Missouri Grade-Level Expectations & Essential Skills Math Software

This document outlines the correlations between the Kindergarten Missouri 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 94% of the Kindergarten Missouri Grade-Level Expectations.

Missouri Grade-Level Expectations	Essential Skills Software CORRELATING PROGRAMS
Number and Operations	
rote counts to 100	**Readiness Skills** (to 10) **Mastering Numeration 1** (to 100)
connect number words (orally) and quantities they represent	
recognize numerals up to 31	
Algebraic Relationships	
recognize or repeat sequences of sounds or shapes	**Readiness Skills** **Patterning, Geometry & Data Management 1**
create and continue patterns	
sort objects by size	
model situations that involve whole numbers, using pictures, objects or symbols	**Readiness Skills** **Mastering Numeration 1**
Geometric and Spatial Relationships	
sort 2- and 3-dimensional shapes using physical models (circle, rectangle, triangle, sphere, rectangular prism, cylinder, pyramid)	**Patterning, Geometry & Data Management 1**
describe, name and interpret relative positions in space (above, below, front, behind)	**Readiness Skills** **Patterning, Geometry & Data Management 1**
recognize geometric shapes in the student's environment (stop sign, number cube, ball)	
Measurement	

Missouri Grade-Level Expectations	Essential Skills Software CORRELATING PROGRAMS
compare and order objects according to their size or weight	**Readiness Skills** **Measurement 1**
describe passage of time using terms such as today, yesterday, tomorrow	**Measurement 1**
identify and know the value of a penny, nickel and dime	**Mastering Numeration 1** **Measurement 1**
measure with multiple copies of a unit of the same size (e.g., paper clips laid end to end)	**Measurement 1**
Data and Probability	
pose questions and gather data about themselves and their surroundings	**Patterning, Geometry & Data Management 1**
sort items according to their attributes	
represent data using physical objects	