



Delaware Grade-Level Expectations & Essential Skills Math Software

This document outlines the correlations between the Kindergarten Delaware Grade-Level Expectations and the Essential Skills math programs. The specific Grade-Level Expectations 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 96% of the Kindergarten Delaware Grade-Level Expectations.

Delaware Grade-Level Expectations	Essential Skills Software CORRELATING PROGRAMS
Standard 1 - Numeric Reasoning	
Count sets of objects up to 20	Readiness Skills (to 10) Mastering Numeration 1 (to 100)
Connect number words and numerals (up to 10) to the quantities they represent using various physical models and representations	
Sequence numbers and explain what comes before, after and between other numbers	
Show more than one way to make numbers up to 10	Mastering Numeration 1
Use manipulatives to model putting together and taking apart (e.g., you have one cookie and you get two more cookies)	
Use manipulatives to show more than one way to make a target number up to 6	
Standard 2 - Algebraic Reasoning	
Sort objects by a given attribute (e.g., size, color, shape)	Readiness Skills Patterning, Geometry & Data Management 1
Repeat and extend a simple repeating pattern given the core	
Find visual patterns in the world around us (e.g., patterns in the rug, in the wallpaper)	Patterning, Geometry & Data Management 1
Discuss things that repeat in cyclic patterns, (e.g., day and night, days of week)	Patterning, Geometry & Data Management 1 Measurement 1
Model join and separate situations with objects and pictures	Patterning, Geometry & Data Management 1

Delaware Grade-Level Expectations	Essential Skills Software CORRELATING PROGRAMS
Record mathematical thinking symbolically with teacher assistance	Patterning, Geometry & Data Management 1
Standard 3 - Geometric Reasoning	
Name and sort figures & shapes (e.g., rectangle, triangle, circle)	Patterning, Geometry & Data Management 1
Recognize attributes and parts of two-dimensional and three-dimensional shapes formed by combining two shapes	
Recognize geometric shapes and structures in the environment	
Find and name locations with simple relationships (e.g., near to, over, under, beside, between, outside, inside)	Readiness Skills Patterning, Geometry & Data Management 1
Compare the length of two objects by placing them side by side	Readiness Skills Measurement 1
Find items that are longer than or shorter than a given measure (e.g., longer than 10 linker cubes)	Measurement 1
Talk about time using calendar (e.g., today, tomorrow and yesterday, and the date)	
Describe and compare volume/capacity of two objects (e.g., full/empty, more/less)	
Describe and compare the mass/weight of two objects (e.g., light/ heavy)	
Standard 4 - Quantitative Reasoning	
Gather and report data about oneself and familiar surroundings using teacher defined categories (preference out of two choices)	Patterning, Geometry & Data Management 1
Use physical objects to organize and informally represent categorical data	
Interpret data by making simple comparisons (e.g., more, less, the same)	
Explore events as likely or unlikely based on shared or personal experiences	
Standards 5, 6, 7, and 8 - Process Standards <i>These standards are covered generally throughout the line of ESS math software.</i>	