Calvert Preschool Math encourages early math skills. Hands-on activities and engaging lessons are easy to teach and fun to learn, making this math course a favorite of both kids and parents. This flexible program easily can be adapted to a variety of daily schedules and program objectives.



Scope & Sequence

Numbers 1-9

from 1 to 9

Lessons 1-45

- Count from 1 to 10.
- Identify values of numbers by counting groups of objects
- Match pictures with a number
- Identify properties of a triangle, circle, square, and rectangle .
- Find shapes in everyday life
- Look for similarities and differences between various shape drawings
- Review the colors red, green, blue, black, white, yellow, brown, pink, purple, orange, and gray

Lessons 46-90

- Numbers 0-12
- Complete dot-to-dot Practice number recognition of 1-20
 - · Count forwards and backwards.
 - Learn 1+1=2.
 - Complete dot-to-dot activities
 - Review simple addition using counters
 - Tell time to the hour using digital and analog clocks
 - Sing songs about time and numbers
 - Review correlation between a specific number and an amount of objects.
 - Review triangle, circle, square, rectangle, star, and heart shapes.
 - Introduce the oval shape.

Lessons 91-135

- Simple addition (2+1=3, 3+1=4, 4+1=5,5+1=6)
- Introduce subtraction (2-1=1)
- Review correlation between a specific number and an amount of objects
- Learn the diamond shape
- Review triangle, circle, square, rectangle, star, heart, and oval shapes
- Solve puzzles using shapes
- · Sort and classify basic shapes
- Review shapes using dot-to-dot activities
- Complete simple patterns

Lessons 136-180

- Subtraction (3-1=2, 4-1=3, 5-1=4, 6-1=5).
- Review addition and subtraction
- Solve addition and subtraction problems using manipulatives
- Review correlation between a specific number and an amount of objects
- Show understanding of addition and subtraction
- Measure handprints using non-standard units of measurement
- Connect dots to finish a puzzle
- Create simple patterns
- Review bike safety

