



West Virginia Content Standards and Objectives & Essential Skills Math Software

This document outlines the correlations between the Kindergarten West Virginia Content Standards and Objectives 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 88% of the Kindergarten West Virginia Content Standards and Objectives.**

West Virginia Content Standards and Objectives	Essential Skills Software CORRELATING PROGRAMS
Number and Operations	
count forward to 20 and backward from 10 with and without manipulatives.	Readiness Skills (forward to 10) Mastering Numeration 1 (to 100)
read, write, order, and compare numbers to 20 using multiple strategies (e.g. manipulatives, number line).	Readiness Skills (to 10) Mastering Numeration 1 (to 100)
group and count manipulatives by ones, fives, and tens.	Mastering Numeration 1 (to 100)
model and identify place value of each digit utilizing standard and expanded form through 20.	
Use ordinal numbers 1st – 10th to identify position in a sequence.	Mastering Numeration 2 (to 30th)
estimate the number of objects in a group of 20 or less and count to evaluate reasonableness of estimation.	
identify and name halves and wholes using concrete models.	Mastering Numeration 2
use concrete objects to model addition and subtraction of whole numbers related to sums of 10 or less and write corresponding number sentence.	Mastering Numeration 1

West Virginia Content Standards and Objectives	Essential Skills Software CORRELATING PROGRAMS
model meanings of operations and the relationship between addition and subtraction (e.g., identity element of addition, commutative property) using manipulatives.	Mastering Numeration 1
create grade-appropriate picture and story problems, solve using a variety of strategies, present solutions and justify results.	
Algebra	
justify the classification of self-selected objects based on attributes.	Readiness Skills
create, describe, and extend a repeating pattern using common objects, sound, and movement.	Patterning, Geometry & Data Management 1
model and identify patterns of counting by 5's and 10's.	Mastering Numeration 1
Geometry	
use physical materials to construct, identify, and classify basic geometric plane shapes: circles ellipses (oval) rectangles including squares triangles	Patterning, Geometry & Data Management 1
recognize and describe basic geometric shapes in the environment.	
model and describe spatial relationships: inside/outside top/bottom before/after	Readiness Skills Patterning, Geometry & Data Management 1
identify the separate parts used to make a whole object.	Patterning, Geometry & Data Management 1
Measurement	
estimate the size of an object and compare and order objects with respect to a given attribute.	Measurement 1
use standard and nonstandard units of measure to find the length of an object.	Measurement 1 (non-standard) Measurement 2 (standard)

West Virginia Content Standards and Objectives	Essential Skills Software CORRELATING PROGRAMS
compare two objects in nonstandard units of measure, according to one or more of the following attributes: length height weight	Measurement 1
use calendar to identify date and the sequence of days of the week.	
read time to the hour using analog and digital clocks.	Measurement 1 (to half hour)
identify the name and value of coins and explain the relationships between: penny nickel dime	Mastering Numeration 1 Measurement 1
Data Analysis and Probability	
collect, organize, display, and interpret data using a pictograph and bar graph (with and without technology).	Patterning, Geometry & Data Management 1
conduct a simple probability experiment and use tallies to record results in a table, make predictions based on results.	