basket • Musical Mayhem • Find Me	
Benchmark 2.2: Uses language (verbal, signed, symbolic) for a variety of purposes. (P-LC 4)(P-LC 6)		
Initiates communication to have needs met.	• Find Me! • Lost and Found	
Uses words, signs, pictures, and/or symbols to communicate.	• Dots, Lines, and Circles • Letter Pictures • Letter Trace	
Uses different types of words to communicate about people, objects and activities that are familiar as well as new.	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 popup with an illustration.	
Responds appropriately in conversations and discussions with peers and adults.	Social-emotional videos model conversations and discussions between various characters as they listen and respond to each other.	
Asks many types of questions.	Children interacting with Waterford are constantly listening to input and responding with choices, often increasing the complexity of phrases and sentences.	
Adjusts the pitch, intonation, pace, and volume of their communication based on the situation.	• Find Me! • It's Not Fair! • Do I Have To? • Lost and Found • Soup's On!	

Kentucky Standards	Waterford Digital Resources	Waterford Family Resources
Benchmark 2.3: Communicates with increasing clarity and use of conventional grammar. (P-LC 5)		
Speaks clearly enough to be understood by familiar people from his/her own community.	Waterford introduces letter sounds with instruction that includes demonstrating positioning of the lips and tongue to form the sound correctly and clearly.	
Uses simple sentences to express self but may not always use correct grammar.	Social-emotional videos model conversations and discussions between various characters who speak clearly and communicate in complete sentences.	
Uses more complex sentences, but grammar is sometimes incorrect.	Children interacting with Waterford are constantly listening to input and responding with choices, often increasing the complexity of phrases and sentences.	
Uses multiple sentences together with correct grammar consistent with his/her home language most of the time.	Social-emotional videos model conversations and discussions between various characters that demonstrate language in context with appropriate conversation rules as characters develop ideas, ask and answer relevant questions, and communicate in complete sentences.	
STANDARD 3: DEMONSTRATES EARLY LITERACY SKILLS THAT ARE FOUNDATIONAL FOR THE READING PROCESS.		
Benchmark 3.1: Listens to and/or responds to a variety of literacy-related experiences with interest and engagement.		
Actively participates in storytelling, read alouds, and individual opportunities to hear someone reading.	• Read-Along Books • Traditional Tales and Stories • Informational Books (See titles at end of document.)	
Demonstrates self-directed interest in the reading process.	Waterford provides many opportunities for students to select topics of interest and stories they enjoy. Students work independently as they turn pages, practice, and enjoy appropriate reading behaviors.	

Kentucky Standards	Waterford Digital Resources	Waterford Family Resources
Benchmark 3.1: Listens to and/or responds to a variety of literacy-related experiences with interest and engagement *continued*.		
Imitates the act of reading.	• Read-Along Books • Traditional Tales and Stories • Informational Books (See titles at end of document.)	
Benchmark 3.2: Shows interest in and understanding of the basic concepts and conventions of print. (P-LIT 2)		
Recognizes that print conveys meaning.	All online books and text within the software illustrate left-to-right, top-to-bottom, return sweep, and letter spacing motion. As the narrator reads, text is highlighted which helps show the sequence of print.	
Demonstrates book handling skills.	• Print Concepts • Print Directionality	
Demonstrates understanding of some basic print conventions.	• Print Concepts • Print Directionality • Letters Make Words	

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Kentucky Standards	Waterford Digital Resources	Waterford Family Resources
Benchmark 3.3: Demonstrates knowledge of the alphabet. (P-LIT 3)		
Recognizes some letters of the alphabet.	• ABC Songs • Letter Sound • Letters Introduction • Letter Pictures • Name That Letter • Fast Letter Fun • Letter Checker	
Recognizes some letters and words in print.	• ABC Songs • Letter Sound • Letters Introduction • Letter Pictures • Name That Letter • Fast Letter Fun • Letter Checker	
Identifies some known letters of the alphabet in familiar and unfamiliar words.	• ABC Songs • Letter Sound • Letters Introduction • Letter Pictures • Name That Letter • Fast Letter Fun • Letter Checker	
Benchmark 3.4: Demonstrates emergent phonological awareness, including early phonemic awareness. (P-LIT 1)		
Listens to and identifies different types of sounds.	• What Do You Hear?	

Kentucky Standards	Waterford Digital Resources	Waterford Family Resources
Benchmark 3.4: Demonstrates emergent phonological awareness, including early phonemic awareness. (P-LIT 1) continued		
Recognizes rhyming words.	• Sing a Rhyme Songs/Books (See titles at end of document.) • Rhyming Words • Rhyme • Rhyme With Me • Finish the Picture • One Doesn't Rhyme	• Nursery Rhymes
Produces a rhyming word.	• Sing a Rhyme Songs/Books (See titles at end of document.) • Rhyming Words • Rhyme • Rhyme Match • Finish the Picture	
Discriminates separate syllables in words.	• Syllable • Syllable Safari	
Recognizes letter sounds that match.	• Initial Sound • Right Initial Sound • Match Initial Sounds • Final Sound • Letter Sound Practice	
Makes some letter-sound connections.	• Sound Song • Letter Sound • Letter Sound Screening • Name That Letter Sound • Sound Room	
Identifies some beginning sounds of words.	• Initial Sound • Right Initial Sound	

Kentucky Standards	Waterford Digital Resources	Waterford Family Resources
Benchmark 3.5: Draws meaning and recalls information from pictures, print, and text that is read to them. (P-LIT 5)		
Gains meaning from pictures.	• Peek at the Story • Picture Clues	
Uses pictures or illustrations to answer questions, provide descriptions or retell details related to stories, songs and text that are read aloud.	• Read With Me Books • Sing a Rhyme Songs/Books (See titles at end of document.) • Sum Up: Remember Order • Sum Up: Five Ws • Describe Characters • What Comes Next?	
Recalls information and draws simple conclusions from text that is read aloud.	• Read-Along Books • Read With Me Books • Sing a Rhyme Songs/Books • Informational Books (See titles at end of document.) • Describe Characters • Look at Details	

Kentucky Standards	Waterford Digital Resources	Waterford Family Resources
Benchmark 3.6: Tells and retells a story. (P-LIT 4)		
Acts out main events of a familiar story.	• Read With Me Books • Sing a Rhyme Songs/Books (See titles at end of document.) • Sum Up: Remember Order • Sum Up: Five Ws • Describe Characters • What Comes Next?	
Uses pictures and illustrations to tell and retell a story.	• Read With Me Books • Sing a Rhyme Songs/Books (See titles at end of document.) • Sum Up: Remember Order • Sum Up: Five Ws • Describe Characters • What Comes Next?	
Uses prior experience to help make sense of stories.	• Build Knowledge	
Retells a story including many details and draws connections between story events.	• Read With Me Books • Sing a Rhyme Songs/Books (See titles at end of document.) • Sum Up: Remember Order • Sum Up: Five Ws • Describe Characters • What Comes Next?	

Kentucky Standards	Waterford Digital Resources	Waterford Family Resources
Standard 4: Demonstrates early literacy skills that are foundational to the writing process.		
Benchmark 4.1: Recognizes that the purpose of writing is communication.		
Recognizes that oral communications can be represented by written language.	• Sing a Rhyme Songs/Books (See titles at end of document.)	
Dictates words to an adult to be written down to convey a message.	Before children are fluent letter writers, Waterford encourages adults to take dictation to accompany children's drawings. Providing writing for a picture teaches pre-literate children valuable lessons about the purpose for writing and the way it works.	
Recognizes that once an oral message is written it reads the same way every time.	• Read-Along Books • Read With Me Books • Sing a Rhyme Songs/Books (See titles at end of document.)	
Benchmark 4.2: Produces marks, symbols, letters and/or words to represent ideas. (P-LIT 6)		
Labels pictures or produces simple texts using scribble writing.	• Dots, Lines, and Circles • Letter Pictures • Letter Trace	
Labels pictures or produces simple texts using letter-like forms.	• Dots, Lines, and Circles • Letter Pictures • Letter Trace	
Writes recognizable letters.	• Letter Pictures • Letter Trace • Letter Sound Instruction	

Kentucky Standards	Waterford Digital Resources	Waterford Family Resources
Benchmark 4.2: Produces marks, symbols, letters and/or words to represent ideas (P-LIT 6)n continued.		
Writes familiar words.	• Print Concepts • Letters Make Words	
Benchmark 4.3: Explores the physical aspect of writing.		
Uses tools for writing and drawing.	Waterford encourages everyone to have writing, drawing, and art materials available for children's creations.	
Experiments with different ways to grasp writing tools.	Waterford encourages everyone to have writing, drawing, and art materials available for children's creations.	
Adjusts body position when writing.	Waterford encourages everyone to have writing, drawing, and art materials available for children's creations.	
Adjusts paper position when writing.	Waterford encourages everyone to have writing, drawing, and art materials available for children's creations.	
Shows awareness of the directionality of print on a page when writing (top to bottom, left to right).	• Print Concepts • Print Directionality	
MATHEMATICS		
Standard 1: Demonstrates mathematical concepts and skills during play and other activities.		
Benchmark 1.1: Demonstrates understanding of counting and cardinality. (P-MATH 1)(P-MATH 2)(P-MATH 3)(P-MATH 4)(P-MATH 5)		
Rote counts in sequence to 5 and beyond.	• Counting Songs • Number Counting • Number Instruction	

Kentucky Standards	Waterford Digital Resources	Waterford Family Resources
Benchmark 1.1: Demonstrates understanding of counting and cardinality. (P-MATH 1)(P-MATH 2)(P-MATH 3)(P-MATH 4)(P-MATH 5) continued		
Recognizes that a single object is always "one" regardless of size, shape, and/or other attributes.	• Number Instruction • One-to-One Correspondence	
Keeps one-to-one correspondence between counting words and objects (one number word for each object) for small groups of objects.	• Number Instruction • One-to-One Correspondence • Make and Count Groups	
Accurately counts a set or sets of objects to 5 and beyond and answers the question "how many".	• Number Instruction • One-to-One Correspondence • Make and Count Groups	
Effortlessly states the number of objects in a small collection of 1-4 items without counting.	• Moving Target (Dots) • Bug Bits	• Subitizing Cards
Compares two sets of 1-5 concrete objects and uses language such as more, less, or same as to describe the comparison.	• Songs: Greater Than, Less Than; More Than, Fewer Than • Books: For the Birds • Greater Than, Less Than • More Than, Fewer Than • More Than • Fewer Than	
Recognizes and identifies some numerals.	• Number Instruction • Number Practice	• Numeral Cards
Scribbles, marks, or writes numerals on the paper to represent a number or quantity.	• Number Instruction • Match Numbers	
Uses math language to express quantity in everyday experiences.		• Quantity Cards • Number Quantity Cards • Number Sense

Kentucky Standards	Waterford Digital Resources	Waterford Family Resources
Benchmark 1.2: Identifies and uses common shapes and concepts about position. (P-MATH 9)(P-MATH 10)		
Recognizes and names some basic shapes.	• Songs: Shapes, Shapes, Shapes; Marmot Shapes • Books: Imagination Shapes; The Shape of Things • Simple Shapes • Circle, Square, Triangle, Rectangle	
Describes and compares the characteristics of basic shapes using descriptive and geometric language.	• Songs: Shapes, Shapes, Shapes; Marmot Shapes; Corners and Sides; Kites • Books: Imagination Shapes; The Shape of Things • Simple Shapes • Solid Shapes • Space Shapes • Circle, Square, Triangle, Rectangle	
Combines and separates 2D and 3D shapes to make other shapes or designs.	• Geoboard • Tangrams	
Completes simple puzzles.	• Puzzle Game	• Pattern Block Puzzles
Identifies the shape of objects in the environment.	• Songs: Kites • Books: Imagination Shapes; The Shape of Things	
Identifies parts of a whole.	• Books: Half For You and Half For Me	
Demonstrates knowledge of the relative position of objects.	• Songs: Get Over the Bugs; Positioning; Monster Trucks • Books: Up in the Air • First, Middle, Last • Over, Under, Above, Below • Over, Under, and Through • Top, Beside, and Bottom • Inside, Outside, Between • Position • Above, Below, Next to, On	

Kentucky Standards	Waterford Digital Resources	Waterford Family Resources
Benchmark 1.2: Identifies and uses common shapes and concepts about position. (P-MATH 9)(P-MATH 10) continued		
Uses words that indicate directionality, order and position of objects.	• Songs: Get Over the Bugs; Positioning; Monster Trucks • Books: Up in the Air; The Circus Came to Town • First, Middle, Last • Over, Under, Above, Below • Over, Under, and Through • Top, Beside, and Bottom • Inside, Outside, Between • Position • Above, Below, Next to, On	
Benchmark 1.3: Uses the attributes of objects for comparison and patterning. (P-MATH 7)		
Describes objects by one or more attributes.	• Songs: Five Senses; Plant or Animal; Living and Nonliving; Adjectives Describe; Savanna Size • Heavy and Light • Tall and Short • Big and Little	
Matches objects.	• Songs: All Sorts of Laundry • Books: Buttons, Buttons • Sort	• Waterford Upstart Activity Book, Pg. 61
Sorts and classifies objects by one or more attributes.	• Songs: All Sorts of Laundry • Books: Buttons, Buttons • Sort	• Waterford Upstart Activity Book, Pg. 61
Recognizes, duplicates and extends simple repeating patterns.	• Songs: Train Station Patterns • Patterns • Pattern AB • Pattern ABB • Pattern ABC	• Waterford Upstart Activity Book, Pg. 53

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Kentucky Standards	Waterford Digital Resources	Waterford Family Resources
Benchmark 1.3: Uses the attributes of objects for comparison and patterning. (P-MATH 7) continued		
Creates original patterns that repeat.	• Songs: Train Station Patterns • Patterns • Pattern AB • Pattern ABB • Pattern ABC	• Waterford Upstart Activity Book, Pg. 53
Benchmark 1.4: Describes and compares measurable attributes of objects. (P-MATH 8)		
Compares and/or orders objects using attributes of length, weight and size.	• Songs: Savanna Size; Large, Larger, Largest; Big Small • Big and Little • Heavy and Light • Order Size • Make Comparisons • Big Little Animals • Large Small Toys • Tall and Short	
Uses tools to explore measurement.	• Songs: Measuring Plants • Measurement Tools • Science Tools	
Explores, compares, and describes length, weight or capacity using nonstandard units.	• Songs: Measuring Plants • Nonstandard Units of Measure • Length	
Shows awareness of simple time concepts.	• Calendar • Calendar/Graph Weather • Today • Yesterday/Tomorrow	• Calendar template

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Kentucky Standards	Waterford Digital Resources	Waterford Family Resources
Benchmark 1.4: Describes and compares measurable attributes of objects. (P-MATH 8) continued		
Demonstrates understanding of the sequence of events and relative length of time associated with some common activities.	• Books: Mr. Romano's Secret: A Time Story; How Long Is a Minute?	
PHYSICAL EDUCATION		
Standard 1: Demonstrates gross and fine motor skills.		
Benchmark 1.1: Performs a variety of locomotor skill with control. (P-PMP 1)(P-PMP 2)		
Demonstrates spatial awareness of body position in relationship to stationary objects.	• Songs: Get Over the Bugs; Positioning • Books: Up in the Air • Position • Inside, Outside, Between • Over, Under, and Through • Over, Under, Above, Below • Above, Below, Next to, On • First, Middle, Last	• Personal Space Circle
Walks with control.	• Songs: Health • Books: We All Exercise • Exercise and Rest	• Exercise and Rest • Yoga Booklet
Runs with control.	• Songs: Head, Shoulders, Knees, and Toes; I Touch My Nose Like This	• Yoga Booklet • Exercise • Move and Groove
Climbs, jumps, and/or hops with coordination, balance, and control.	• Songs: Health • Books: We All Exercise • Exercise and Rest	• Exercise and Rest • Yoga Booklet

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Kentucky Standards	Waterford Digital Resources	Waterford Family Resources
Benchmark 1.1: Performs a variety of locomotor skill with control. (P-PMP 1)(P-PMP 2) continued		
Experiments with galloping and skipping.		• Yoga Booklet • Exercise • Move and Groove
Uses quick stops or changes in direction to avoid contact with objects or other people.		• Yoga Booklet • Exercise • Move and Groove
Benchmark 1.2: Performs a variety of non-locomotor skills with control and balance. (P-PMP 1)		
Executes movements that require a stable base.		• Exercise • Move and Groove
Pushes, pulls, twists, turns, bends, balances, stretches, sways and/or swings limbs with coordination and control.	• Push and Pull	• Push and Pull
Benchmark 1.3: Combines a sequence of several motor skills with control. (P-PMP 1)		
Walks up and down stairs with alternating steps.		• Exercise • Move and Groove
Explores a variety of movements.		• Hi! Notes • Personal Space Circle

Kentucky Standards	Waterford Digital Resources	Waterford Family Resources
Benchmark 1.4: Performs fine motor movements and tasks using eye-hand coordination. (P-PMP 3)		
Explores and manipulates objects in a variety of ways.	The daily use of a touch pad or mouse helps develops eye–hand coordination.	
Uses tools.	Children use a mouse, keyboard, or touch pad during their daily Waterford sessions. The movements help develop hand strength and dexterity.	
Exhibits strength and control when performing fine motor skills.	Children use a mouse, keyboard, or touch pad during their daily Waterford sessions. The movements help develop hand strength and dexterity.	
Performs tasks using hands with skill and precision.	Children use a mouse, keyboard, or touch pad during their daily Waterford sessions. The movements help develop hand strength and dexterity.	

Kentucky Standards	Waterford Digital Resources	Waterford Family Resources
SCIENCE		
Standard 1: Demonstrates scientific ways of thinking and working (with wonder and curiosity).		
Benchmark 1.1: Observes and compares observable phenomena (objects, materials, plants, animals, and events). (P-SCI 1)(P-SCI 3)		
Uses many senses to examine objects with attention to detail.	• Songs: Five Senses • Books: I Wish I Had Ears Like a Bat • Sight • Smell • Taste • Touch • Hearing • Science Investigation • Science Observation: From Egg to Chick • Calendar/Graph Weather	
Describes properties.	• Songs: Five Senses; Adjectives Describe; The Scientific Method • Science Investigation • Science Observation: From Egg to Chick	
Collects items with similar properties.	• Songs: All Sorts of Laundry • Books: Buttons, Buttons • Sort	
Observes similarities and differences.	• Songs: Same and Different • Books: Mine • Look at Details	

Kentucky Standards	Waterford Digital Resources	Waterford Family Resources
Benchmark 1.1: Observes and compares observable phenomena (objects, materials, plants, animals, and events). (P-SCI 1)(P-SCI 3) continued		
Observes how objects, plants and animals are influenced by other objects or forces.	• Books: I Want to Be a Scientist Like George Washington Carver; I Want to Be a Scientist Like Jane Goodall; I Want to Be a Scientist Like Wilbur and Orville Wright • Science Investigation • Science Observation: From Egg to Chick • Experiment	
Benchmark 1.2: Uses a variety of tools to explore the environment.		
Uses non-standard tools to explore the environment.	• Books: I Want to Be a Scientist Like George Washington Carver; I Want to Be a Scientist Like Jane Goodall; I Want to Be a Scientist Like Wilbur and Orville Wright • Science Investigation • Science Observation: From Egg to Chick • Experiment	
Uses standard tools to explore the environment.	• Songs: The Scientific Method • Science Investigation • Science Tools • Sight • Touch • Hearing • Taste • Smell • Calendar/Graph Weather • Science Observation: From Egg to Chick	

Kentucky Standards	Waterford Digital Resources	Waterford Family Resources
Benchmark 1.3: Uses aspects of the scientific process to learn about the world. (P-SCI 2)(P-SCI 4)(P-SCI 5)(P-SCI 6)		
Asks simple scientific questions.	• Songs: The Scientific Method • Books: I Want to Be a Scientist Like Jane Goodall; I Want to Be a Scientist Like Wilbur and Orville Wright; I Want to Be a Scientist Like George Washington Carver • Science Investigation • Science Tools • Science Observation: From Egg to Chick	
Makes predictions.	• Songs: The Scientific Method • Science Investigation • Science Observation: From Egg to Chick	
Conducts simple experiments.	• Experiment	
Observes results from simple experiments.	• Science Observation: From Egg to Chick • Calendar/Graph Weather • Science Investigation	
Records and communicates observations through a variety of means.	• Songs: The Scientific Method • Science Observation: From Egg to Chick • Science Investigation • Calendar/Graph Weather	
Draws conclusions based on observations.	• Science Observation: From Egg to Chick • Science Investigation • Calendar/Graph Weather	

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Kentucky Standards	Waterford Digital Resources	Waterford Family Resources
SOCIAL STUDIES		
Standard 1: Demonstrates knowledge of the social and physical environments in which they live.		
Benchmark 1.1: Differentiates between events that happen in the past, present, and future.		
Recognizes the beginning and end of an event.	• Books: I Want to Be a Scientist Like Jane Goodall; I Want to Be a Scientist Like George Washington Carver; I Want to Be a Scientist Like Wilbur and Orville Wright	
Recalls information about the immediate past.	• What Comes Next? • Sum Up: Remember Order	
Recognizes family and/or classroom events that happened in the past.	• Clubhouse • Do I Have To? • It's Not Fair!	
Considers how people, other living creatures and physical features of objects in the environment change over time.	• Songs: Seasons • Books: The Four Seasons; That's What I Like: A Book About Seasons • Water Cycle • Rock Cycle • Spring • Summer • Fall • Winter • Science Investigation • Science Tools • Science Observation: From Egg to Chick	

Kentucky Standards	Waterford Digital Resources	Waterford Family Resources
Benchmark 1.1: Differentiates between events that happen in the past, present, and future continued.		
Describes or represents two or three events in the correct sequence.	• Books: Marty's Mixed-Up Mom • First, Next. Last • Sequencing Events • What Comes Next? • Sum Up: Remember Order	• Itsy Bitsy Spider Sequence Cards
Uses some general terms related to the elements of time.	• Calendar • Calendar/Graph Weather • Today • Yesterday/Tomorrow	• Itsy Bitsy Spider Sequence Cards
Describes activities and/or events that are planned or typically happen a short time ahead/in the near future.	• Books: I Can't Wait • Experiment	
Benchmark 1.2: Identifies important physical feature in the environment and uses them to describe and navigate surroundings.		
Recognizes and/or describes characteristics of familiar places.		• Exploring Your Home City with Your Children
Recognizes and/or uses objects to represent familiar places.	• Pretend Play	
Shows interest in using geographic tools such as maps, globes, charts, and compasses.	Sing Around the World Songs begin with a map highlighting the location of the country represented.	

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Kentucky Standards	Waterford Digital Resources	Waterford Family Resources
Benchmark 1.3: Shows an awareness of fundamental economic concepts.		
Recognizes that sometimes there are not enough toys or materials for everyone.		• Waiting Game
Trades objects with someone else.	• Books: Bugs For Sale	
Recognizes that money is used to purchase things.	• Books: Bugs For Sale; Fudge For Sale	
Benchmark 1.4: Contributes as a member of the classroom community or group by following rules. (P-ATL 2)(P-ATL 3)(P-ATL 4)		
Follows routines that have been explained to them.	Children follow directions and routines independently as they progress through Waterford's sequence of activities.	
Follows rules with reminders and practice.		• Listening Rug Rules • Good Playing Rules
Describes rules that are important in different settings or situations.	Social-emotional videos model positive, pro-social behaviors such as friendship, empathy, kindness, cooperation, collaboration, respect, and initiative.	
Benchmark 1.4: Contributes as a member of the classroom community or group by following rules (P-ATL 2)(P-ATL 3)(P-ATL 4) continued.		
Follows rules appropriate for the situation with limited guidance.	Social-emotional videos model positive, pro-social behaviors such as friendship, empathy, kindness, cooperation, collaboration, respect, and initiative.	

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Kentucky Standards	Waterford Digital Resources	Waterford Family Resources
Benchmark 1.5: Demonstrates understanding of roles and relationships within families and the community. (P-SE 11)		
Name family members and their relationship to self.	• Books: Mine; José Three • My Family • Come Inside • My Name Is Squirrel	
Describes own role and the roles of others in own family.	• Books: Mine; José Three • My Family	
Identifies similarities and differences between roles and relationships within one's own family with other families.	• Books: Mine; José Three; My Super Sticky Sandwich; I Can't Wait • My Family	
Recognizes that different people have different roles and jobs in the community.		• Community Helpers
Benchmark 1.6: Identifies and respects similarities and differences among familiar people and their cultural traditions.		
Describes characteristics of oneself.	• Books: Mine	
Identifies and respects similarities and differences between self and others.	• Books: David Next Door; Seeing Fingers; Noise? What Noise?; Mine	
Recognizes that people identify their gender differently.	• Books: Jack and Jill; Play Ball	
Recognizes and respects that people differ in their cultural traditions such as language, dress, food, and other aspects of their lives.	• Sing Around the World Songs	

Kentucky Standards	Waterford Digital Resources	Waterford Family Resources
TECHNOLOGY		
Standard 1: Uses technology with care to engage with others and learn about the world.		
Benchmark 1.1: Operates basic technology equipment with care.		
Manipulates technology equipment.	Children select the Waterford icon to begin their sessions. While interacting with activities, children are constantly listening and responding to instruction. Responses may require moving the mouse or clicking with it, tapping the touch pad, dragging items around screen, or entering answers on the keyboard.	
Follows rules for safe use of the computer and other technology equipment.	Waterford is mindful of screen time and the session ends after the recommended 15 minutes of daily instruction.	
Benchmark 1.2: Uses technology to learn information and accomplish a task.		
Uses technology to explore, create and innovate.	• ABC Coloring	• Going on an Alphabet Sound Hunt!
Uses technology to communicate.	Waterford communicates the students progress immediately through badges, rewards, and reports.	
Uses technology to investigate a topic of interest.	Waterford provides many opportunities for students to select topics of interest and stories they enjoy.	

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Pre-Math and 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 / Fun 15 / 16 Ants / Counting to 17 / 18 Carrot Stew / 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

Marching Band Counting / Flower Counting / Country 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 Fish to Catch / Fun 15 / 16 Ants / Counting to 17 / 18 Carrot Stew / 19 On the Beach / 20 Fingers and Toes

Basic Math and Science

Math and Science Books

One More Cat / Can You Guess? A Story for Two Voices / 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 / Navajo Beads / Where in the World Would You Go Today? / I Want to Be a Scientist Like Wilbur and Orville Wright

Fluent Math and Science

Math and 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.

Research-Driven Development

Waterford is committed to ongoing development based on the latest research findings. Please note that this correlation is accurate as of the date on the cover.

Family Engagement Resources

Spanish Family Engagement Resources

All Waterford books and many of the resources available to families at →family.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 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 / O: Polly, Put the Kettle On / P: This Little Pig / Q: Quack, Quack, Quack / R: Little Rabbit / S: Eensy, Weensy Spider / 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

Many of these songs are available on the →Waterford.org YouTube channel.

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)

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 Family

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