

# Let's get learning!

Choose a set of games and activities.



🏠 kindergarten



week 1

week 2

week 3

week 4

week 5

week 6

week 7

week 8

week 9



superhero  
thinking!



bees and honey



sign match



animal habitats click and match



following directions birthday

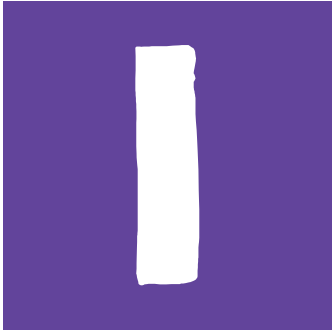


I need more mouse movement practice.



I need more mouse clicking practice.





bees and honey



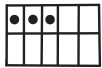
read from left to right



trace 1



3-2-1 snack



trace 2



click spider 2's



click 2 flowers



shape memory



I need more mouse  
movement practice.



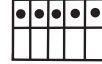
I need more mouse  
clicking practice.



bees and honey



animal sounds



dinosaur 2d shape hunt



shape recognition



trace 3



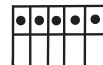
pop bubble 3's



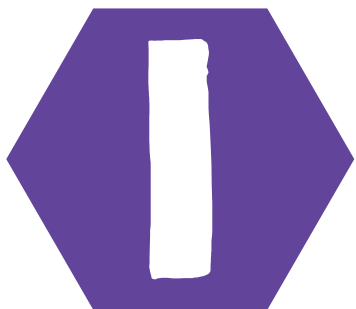
click 3 flowers



follow directions messy attic



listen to description -  
ocean animals



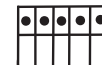
Tt



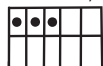
visual discrimination



mr. noodle



grover rhyming



trace 5



pop tire 5's



click 5 leaves



follow directions - tina's bugs



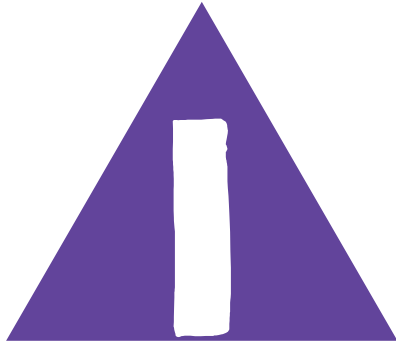
Use your  
keyboard!



type and hear alphabet



# week 5



Mm



sort by color



abc order movie



monkey match



blooming bubbles



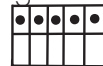
explore different fonts



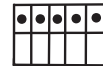
grover rhyme



beginning sound goop



five frame flash cards



BASE TEN FIVE FRAMES  
TEN FRAME MULTIPLE TEN FRAMES



Aa



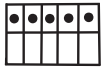
short a song



-at



sort by attributes



trace 6



click 6 leaves



elmo rhyme



blooming bubbles

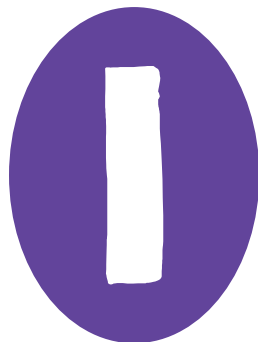


purpy's shapes in the world





# week 7



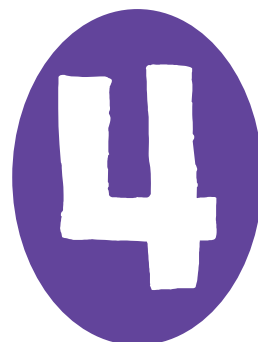
Ss



trace 7



pop 7 balloons



explore different fonts



five frame flash cards



BASE TEN FIVE FRAMES  
TEN FRAME MULTIPLE TEN FRAMES



cookie monster patterns



sorting with oscar



-at

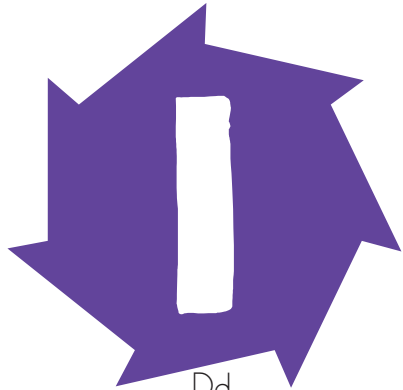


Ss puzzle





week 8



Dd



trace 8



pop balloon 8's



measuring dinosaurs



penguin patterns



short a song



-an



match numbers and  
objects 1-10



sort into 3 categories





# week 9



short a song



M m

abc match



count 1-9



pattern maze



sorting bottle caps with venn diagram



little red riding hood video



BASE TEN

FIVE FRAMES

TEN FRAME

MULTIPLE TEN FRAMES

five frame flash cards



jumping rhymes



beginning sound goop



audio books

Are you ready?

Let's learn more!

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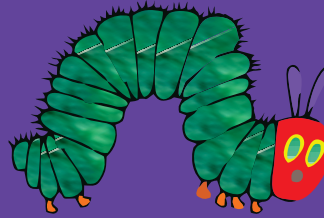
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GEOGRAPHIC  
Young  
Explorer!

Nat'l Geo. Young  
Explorer Magazine



Brown Bear...



The Very Hungry  
Caterpillar



Sophie's Masterpiece



Moogie the  
Messy Beastie



If You Give a  
Mouse a Cookie



Sebastian's  
Roller Skates



Mr. Small  
A Big Day Out



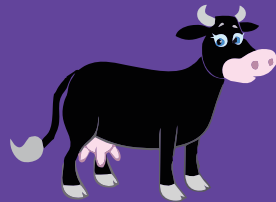
Rainbow Fish



Cinderella



Jack and the Beanstalk



How the Cow  
Ate the Cabbage





week 1

week 2

week 3

week 4

week 5

week 6

week 7

week 8

week 9



superhero  
learning!



Gg



follow directions  
tina's bugs



sort animals by size and color



trace 9



collect 9's in maze



vegetable patterns



count 1-9



-an



big bird sounds



Gg puzzle



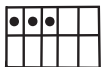
short a word machine



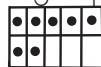
garfield rhyming



order numbers 0-10



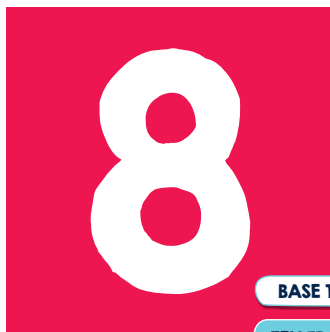
exploring capacity



beginning sound memory



beginning sound match



ten frame



beginning sounds fishing



BASE TEN

FIVE FRAMES

TEN FRAME

MULTIPLE TEN FRAMES

ten frame



follow directions - tina's bugs



beginning sound match



Nh



Nh puzzle



zac the rat



gus and inky rhyming



typing with katie



upper-lowercase match kangaroos





Ff



pattern linking cubes



short o song



-ot



gus and inky beginning sounds



/sh/



order numbers to 10



typing with katie



adding dice



Jj



order to 20



1 to 20



mox's shop



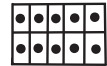
-ot



garfield rhyming



ten frame



BASE TEN

FIVE FRAMES

TEN FRAME

MULTIPLE TEN FRAMES



comparing height



rhyming match



street crossing song



Pp



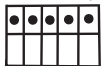
blending onset/rime



rhyming match



exploring capacity



lanolin's greenhouse  
sound - and +



blooming bubbles



compound words



silly turkey



gus and inky rhyming



Oo

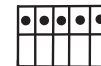


-og



BASE TEN FIVE FRAMES  
TEN FRAME MULTIPLE TEN FRAMES

ten frame



frog rhyming machine



twenties have a 2 video



lanolin's greenhouse sound - and +



/sh/



measuring with monkey



Use your keyboard!



measure with paperclips





Hh



abc watermelon



picking pumpkin sounds



the gingerbread man



click on word in sentence



short o song



red dog comparing height



adding dice



fill ten frame



- 1 How many?
- 2 Build
- 3 Fill
- 4 Add
- 5 Play all





picking pumpkin sounds



listen only - comparisons



comparing height



/sh/



2D shape review



the gingerbread man



abc watermelon



mail numbers



decorate gingerbread house

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Nat'l Geo. Young Explorer Magazine



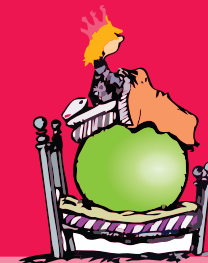
Micetro Mozart

Stay

The Day Little "a" Ran Away



A Bad Case of Stripes



The Princess and the Pea



Dinosaurs



Arthur's Chicken Pox



Alexander and the Terrible, Horrible...



The Polar Express



My Father Runs an Excavator

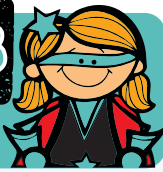


Where the Wild Things Are



Me and My Cat





week 1

week 2

week 3

week 4

week 5

week 6

week 7

week 8

week 9

superhero  
reading!





Bb



explore addition and subtraction



mail numbers



number 1 - 10 is missing



counting dimes by tens



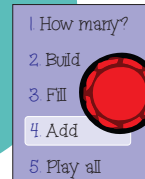
click and listen to baa baa black sheep



ending sounds fishing



add ten frame



order numbers 1 - 20





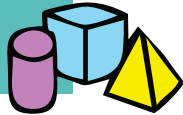
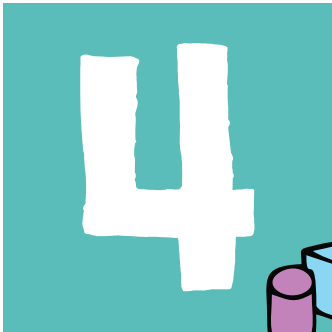
LI



/th/



odd one out



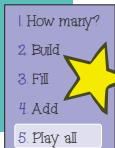
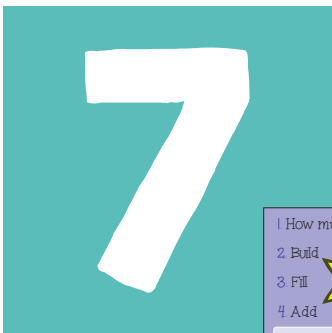
shapesville



alphabet order  
zoo story



alphabet soup



use ten frame



3D magical shape hunt



LI puzzle



letter sound bingo



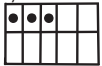
Ww



shape story



fuzzy lion ears



100th day



order numbers 0-20



1 to 20




w puzzle

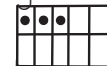


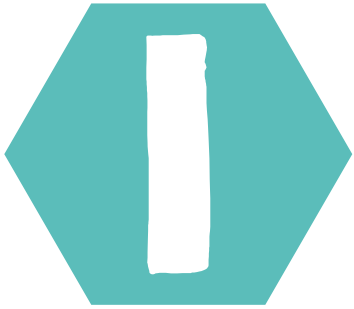
add ten frame

- 1 How many?
- 2 Build
- 3 Fill
- 4 Add
- 5 Play all




building cvc words





li



short i song



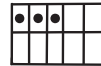
-ig



real vs. fantasy



number bingo



multiple ten frames

BASE TEN

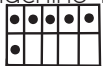
FIVE FRAMES

TEN FRAME

MULTIPLE TEN FRAMES



candy machine tens/ones



/th/



sandy math 3d shapes



short i song



short i story



abc order bee hive



100 chart



Rr



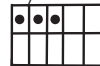
r puzzle



tens and ones cubes



fuzzy lion ears



identify 2D shape review



sort living/non-living



real vs. fantasy



BASE TEN FIVE FRAMES

TEN FRAME MULTIPLE TEN FRAMES

multiple ten frames



Cc



r controlled vowels ar



c puzzle



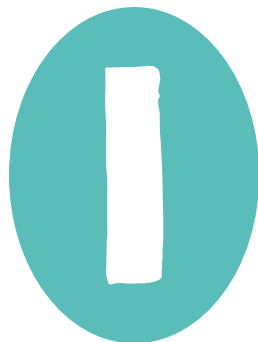
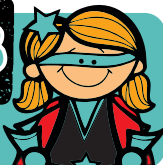
simple addition stories



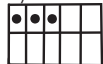
explore seasons



simple subtraction stories



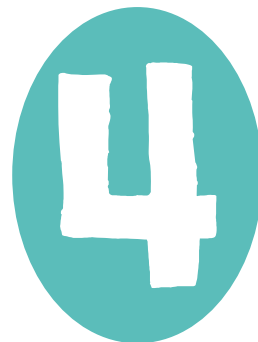
fuzzy lion ears



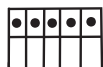
grouping animal kinds



Uu



numbers in order



adding critters



chicken stacker



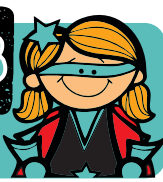
teen number bingo review



blending -ub



learn about +-



r controlled vowels or



short u song



teen number bingo review



Kk



numbers to 100



k puzzle



moon rock patterns



learn about +-

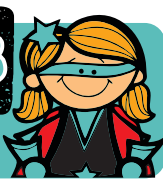


- 1 How many?
- 2 Build
- 3 Fill
- 4 Add
- 5 Play all



use ten frame





abc order books



short u story



-ug



calendar



count (start other than 1)



-o-e



100 number chart

1  
Beginner ▶  
1-100 ▶



balloon pop subtraction



ones and tens log 10-20

audio books

Are you ready?

Let's learn more!

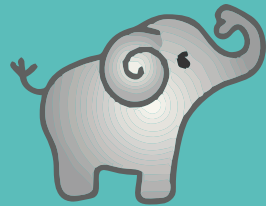
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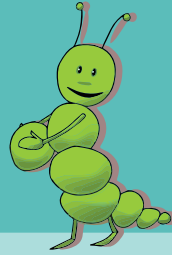
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Bobo the Baby Elephant Grows Up



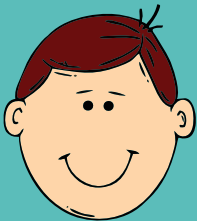
Katrina the Caterpillar



Enemy Pie



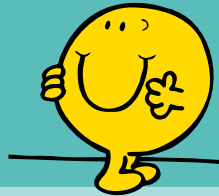
The Gingerbread Man



My Rotten Redheaded Older Brother



Little Red Riding Hood



Mr. Happy



The Frog Princess



The Night I Followed The Dog



Green Eggs and Ham



Arthur's Lost and Found





week 1

week 2

week 3

week 4

week 5

week 6

week 7

week 8

week 9



superhero  
practice!





Ee



short e song



-en



sight word memory



Level 1

adding bugs



silent e movie



-i-e



Tens  
10-90

base ten bingo



GOAL 2

marble math



pounce on cvc



spell cvc words



short e story



missing numbers 0-100



alphabet order



addem story



Xx

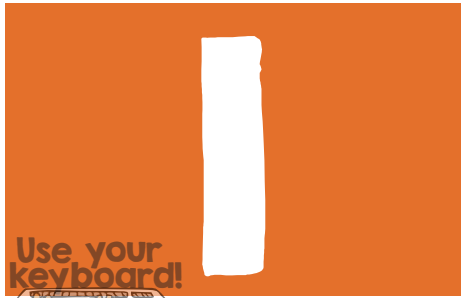


adding biugs

Level 2



abc order books



Use your keyboard!



10 penguins

making 10 - penguins



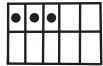
missing numbers 0-100



addem story



spell words



abc barrels **GOAL - 3** ★



Yy



y as long e



59  
OR  
99

shark tens and ones



/ch/



# week 4



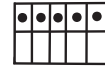
y as long e



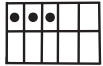
y as long e story



save the whale - make 10



what's missing ten frame



multiple ten frames

BASE TEN FIVE FRAMES  
TEN FRAME MULTIPLE TEN FRAMES



base ten memory

BASE TEN



review blending hay loft



chunking



short vowel memory

Short Vowels



Vv



sight word memory



addem story



shark tens and ones



drumming up base ten



abc barrels

GOAL - 5★



Use your keyboard!



10 penguins

what makes 10 penguins



/ch/



find number 100 chart





missing addends



chicken stacker



Zz



y as a vowel



/wh/



subtract | splat



addem story



GOAL - ALL

abc barrels



3D shape splat



Use your  
keyboard!



dance mat typing



chicken stacker



addem story



Qq



/wh/



subtract apples



-u-e



vowel movie



-i-e



addem story



chicken stacker



order arthur story



-a-e



puzzle me words



subtract rabbits



blending bowl



subtraction word problems



penguin addition





Easy  
Level 3

fast fribbit addition



chicken stacker



number bingo



puzzle me words



addem story



what makes ten penguins



blending bowl



rhyming river cross



good better best

audio books

Are you ready?

Let's learn more!

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Fox and the Grapes



Fantastic Frogs



Stellaluna



Splish Splash Splat



Goldilocks



Harry the Dirty Dog



The Wishing Tree



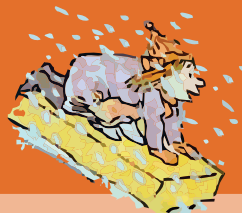
Olivia



Mr. Bump Loses His Memory



Fancy Nancy



Brave Irene





<p><b>1</b></p> <ul style="list-style-type: none"> <li>- mouse movement</li> <li>- mouse clicking – single click</li> <li>- mouse dragging</li> <li>- navigating games in order (fewer numbers to establish left to right sequence)</li> </ul>	<p><b>2</b></p> <ul style="list-style-type: none"> <li>- mouse movement</li> <li>- mouse clicking – single click</li> <li>- mouse dragging</li> <li>- Follow words from left to right and from top to bottom on the printed page.</li> <li>- Count, recognize, represent, name, and order a number of objects (1,2,3).</li> <li>- Name 2D shapes and identify their various attributes.</li> </ul>	<p><b>3</b></p> <ul style="list-style-type: none"> <li>- mouse movement, clicking, dragging</li> <li>- Understand and follow one- and two-step spoken directions.</li> <li>- Describe people, places, things (including their size, color, and shape), locations, and actions.</li> <li>- Count, recognize, represent, name, and order a number of objects (3).</li> <li>- Identify, sort, and classify objects by size, number, and other attributes. Identify objects that do not belong to a particular group.</li> <li>- Name 2D shapes and identify their various attributes.</li> </ul>
<p><b>4</b></p> <ul style="list-style-type: none"> <li>- Recognize and name all capital and lowercase letters of the alphabet. (Tt)</li> <li>- Match all sounds to appropriate letters. (Tt)</li> <li>- Count, recognize, represent, name, and order a number of objects (5)</li> <li>- Understand and follow one- and two-step spoken directions.</li> <li>- Identify if words rhyme when given a spoken prompt.</li> </ul>	<p><b>5</b></p> <ul style="list-style-type: none"> <li>- Recognize and name all capital and lowercase letters of the alphabet. (Mm)</li> <li>- Match all sounds to appropriate letters. (Mm)</li> <li>- Count, recognize, represent, name, and order a number of objects (objects up to 5)</li> <li>- Understand and follow one- and two-step spoken directions.</li> <li>- Identify if words rhyme when given a spoken prompt.</li> <li>- Listen to one-syllable words and tell the beginning sounds.</li> </ul>	<p><b>6</b></p> <ul style="list-style-type: none"> <li>- Recognize and name all capital and lowercase letters of the alphabet. (Aa)</li> <li>- Match all sounds to appropriate letters. (Aa)</li> <li>- Understand the alphabetic principle, which means that as letters in words change, so do the sounds. (-at)</li> <li>- Count, recognize, represent, name, and order a number of objects (6)</li> <li>- Understand and follow one- and two-step spoken directions.</li> <li>- Identify if words rhyme when given a spoken prompt..</li> <li>- Identify, sort, and classify objects by size, number, and other attributes. Identify objects that do not belong to a particular group</li> </ul>
<p><b>7</b></p> <ul style="list-style-type: none"> <li>- Recognize and name all capital and lowercase letters of the alphabet. (Ss)</li> <li>- Match all sounds to appropriate letters. (Ss)</li> <li>- Count, recognize, represent, name, and order a number of objects (7)</li> <li>- Understand the alphabetic principle, which means that as letters in words change, so do the sounds. (-an)</li> <li>- Identify, sort, and classify objects by size, number, and other attributes. Identify objects that do not belong to a particular group.</li> <li>- Identify, copy, and make simple patterns with numbers and shapes.</li> </ul>	<p><b>8</b></p> <ul style="list-style-type: none"> <li>- Recognize and name all capital and lowercase letters of the alphabet. (Dd)</li> <li>- Match all sounds to appropriate letters. (Dd, Aa)</li> <li>- Count, recognize, represent, name, and order a number of objects (8, 1-10)</li> <li>- Understand the alphabetic principle, which means that as letters in words change, so do the sounds. (-an)</li> <li>- Identify, sort, and classify objects by size, number, and other attributes. Identify objects that do not belong to a particular group.</li> <li>- Identify, copy, and make simple patterns with numbers and shapes.</li> <li>- Compare the measurable attributes of two objects using appropriate vocabulary including taller/shorter, heavier/lighter, longer/shorter.</li> <li>- Identify, copy, and make simple patterns with numbers and shapes.</li> </ul>	<p><b>9</b></p> <ul style="list-style-type: none"> <li>- Match all sounds to appropriate letters. (Aa)</li> <li>- Count, recognize, represent, name, and order a number of objects (1-9)</li> <li>- Understand the alphabetic principle, which means that as letters in words change, so do the sounds. (-an)</li> <li>- Identify, sort, and classify objects by size, number, and other attributes. Identify objects that do not belong to a particular group.</li> <li>- Understand and follow one- and two-step spoken directions.</li> <li>- Identify if words rhyme when given a spoken prompt.</li> <li>- Listen to one-syllable words and tell the beginning sounds.</li> <li>- Use pictures and context to aid comprehension and to draw conclusions or make predictions about story content (Little Red Riding Hood)</li> <li>- Identify, copy, and make simple patterns with numbers and shapes.</li> </ul>

# STANDARDS - SET 2

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<p><b>1</b></p> <ul style="list-style-type: none"><li>- Recognize and name all capital and lowercase letters of the alphabet. (Gg)</li><li>- Match all sounds to appropriate letters. (Gg)</li><li>- Understand and follow one- and two-step spoken directions.</li><li>- Listen to one-syllable words and tell the beginning sounds.</li><li>- Understand the alphabetic principle, which means that as letters in words change, so do the sounds. (-an)</li><li>- Count, recognize, represent, name, and order a number of objects (9, 1-9).</li><li>- Identify, sort, and classify objects by size, number, and other attributes. Identify objects that do not belong to a particular group.</li><li>- Identify, copy, and make simple patterns with numbers and shapes.</li></ul>	<p><b>2</b></p> <ul style="list-style-type: none"><li>- Recognize and name all capital and lowercase letters of the alphabet. (Gg)</li><li>- Match all sounds to appropriate letters. (Gg, Aa)</li><li>- Listen to one-syllable words and tell the beginning sounds.</li><li>- Identify if words rhyme when given a spoken prompt.</li><li>- Count, recognize, represent, name, and order a number of objects (1-10).</li><li>- Compare the measurable attributes of two objects using appropriate vocabulary including taller/shorter, heavier/lighter, longer/shorter.</li><li>- Count up to 20 objects that are in an order by answering the question "how many". (up to 10)</li></ul>	<p><b>3</b></p> <ul style="list-style-type: none"><li>- Recognize and name all capital and lowercase letters of the alphabet. (Nn)</li><li>- Match all sounds to appropriate letters. (Nn, Aa)</li><li>- Understand and follow one- and two-step spoken directions.</li><li>- Listen to one-syllable words and tell the beginning sounds.</li><li>- Identify if words rhyme when given a spoken prompt.</li><li>- Count, recognize, represent, name, and order a number of objects (identify 10-20).</li><li>- Identify, copy, and make simple patterns with numbers and shapes.</li><li>- Count up to 20 objects that are in an order by answering the question "how many". (up to 10)</li><li>- computer skill: typing</li></ul>
<p><b>4</b></p> <ul style="list-style-type: none"><li>- Recognize and name all capital and lowercase letters of the alphabet. (Ff)</li><li>- Match all sounds to appropriate letters. (Ff, /sh/)</li><li>- Listen to one-syllable words and tell the beginning sounds.</li><li>- Understand the alphabetic principle, which means that as letters in words change, so do the sounds. (-ot)</li><li>- Count, recognize, represent, name, and order a number of objects (order 0-10).</li><li>- Identify, copy, and make simple patterns with numbers and shapes.</li><li>- Identify common signs and symbols.</li><li>- Represent addition with <u>objects</u>, fingers, and sounds to identify the meaning of addition as putting together and adding to.</li><li>- computer skill: typing</li></ul>	<p><b>5</b></p> <ul style="list-style-type: none"><li>- Recognize and name all capital and lowercase letters of the alphabet. (Jj)</li><li>- Match all sounds to appropriate letters. (Jj)</li><li>- Listen to one-syllable words and tell the beginning sounds.</li><li>- Understand the alphabetic principle, which means that as letters in words change, so do the sounds. (-ot)</li><li>- Recite short poems, rhymes, and songs.</li><li>- Identify if words rhyme when given a spoken prompt.</li><li>- Identify common signs and symbols.</li><li>- Compare the measurable attributes of two objects using appropriate vocabulary including taller/shorter, heavier/lighter, longer/shorter.</li><li>- Count up to 20 objects that are in an order by answering the question "how many". (up to 10)</li></ul>	<p><b>6</b></p> <ul style="list-style-type: none"><li>- Recognize and name all capital and lowercase letters of the alphabet. (Pp)</li><li>- Match all sounds to appropriate letters. (Pp)</li><li>- Listen to one-syllable words and tell the beginning sounds.</li><li>- Understand the alphabetic principle, which means that as letters in words change, so do the sounds.</li><li>- Identify if words rhyme when given a spoken prompt.</li><li>- Compare the measurable attributes of two objects using appropriate vocabulary including taller/shorter, heavier/lighter, longer/shorter.</li><li>- Blend syllables together to form a word when given an oral prompt.</li><li>- Blend onsets and rimes of single-syllable words when given by a teacher.</li><li>- Substitute individual sounds of simple one-syllable words to make new words.</li></ul>
<p><b>7</b></p> <ul style="list-style-type: none"><li>- Recognize and name all capital and lowercase letters of the alphabet. (Oo)</li><li>- Match all sounds to appropriate letters. (Oo, /sh/)</li><li>- Identify if words rhyme when given a spoken prompt.</li><li>- Understand the alphabetic principle, which means that as letters in words change, so do the sounds. (-og)</li><li>- Compare the measurable attributes of two objects using appropriate vocabulary including taller/shorter, heavier/lighter, longer/shorter.</li><li>- Identify common signs and symbols.</li><li>- Count, recognize, represent, name, and order a number of objects (identify 10-20).</li><li>- Substitute individual sounds of simple one-syllable words to make new words.</li><li>- computer skill: typing numbers</li></ul>	<p><b>8</b></p> <ul style="list-style-type: none"><li>- Recognize and name all capital and lowercase letters of the alphabet. (Hh)</li><li>- Match all sounds to appropriate letters. (Hh, Oo)</li><li>- Read one-syllable and high-frequency (often-heard) words by sight.</li><li>- Compare the measurable attributes of two objects using appropriate vocabulary including taller/shorter, heavier/lighter, longer/shorter.</li><li>- Retell (beginning, middle, end) familiar stories. (Gingerbread Man)</li><li>- Locate a word on a printed page within text.</li><li>- Represent addition with <u>objects</u>, fingers, and sounds to identify the meaning of addition as putting together and adding to.</li><li>- State the number that makes 10 when added to any given number 1-9 with objects.</li><li>- Substitute individual sounds of simple one-syllable words to make new words.</li></ul>	<p><b>9</b></p> <ul style="list-style-type: none"><li>- Match all sounds to appropriate letters. (/sh/)</li><li>- Compare the measurable attributes of two objects using appropriate vocabulary including taller/shorter, heavier/lighter, longer/shorter.</li><li>- Identify tricky numerals (ie., 13, 30, 3).</li><li>- With prompting and support, identify basic similarities in and differences between two texts on the same topic. (Gingerbread Man)</li><li>- Name 2D shapes and identify their various attributes.</li></ul>

