



Grade	Strand	Activity Name	Skill Practice (Specific Expectations)	Progress
K	DMP	Pick a Toy	Construct, with assistance, a graph, using 1:1 correspondence; compare data, in two categories, using words such as more, less, the same, most	○○○○○
K	DMP	Farm Mix Up	Sort objects according to a specific attribute; construct, with assistance, a graph, using 1:1 correspondence	○○○○○
1	DMP	Fibonacci's Ark	Compare, sort and classify objects according to a specific attribute; relate objects to numbers on a graph with 1:1 correspondence; organize materials on pictographs	○○○○○
1	DMP	Graphing Toys	Collect data by counting objects; compare data using appropriate language including terms such as how many more, most often	○○○○○
1	DMP	Flying Spinners	Perform simple experiments and graph results	○○
1	DMP	Bug Graph Info	Interpret displays of data	○○○○○
1	DMP	Garden Bug Chart	Record data on charts or graphs	○○○
1	DMP	Garden Bug Graph	Label graphs and record data	○
1	DMP	Likely, Unlikely	Demonstrate an understanding that an event may or may not occur	○○○○○
2	DMP	Class Favourites	Use an appropriate recording method such as a tally mark to collect data	○○○○○
2	DMP	Spinning Spinners	Explore through simple games and experiments the likelihood that an event may occur; investigate simple probability situations; apply math language to describe probability	○○
2	DMP	Marble Madness	Identify attributes and rules in pre-sorted sets; organize data using graphic organizers and various recording methods	○○○○○
2	DMP	Magic Sort	Sort and classify objects, pictures, and symbols according to two specific attributes	○○○
2	DMP	Clothes Sort	Sort and classify objects, pictures, and symbols according to two specific attributes	○○○○○
2	DMP	Never, Sometimes, Always	Demonstrate initial understanding of probability	○○○○○
3	DMP	Colourful Spinners	Conduct simple probability experiments and predict the results; apply mathematical language to describe probability	○
3	DMP	What's Your Game?	Record data on tally charts; construct bar graphs using scales of multiples of 2	○○○○○
3	DMP	Graphing Games	Identify the basic parts of a graph—labels, scales, title, data; construct bar graphs using scales with multiples of two	○
3	DMP	More Marble Madness	Use two or more attributes to sort objects and data; organize data in Venn diagrams using several criteria	○○○
3	DMP	Bead Sort	Sort objects according to size, shape, colour	○○○○○
K	GSS	Where Does It Go?	Identify, sort and classify 3-D objects in the environment; explore and identify three-dimensional figures using drawings	○
K	GSS	Magic Shapes	Recognize patterns in the environment; use one attribute to create a simple pattern; extend a pattern	○○○○○
K	GSS	Card Match	Compare and sort 2-D shapes	○
K	GSS	Tidy Time	Sort items according to attributes (e.g., colour)	○○○○○
1	GSS	Where Does It Go?	Sort and classify 3-D objects in the environment; explore and identify three-dimensional figures using drawings	○
1	GSS	3-D Match	Compare and sort 3-D shapes according to observable attributes	○
1	GSS	Homes of Different Shapes	Explore and identify 2-D figures using drawings	○○○○○
1	GSS	Pictures From the Farm	Recognize symmetry in the environment	○○○○○
1	GSS	Collecting Shapes	Explore and identify two-dimensional shapes using drawings	○○○○○
1	GSS	Flower Garden	Compare and sort two-dimensional shapes	○○○○○
1	GSS	Bear's Magic Hat I	Describe and name two-dimensional shapes	○○○
1	GSS	Shopping for Shapes	Explore and identify three-dimensional figures using drawings (e.g., cube, cone, cylinder, sphere)	○○○○○
1	GSS	Silly Shape Toss	Compare and sort two-dimensional shapes	○○○○○
1	GSS	Letter Symmetry	Identify lines of symmetry	○○○○○
2	GSS	Homes in Our Neighbourhood	Explore and identify three-dimensional figures using drawings	○
2	GSS	In the Gym	Identify translations such as flips, slides, and turns using drawings	○○○○○
2	GSS	Let's Fold	Determine a line of symmetry of a 2-D shape	○○○○○
2	GSS	Name That Solid	Identify, describe, and name 3-D figures	○○○○○

2	GSS	Hanging Solids	Explore faces, vertices and edges of 3-D objects	○○○○○
2	GSS	Exploring Solids	Explore faces, vertices and edges of 3-D objects/solids	○○○○○
2	GSS	Fun with Patterns	Extend a pattern	○○○○○
2	GSS	Bear's Magic Hat II	Describe the attributes of regular polygons using geometric language (e.g., vertices)	○○○
2	GSS	The Beauty of Symmetry	Demonstrate an understanding of symmetry using reflections	○○○○○
3	GSS	Homes in Our Neighbourhood	Explore and identify 3-D figures using drawings	○
3	GSS	Poster Making	Identify transformations such as flips, slides, and turns using drawings	○○○○○
3	GSS	Let's Fold	Determine a line of symmetry of a 2-D shape	○○○○○
3	GSS	More Exploring Solids	Identify transformations such as flips, slides, and turns using drawings	○○○○○
3	GSS	Bear's Magic Hat III	Compare and sort 3-D figures according to two or more geometric attributes	○○○
K	MS	Leaping Lizards	Classify linear attributes of objects	○○○○○
K	MS	Big, Small, Tall or Short?	Compare two objects using such words as bigger than, shorter, etc.	○○○○○
K	MS	Flying High Shapes	Cover a surface with a variety of objects	○○○○○
K	MS	Pencil Prints	Measure the distance around objects using non-standard units; use repeatedly a non-standard unit to measure the distance around an object; demonstrate an understanding of some non-standard units of measurement for length	○○○○○
K	MS	Zooming Off	Develop the process of measuring and concepts related to units of measurement; use measurements in problem and everyday situations	○○○○○
1	MS	Tick, Tock Clock	Read digital and analog clocks and tell time to the hour and half hour	○○○
1	MS	Magic Money Crane	Represent a given value of coins up to 10 cents	○○○○○
1	MS	More Leaping Lizards	Use non-standard units to compare and order objects by their linear dimensions	○○○○○
1	MS	Big, Small, Tall or Short?	Compare two objects and identify similarities and differences	○○○○○
1	MS	Cover Up	Count the number of uniform shapes that will cover a surface	○○○○○
1	MS	Gumball Drop	Estimate and measure the capacity of containers using non-standard units, and compare the measures	○○○○○
1	MS	Pencil Prints	Measure the distance around objects using non-standard units; use repeatedly a non-standard unit to measure the distance around an object; demonstrate an understanding of some non-standard units of measurement for length	○○○○○
1	MS	Going Up, Going Down	Relate temperature to daily activities; relate changes in temperature to their own activities	○○○○○
1	MS	Zooming Off	Develop the process of measuring and concepts related to units of measurement; use measurements in problem and everyday situations	○○○○○
1	MS	Balancing Act	Measure the mass of objects using non-standard units	○○○○○
1	MS	How Much Time?	Estimate and read time using analog clocks	○○○○○
1	MS	Seasons/Days of the Week	Name the days of the week and seasons of the year	○○○○○
2	MS	Cuckoo Quarter	Read digital and analog clocks and tell time to the quarter hour	○○○
2	MS	The Crane Game	Count money amounts to \$1.00	○○○○○
2	MS	Lining Up Lizards	Measure and record the linear dimensions of objects using standard units	○○○○○
2	MS	Cover Up Count	Measure specified areas using uniform non-standard units and record the measures	○○○○○
2	MS	Stamp Around	Measure and record the distance around objects using non-standard units	○○○○○
2	MS	Going Up, Going Down	Relate temperature to daily activities; relate changes in temperature to their own activities	○○○○○
2	MS	Choose a Measure	Select an appropriate standard unit to measure length	○○○○○
2	MS	Balancing Act	Measure the mass of objects using non-standard units	○○○○○
2	MS	Garage Sale Shopping	Name and state the value of all coins and demonstrate an understanding of their value	○○○○○
2	MS	Months of the Year	Name the months of the year in order	○
2	MS	Race Track Winners	Read digital clocks and order time	○○○○○
2	MS	Time Concentration Game	Demonstrate an understanding of the relationship between days and weeks, months, and years, minutes and hours, hours and days	○
3	MS	A Piece of Time	Read time to the nearest five minutes using digital and analog clocks	○○○
3	MS	Lining Up Lizards	Measure and record linear dimensions of objects using standard units	○○○○○
3	MS	Picture This!	Measure the perimeter of 2-D shapes using standard units	○○○○○
3	MS	Change It Up	Make a purchase and change for money amounts up to \$2.00; count	○○○○○

			and record the value up to \$2.00 of a collection of coins	
3	MS	Everyday Temperatures	Make and use measurements in problems and everyday situations; develop the process of measuring and concepts related to units of measurement; relate temperature to daily activities; relate changes in temperature to their own activities	○○○○○
3	MS	More Balancing Acts	Measure and record the mass of familiar objects using standard units; recognize that the shape and size of an object does not necessarily determine its mass	○○○○○
K	NSN	Dino-Land	Demonstrate 1:1 correspondence between numbers and objects; count number of objects in a set (5-10); estimate quantity in everyday life	○○○○○
K	NSN	Let's Go Fishing	Build and compare sets of objects and describe the relationship (more, less, same, equal) and order up to two sets of like objects; demonstrate 1:1 correspondence between number and objects	○○○○○
K	NSN	Surprise Bags	Estimate quantity in everyday life	○○○○○
K	NSN	Teddy Bear Match Up	Count the number of objects in a set (3-10); build and compare sets of objects and order up to two sets of like objects	○○○○○
K	NSN	Kitten Fun	Demonstrate 1:1 correspondence between numbers and objects	○○○○○
K	NSN	Jump Frog Jump	Represent the process of addition; count the number of objects in a set	○○○○○
K	NSN	Bunny Hop	Identify the numbers from 1 to 10	○○○○○
1	NSN	Rings	Estimate quantity in everyday life; count by 1's, 2's, 5's and 10's	○○○○○
1	NSN	Making a Game Board	Read numerals from 1 to 100; order numbers from 1 to 100	○
1	NSN	Ships Ahoy	Demonstrate that addition involves joining and that subtraction involves taking one group away from another	○○○○○
1	NSN	Magic Numbers	Demonstrate addition facts	○○○○○
1	NSN	Memory Game	Read number words to 10	○
1	NSN	More Teddy Bear Match Up	Demonstrate that addition involves joining; demonstrate addition facts to 20 using drawings; mentally add one and two digit numbers	○○○○○
1	NSN	Leap Frog	Count backwards from 10	○○○○○
1	NSN	Balloons for Sale	Add and subtract money amounts to 10 cents using drawings and symbols	○○○○○
1	NSN	Spider Web	Demonstrate that addition involves joining; identify the effect of zero in addition	○○○○○
1	NSN	Bee Hive	Demonstrate the 1:1 correspondence between numbers and objects when counting	○○○○○
1	NSN	Soldier Count	Using ordinal numbers to tenths	○
1	NSN	Mixed Up Houses	Compare, order and represent whole numbers to 50 using drawings	○○○○○
1	NSN	Happy Birthday Bear	Subtract single digit numbers	○○○○○
1	NSN	Classroom Capers	Investigate the meaning of zero	○○○○○
1	NSN	Fruit Salad	Represent halves as part of a whole	○○○
1	NSN	Making Candy	Demonstrate the 1:1 correspondence between number and objects when counting	○○○○○
1	NSN	Let's Play Marbles	Count by 10's	○○○○○
1	NSN	Subtraction Soccer	Subtract single digit numbers	○○○○○
1	NSN	Something is Fishy	Demonstrate the 1:1 correspondence between number and objects when counting	○○○○○
2	NSN	Magic Marbles	Estimate, then count, the number of objects in a set (30-100) and compare the estimate and the actual number	○○○○○
2	NSN	Finger Painting Fun	Count forward 1-50; Count backwards by 1's from 20; locate whole numbers to 50 on a number line or partial number line	○○○○○
2	NSN	Visitors From Another World	Count by 5's to 1000 using multiples of 5 starting points	○○○○○
2	NSN	Magic Triangle	Recall addition facts to 12	○○○○○
2	NSN	Super Memory Game	Read number words to 20	○
2	NSN	Racing Speed Boats	Recall addition and subtraction facts to 18; mentally add and subtract one and two digit numbers	○○○○○
2	NSN	Bouncy Balls	Add money amounts to 100 cents using drawings	○○○○○
2	NSN	Shoot and Score	Identify place value patterns and use zero as a place holder up to 100; add two digit numbers with and without regrouping, with sums of 100 or less	○○○○○
2	NSN	Sharing Marbles	Demonstrate division as sharing; solve number problems with at least one operation	○○○○○
2	NSN	Calendar Fun	Use ordinal numbers to thirty-first	○
2	NSN	Mixed Up Condos	Compare, order, represent whole numbers to 100 using drawings	○○○○○

2	NSN	Bubbles	Round numbers to the nearest 10	○○○○○
2	NSN	Sliding Numbers	Compare and order whole numbers to 100	○
2	NSN	Abacus Fun	Represent 3-digit numbers	○○○○○
2	NSN	Sum Match	Add three numbers in a number sentence	○○○○○
3	NSN	Pee-Wee Marbles	Estimate, then count, the number of objects in a set (300-1000) and compare the estimate and the actual number	○○○○○
3	NSN	Visitors From Another World	Count by 5's to 1000 and use multiples of 5 as starting points	○○○○○
3	NSN	Magic Square	Mentally add one digit numbers; recall addition facts to 12	○○○○○
3	NSN	More Super Memory Games	Read number words to 100	○
3	NSN	Pirate Ships	Recall addition and subtraction facts to 18; mentally add and subtract one and two digit numbers	○○○○○
3	NSN	Race to 1 000	Investigate and demonstrate the properties of whole number procedures; add three digit numbers with and without regrouping; use various estimate strategies to solve problems, then check results for reasonableness	○○○○○
3	NSN	How Many?	Interpret multiplication and division sentences in a variety of ways; demonstrate and recall multiplication facts to 7 x 7 and division facts to 49/7 using drawings; calculate products and quotients using estimation strategies and mental math strategies	○○○○○
3	NSN	Loot Bags	Use a calculator to solve problems beyond the required pencil and paper skills; add and subtract money amounts and represent the answer in decimal notation	○○○○○
3	NSN	Space Station	Read numerals from 201-1000; identify and describe numbers to 1000 in real-life situations to develop a sense of number	○○○○○
3	NSN	Jumbo Bubbles	Round numbers to the nearest 100	○○○○○
3	NSN	More Sliding Numbers	Count by 5's and 10's to 1000 using various starting points	○
3	NSN	Marble Count	Multiply 3-digit numbers by 1-digit numbers	○○○○○
3	NSN	Fraction Flags	Identify fractions	○○○
K	PA	Button, Button	Sort objects using a given attribute	○○○
K	PA	Toy Store Border	Make models of patterns using objects, letters and numbers; recognize similarities and differences in attributes	○○○○○
K	PA	Domino Action	Make models of patterns using objects, letters and numbers; recognize similarities and differences in attributes	○○○○○
K	PA	Seeing Patterns	Use one attribute to create a simple pattern; make models of patterns using objects, letters, and numbers	○○○○○
1	PA	Marble Match Up	Sort objects using a given attribute	○○○○○
1	PA	Button Jars	Sort objects using a given attribute; compare and sort 2-D shapes	○○○
1	PA	Bubbling Patterns	Recognize similarities and differences in a variety of attributes	○○○○○
1	PA	Domino Action	Use a computer application to explore patterns	○○○○○
1	PA	Looking for Patterns	Use one attribute to create a pattern; compare patterns using objects and pictures	○○○○○
1	PA	Patterns in 100 Chart	Identify counting patterns in 100 chart	○○○○○
2	PA	Sorting Marbles	Sort objects using two attributes	○○○○○
2	PA	Bouncing Buttons	Sort objects using two attributes	○○○
2	PA	Bubble Machine	Understand that patterning results from repeating an operation, using a transformation or making some other change to an attribute; identify patterns	○○○○○
2	PA	Domino Action	Use a computer application to explore patterns	○○○○○
2	PA	Where's the Pattern?	Explore two attributes in creating a pattern	○○○○○
2	PA	More Patterns in 100 Chart	Explore multiples in a 100 chart	○○○○○
3	PA	Pattern Puzzles	Understand that patterns are made up of attributes; identify patterns in which at least two attributes change	○○○○○
3	PA	Domino Action	Use a computer application to explore patterns	○○○○○
3	PA	Exploring Patterns	Complete/create a pattern in which two or more attributes change	○○○○○

**List and discuss the activities that you found most challenging:**