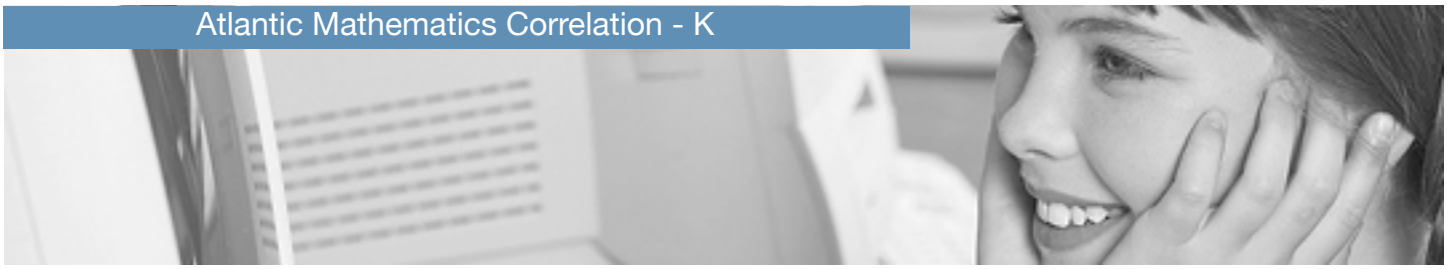

Prince Edward Island - Atlantic General Curriculum Outcomes & Essential Skills Math Software

This document outlines the correlations between the Prince Edward Island - Kindergarten Atlantic General Curriculum Outcomes and the Essential Skills math programs. The specific curriculum outcomes are noted on the left and are matched with the relevant Essential Skills program on the right. Where correlations are not exact, the difference is noted in brackets. Essential Skills programs correlate with 90% of the Kindergarten Atlantic General Curriculum Outcomes.

Prince Edward Island - Atlantic General Curriculum Outcomes	Essential Skills Software CORRELATING PROGRAMS
Number Concepts/Number and Relationship Operations General Curriculum Outcome A: Students will demonstrate number sense and apply number-theory concepts.	
A1 - sort sets on the basis of number	
A2 - count to determine the number in a group	**Readiness Skills** **Mastering Numeration 1**
A3 - create sets of a given number	**Readiness Skills**
A4 - explore a variety of physical representations of numbers	**Readiness Skills** **Mastering Numeration 1**
A5 - count in a variety of ways	**Readiness Skills** **Mastering Numeration 1**
A6 - interpret ordinal numbers	**Mastering Numeration 2**
A7 - recognize the meaning of halves when used in context	**Mastering Numeration 2**
A8 - use symbols to represent numbers determine which group has more, which has less/fewer, or whether groups are equivalent	**Mastering Numeration 1**
A9 - determine which group has more, which has less, or whether groups are equivalent	**Mastering Numeration 1**
Number Concepts/Number and Relationship Operations General Curriculum Outcome B: Students will demonstrate operation sense and apply operation principles and procedures in both numeric and algebraic situations.	

Prince Edward Island - Atlantic General Curriculum Outcomes	Essential Skills Software CORRELATING PROGRAMS
B1 - count the results when small groups are combined	**Mastering Numeration 1**
B2 - count the results when small groups are separated	**Mastering Numeration 1**
B3 - determine how many more one group has than another	**Mastering Numeration 1**
Patterns and Relations General Curriculum Outcome C: Students will explore, recognize, represent, and apply patterns and relationships, both informally and formally.	
C1 - copy and extend patterns including those involving number, shape, size and colour	**Readiness Skills** **Patterning, Geometry & Data Management 1**
C2 - copy patterns based on measurement attributes	**Readiness Skills** **Patterning, Geometry & Data Management 1**
C3 - create patterns	**Readiness Skills** **Patterning, Geometry & Data Management 1**
C4 - represent the same pattern in multiple ways	**Readiness Skills** **Patterning, Geometry & Data Management 1**
Shape and Space General Curriculum Outcome D: Students will demonstrate an understanding of and apply concepts and skills associated with measurement.	
D1 - compare and order objects based on length, capacity, and mass	**Readiness Skills** **Patterning, Geometry & Data Management 1**
D2 - sequence events	**Readiness Skills** **Patterning, Geometry & Data Management 1**
D3 - sort items based on measurement attributes	**Readiness Skills** **Patterning, Geometry & Data Management 1**
Shape and Space General Curriculum Outcome E: Students will demonstrate spatial sense and apply geometric concepts, properties, and relationships.	
E1 - develop spatial sense, including position-in-space and the language associated with it	**Patterning, Geometry & Data Management 1**

Prince Edward Island - Atlantic General Curriculum Outcomes	Essential Skills Software CORRELATING PROGRAMS
E2 - develop spatial sense, including eye-motor co-ordination	**Patterning, Geometry & Data Management 1**
E3 - sort and build With 2-D and 3-D shapes	**Patterning, Geometry & Data Management 1**
E4 - pattern with 2-D and 3-D shapes	**Patterning, Geometry & Data Management 1**
E5 - recognize, name, describe, and compare 3-D shapes (including sphere, cylinder, cone, and cube) and 2-D shapes (including square, triangle, circle, and rectangle)	**Patterning, Geometry & Data Management 1**
E6 - build 2-D shapes using structured materials	**Patterning, Geometry & Data Management 1**
E7 - subdivide and change shapes	**Patterning, Geometry & Data Management 1**
E8 - make transformations of figures and shapes	**Patterning, Geometry & Data Management 1**
E9 - recognize familiar shapes occurring in the environment	
Data Management and Probability General Curriculum Outcome F: Students will solve problems involving the collection, display, and analysis of data.	
F1 - collect and organize data about issues of personal interest	**Patterning, Geometry & Data Management 1**
F2 - form and interpret "people" graphs	
F3 - interpret and create real and picture graphs	**Patterning, Geometry & Data Management 1**