

TeachTown*[®] : *Basics
Scope and Sequence
Generalization Lessons

Language Development

The Language Development domain teaches your student communication skills. Lessons in Language Development focus on teaching your student new vocabulary, enhanced word recognition, listening skills, and other fundamental language skills. Lesson subjects include learning about words, parts of speech, conjunctions, the fundamentals of grammar, and how to answer questions.

Level 1

Pg. 3 – Wildlife Fun

Learning Objective: The student will identify deer, squirrel, raccoon, and coyote in a field of 4.

Pg. 4 – Farm Animal Song

Learning Objective: The student will identify cows, pigs, horses, and pigs as farm animals in a field of 4.

Pg. 5 – Vroom Vroom

Learning Objective: The student will match 12 common vehicles (plane, train, car, truck, bus, boat, fire truck, bike, dump truck, police car, ambulance, helicopter) in a field of 4.

Pg. 6 – Finger Colors

Learning Objective: The student will identify 12 colors (e.g. red, blue, yellow, green, orange, purple, black, white, gray, brown, pink, gold) in a field of 4.

Pg. 7 – Ocean Collages

Learning Objective: The student will identify 8 aquatic animals (fish, dolphins, whales, frogs, starfish, shark, crab, turtle) in a field of 4.

Pg. 8 – What Am I Doing?

Learning Objective: The student will identify 8 actions (e.g. running, jumping, sleeping, drinking, eating, waving, crying, talking) in a field of 4.

Pg. 9 – What Do You Drive?

Learning Objective: Your student will identify 12 vehicles (plane, train, car, truck, bus, boat, fire truck, bike, dump truck, police car, ambulance, helicopter) in a field of 4.

Pg. 10 – What Sea Creatures?

Learning Objective: The student will match 12 aquatic animals (fish, dolphin, whale, frog, starfish, shark, crab, turtle, seahorse, jellyfish, octopus, lobster) in a field of 4.

Pg. 11 – Where Are The Animals?

Learning Objective: The student will identify 8 zoo animals (elephant, zebra, lion, giraffe, tiger, monkey, bear, kangaroo) in a field of 4.

Pg. 12 – Zoo Keepers

Learning Objective: The student will match identical and non-identical pictures of zoo animals and food items in a field of 4.

Level 2

Pg. 13 – Backpack Fun

Learning Objective: Your student will identify 8 classroom items (crayon, pencil, paper, scissors, glue, marker, back pack, notebook) in a field of 4.

Pg. 14 – Color Train

Learning Objective: The student will select an animal or object by color in a field of 4.

Pg. 15 – Find the Noise

Learning Objective: Your student will identify 8 animal sounds (e.g., cow, dog, duck, cat, frog, pig, lion, snake) in a field of 4.

Pg. 16 – Making Music

Learning Objective: The student will identify 6 musical instruments (e.g. piano, drum, guitar, trumpet, clarinet, tuba) in a field of 4.

Pg. 17 – Nature Hop

Learning Objective: The student will identify 8 items found in nature (e.g. tree, flower, sun, rain, leaf, cloud, stars, moon) in a field of 4.

Pg. 18 – On The Road, In The Air

Learning Objective: The student will identify 8 actions (e.g. cutting, kicking, throwing, pushing, singing, driving, flying, coloring) in a field of 4.

Pg. 19 – Rainbow Walk

Learning Objective: Your student will match 8 colors (red, orange, yellow, green, blue, purple, black, white).

Pg. 20 – Outdoor Adventure

Learning Objective: The student will identify 8 concepts (e.g. fat, thin, tall, short, big, small, heavy, light) in a field of 4.

Pg. 21 – Insect Walk

Learning Objective: The student will identify 8 insects (e.g. bee, butterfly, spider, ant, ladybug, caterpillar, fly, cockroach) in a field of 4.

Pg. 22 – Sea Life Treasures

Learning Objective: The student will identify 6 sea life animals or items (e.g. seashell, octopus, seahorse, lobster, sand, seaweed) in a field of 4.

Level 3

Pg. 23 – Bird Matching

Learning Objective: The student will identify 4 birds (e.g. flamingo, seagull, parrot, peacock) and match birds by attributes (e.g. color, size, location) in a field of 4.

Pg. 24 – Comparing Objects

Learning Objective: The student will identify 8 concepts (e.g. dirty, clean, open, closed, flat, wide, narrow, sticky) in a field of 4.

Pg. 25 – Nature Stickers

Learning Objective: The student will identify 12 items found in nature (e.g. fire, stars, moon, mountain, snow, volcano, leaf, grass, island, dirt, pinecone, twig) in a field of 4.

Pg. 26 – Looking for Animals

Learning Objective: The student will identify 8 prepositions (e.g. up, down, outside, inside, above, below, next to, between) in a field of 4.

Pg. 27 – Tool Box

Learning Objective: The student will identify 6 tools (e.g. hammer, screwdriver, saw, pliers, drill, nail) in a field of 4.

Pg. 28 – Am I Coloring?

Learning Objective: The student will identify if a person is performing 8 actions (e.g. pulling, knocking, riding, sweeping, sliding, shaking hands, hopping, washing) by answering a yes or no question.

Pg. 29 – Where is He or She?

Learning Objective: The student will use pronouns (e.g. he, she, they, him, her, them etc.) and a preposition about a situation or scene.

Pg. 30 – Days of the Week

Learning Objective: The student will identify the seven days of the week in a field of 4.

Pg. 31 – Classroom Stamps

Learning Objective: The student will identify 12 classroom items (e.g. lunchbox, backpack, playground, cafeteria, globe, classroom, desk, flag, ruler, easel, flag, notebook) in a field of 4.

Pg. 32 - Coloring Pages

Learning Objective: The student will request an object or animal of a specific color to complete a task in a field of 4.

Level 4

Pg. 33 – Real and Pretend Fishing

Learning Objective: The student will identify 12 story characters (e.g. witch, ghost, vampire, skeleton, fairy, dragon, knight, mermaid, pirate, cowboy, monster, clown) in a field of 4.

Pg. 34 – Bird Day

Learning Objective: The student will identify a pigeon, toucan, owl, and pelican and identify attributes (e.g. size, color, features) of the birds in a field of 4.

Pg. 35 – Colorful Animals

Learning Objective: The student sort animals by feature (e.g. size, color, number of legs) and identify animals that are similar and different in a field of 4.

Pg. 36 – Playing With Prepositions

Learning Objective: The student will identify the prepositions under, over, in front of, and behind in a field of 4.

Pg. 37 – Sandy Seashore

Learning Objective: The student will answer comprehension questions related to a picture, object, or visual scenario.

Pg. 38 – Tell Me More

Learning Objective: The student will identify an object by a given adjective (e.g. slow, fast, hard, soft, old, new, hot, cold) in a field of 4.

Pg. 39 – Something Is Missing

Learning Objective: The student will identify the tool when given its function or a scenario when the tool is needed in a field of 4.

Pg. 40 – 20 Questions

Learning Objective: The student will answer fact based questions related to a picture, object, written sentence or verbal description.

Pg. 41 – Where Has It Gone?

Learning Objective: The student will use 8 prepositions (e.g. up, down, under, over, between, next to, behind, in front of) to identify the location of items.

Pg. 42 – Treasure Hunt

Learning Objective: The student will identify an object given its color in a field of 4.

Language Development (continued)

Level 5

Pg. 43 – Tell Me About It

Learning Objective: The student will identify an item when given a description of its features in a field of 4.

Pg. 44 – Getting to Know You

Learning Objective: The student will answer "when" questions related to his/her daily schedule and activities.

Pg. 45 – Adverb Acting

Learning Objective: The student will identify the adverbs quickly, slowly, happily, and sadly through actions.

Pg. 46 – What Day is Today?

Learning Objective: The student will identify the missing day when the days of the week are in sequenced order.

Pg. 47 – Calendar Hop

Learning Objective: The student will identify what day is tomorrow, yesterday, the day after, and the day before a specified day of the week.

Pg. 48 - Definitions

Learning Objective: The student will identify 8 pictures of familiar items (e.g. food items, household items, toys, tools, etc.) by a description of the object or its function in a field of 4.

Pg. 49 – Where Did This Come From?

Learning Objective: The student will identify items that are found in nature and items that are made by man in a field of 4.

Pg. 50 – Musical Yes or No

Learning Objective: The student will answer a factual question with a yes/no response.

Pg. 51 – Sharing Writing

Learning Objective: The student will complete a sentence that relates to a given picture, object, or scenario.

Pg. 52 – Yes and No Signs

Learning Objective: The student will answer questions about simple facts using yes and no.

Social and Emotional Skills

The Social and Emotional Skills domain teaches your student basic social knowledge as a foundation for more complex social interactions. Lessons in Social and Emotional Skills focus on teaching your students how to identify emotions, recognizing the causes of emotions in others, and attending to relevant social information. Lesson subjects include recognizing facial expressions, following eye gaze, and identifying good friend habits.

Level 1

Pg. 55 Birthday Party

Learning Objective: The student will look in the direction of where a person is pointing when given the directive, "Look there" and point to a specific location.

Pg. 56 – Choices, Choices, Choices

Learning Objective: The student will match identical and non-identical toys in a field of 4.

Pg. 57 - Surprise

Learning Objective: The student will identify 8 toys (e.g. ball, bubbles, doll, blocks, teddy bear, book, puzzle, balloon) in a field of 4 and appropriately engage in play behavior with the object.

Pg. 58 – Dance the Feeling

Learning Objective: The student will identify the emotions happy, sad, angry, and surprised in a field of 4.

Pg. 59 – Howdy Do

Learning Objective: The student will identify a boy, girl, man, and women in a field of 4.

Pg. 60 – Greetings and Goodbyes

Learning Objective: The student will match and identify the four TeachTown characters Pico, Mochi, Ginger and Jelly in a field of 4.

Pg. 61 – Look Over Here!

Learning Objective: The student will look at a specific item or in a specific direction of an arrow or a point during an activity.

Pg. 62 – Roll the Ball

Learning Objective: The student will follow a two-step direction involving a toy (e.g. "Go find a ball and sit down") in a field of 4.

Pg. 63 – Find the Feeling

Learning Objective: The student will identify the emotions tired, silly, scared, and sick in a field of 4.

Pg. 64 – Toy Time

Learning Objective: The student will identify 6 different toys (e.g. ball, puzzle, blocks, games, trampoline, wagon) in a field of 4.

Level 2

Pg. 65 – Social Situations

Learning Objective: The student will identify 4 social actions (e.g. playing peek-a-boo, playing with blocks, playing with dolls, playing board games) in a field of 4.

Pg. 66 – Taking Turns

Learning Objective: The student will make eye contact with a boy, girl, man, or woman during a structured or unstructured activity.

Pg. 67 – Play Dough Families

Learning Objective: The student will identify the gender of the members in their family (e.g. dad is man, sister is a girl) in a field of 4.

Pg. 68 – Camera Time

Learning Objective: The student will follow the eye gaze of an adult or peer to an object within 5 feet.

Pg. 69 – Silly Faces

Learning Objective: The student will identify the emotions tired, silly, scared, and sick in a field of 4.

Pg. 70 – TV Stars

Learning Objective: The student will match facial expressions and emotions in pictures of characters or people in a field of 4.

Pg. 71 – Dinosaur Sandbox

Learning Objective: The student will identify a doctor, firefighter, superhero, and rock star and engage in pretend play scenarios involving these roles in a field of 4.

Pg. 72 – I Spy

Learning Objective: Your student will follow the eye gaze of an adult or peer.

Pg. 73 – Matching Mysteries

Learning Objective: Your student will match pictures of facial expressions and emotions in pictures of characters and people in a field of 4.

Pg. 74 – Veterinary Office

Learning Objective: The student will pretend to be a doctor, firefighter, superhero, and rock star in pretend play scenarios in a field of 4.

Social and Emotional Skills (continued)

Level 3

Pg. 75 – Newspaper Baseball

Learning Objective: The student will identify 4 social actions (jumping rope, playing in the sandbox, playing hopscotch, and playing on the teeter totter) in a field of 4.

Pg. 76 – Sports Talk

Learning Objective: Your student will identify 8 sports (e.g. baseball, basketball, football, soccer, hockey, swimming, golf, bowling) in a field of 4.

Pg. 77 – Face Off

Learning Objective: The student will imitate facial expressions of an adult or peer.

Pg. 78 – Hot Potato

Learning Objective: The student will identify when someone is playing alone, with one friend, with two friends, or with many friends in a field of 4.

Pg. 79 – Bucket Ball

Learning Objective: The student will identify good friend behavior as sharing, keeping your hands to yourself, playing together and being kind in a field of 4.

Pg. 80 – Princess and the Frog

Learning Objective: The student will identify a prince, princess, king and queen in a field of 4.

Pg. 81 – Pretend Stations

Learning Objective: The student will identify a police officer, baker, cowboy, and clown in pretend play settings in a field of 4.

Pg. 82 – Silent Talking

Learning Objective: The student will respond to the gestures of come here, stop, I like it, and I don't like.

Pg. 83 – Do What I Do

Learning Objective: The student will imitate the behavior of an adult or peer when instructed.

Pg. 84 – Friendly or Unfriendly

Learning Objective: The student will identify good friend behavior as waiting for a friend, helping a friend, giving a friend a gift, and walking with a friend in a field of 4.

Social and Emotional Skills (continued)

Level 4

Pg. 85 – Be Safe

Learning Objective: The student will identify and sort safe and dangerous situations in a field of 4.

Pg. 86 – Common Ground

Learning Objective: The student will differentiate between their possessions and the possessions of others in a field of 4.

Pg. 87 – Emotion Painting

Learning Objective: The student will identify activities, actions or situations associated with the emotions happy, sick, angry, and surprised in a field of 4.

Pg. 88 – Friendship Faces

Learning Objective: The student will identify if two people or characters are imitating each other.

Pg. 89 – Guessing Game

Learning Objective: The student will identify when someone is interested or not in a given situation in a field of 4.

Pg. 90 – Happy Pepper

Learning Objective: The student will identify good friend behavior and appropriate ways to interact with friends in a field of 4.

Pg. 91 – Mismatched People

Learning Objective: The student will identify silly situations in pictures or scenarios in a field of 4.

Pg. 92 – Silent Simon

Learning Objective: The student will respond to the gestures of hello, be quiet, yes, and no.

Pg. 93 - Charades

Learning Objective: The student will identify synonyms for happy, sad, angry, and tired in a field of 4.

Pg. 94 – Sports Pieces

Learning Objective: The student will identify 8 sports (e.g. rowing, snowboarding, surfing, weight lifting, polo, volleyball, track, Frisbee) in a field of 4.

Level 5

Pg. 95 – Body Language

Learning Objective: The student will identify if a person (e.g. boy, girl, man, woman) is happy, sad, surprised, angry, or scared in a field of 4.

Pg. 96 – Buddy Circles

Learning Objective: The student will appropriately respond to the directive, "Show me good friend behavior."

Pg. 97 – Crystal Ball

Learning Objective: The student will identify various scenarios that are associated with having fun and not having fun, and feeling stressed or relieved in a field of 4.

Pg. 98 – Compliment Web

Learning Objective: The student will give a compliment to a peer or adult in a structured learning activity or game.

Pg. 99 Feelings Thermometer

Learning Objective: The student will identify various scenarios that are associated with being sad and being scared in a field of 4.

Pg. 100 – Friendship Stories

Learning Objective: The student will identify various scenarios that are associated with being lonely, sharing with other, being silly, and hearing a loud noise in a field of 4.

Pg. 101 – Helping Hands

Learning Objective: The student will respond to the gestures of yuck, hungry, too loud, and potty in a field of 4.

Pg. 102 – Secret Stars

Learning Objective: The student will identify good friend behavior of greeting, saying goodbye, and sharing with others in a field of 4.

Pg. 103 – Solution Chair

Learning Objective: The student will identify problem situations of having to use the restroom, being hurt, not being able to reach something, and forgetting ones lunch and the possible solutions to these scenarios in a field of 4.

Pg. 104 – Fixing the Problem

Learning Objective: The student will identify solutions to various social situations in a field of 4.

Adaptive Skills

Lessons in Adaptive Skills focus on teaching the student self-awareness, self-care, self-help skills, and fundamental daily living skills. Lesson subjects include learning about body parts, food types, clothing items, time, money, safety, and the community.

Level 1

Pg. 107 – Bear Poster

Learning Objective: The student will identify eyes, nose, mouth, and ear as parts of the body in a field of 4.

Pg. 108 – Clothes Shopping

Learning Objective: The student will identify 12 articles of clothing (e.g. socks, shoes, pants, shirt, hat, gloves, coat, scarf, sweater, skirt, necklace, bracelet) in a field of 4.

Pg. 109 – Pin the Face

Learning Objective: The student will identify 8 body parts (tongue, shoulder, knee, elbow, feet, hair, stomach, back) in a field of 4.

Pg. 110 – The Food Book

Learning Objective: The student will identify 8 food items (e.g. carrot, cookie, juice, milk, pizza, candy, ice cream, hamburger) in a field of 4.

Pg. 111 – Fruit Kabobs

Learning Objective: The student will identify 6 pieces of fruit (e.g. banana, strawberry, orange, grapes, pineapple, pear) in a field of 4.

Pg. 112 – New House

Learning Objective: The student will identify 8 household items (e.g. bed, television, table, refrigerator, toilet, stove, desk, door) in a field of 4.

Pg. 113 – Potato Head

Learning Objective: The student will identify head, fingers, toes, and hand as parts of the body in a field of 4.

Pg. 114 – Snack List

Learning Objective: The student will match 8 identical and non-identical food items in a field of 4.

Pg. 115 – Room Collage

Learning Objective: The student will identify 8 rooms found in the home (e.g. bedroom, kitchen, dining room, bathroom, living room, garage, yard, laundry room) in a field of 4.

Pg. 116 – Getting Dressed

Learning Objective: The student will identify 12 accessories and fasteners (e.g. veil, ring, zipper, button, glasses, earring, umbrella, tie, vest, robe, shoelace, glasses) in a field of 4.

Level 2

Pg. 117 – Helper Puzzles

Learning Objective: The student will identify 4 community helpers (e.g. mail carrier, pilot, bus driver, teacher) in a field of 4.

Pg. 118 - Picnic

Learning Objective: The student will identify 12 food items (e.g. corn, turkey, onion, ketchup, mustard, mayonnaise, cheese, pretzels, bread, cracker, egg, asparagus) in a field of 4.

Pg. 119 – Dress Me Up

Learning Objective: The student will identify 6 clothing items (e.g. umbrella, swimsuit, pajamas, glasses, slippers, apron) in a field of 4.

Pg. 120 – Where in the Kitchen?

Learning Objective: The student will identify 12 kitchen items (e.g. toaster, blender, bowl, spoon, fork, knife, plate, cup, pan, spatula, rolling pin, trashcan) in a field of 4.

Pg. 121 – Cardboard House

Learning Objective: The student will identify 8 common household items (e.g. fan, clock, mailbox, telephone, broom, calendar, toaster, vacuum) in a field of 4.

Pg. 122 – The Suitcase Game

Learning Objective: The student will identify articles of clothing that are appropriate for specific weather conditions and seasons in a field of 4.

Pg. 123 - Taxi

Learning Objective: The student will identify 8 community places (e.g. house, grocery store, circus, restaurant, golf course, farm, bakery, library) in a field of 4.

Pg. 124 – Name the Helper

Learning Objective: The student will identify 6 community helpers (e.g. mail carrier, teacher, firefighter, doctor, farmer, waiter) when given a description of the place where they work in a field of 4.

Pg. 125 – Where Does it Go?

Learning Objective: The student will identify 8 household items (e.g. bowl, plate, keys, lawnmower, fork, cup, pillow, shower) in a field of 4.

Pg. 126 – Caring for Bear

Learning Objective: The student will identify 12 personal need situations and possible solutions (e.g. dirty, messy hair, thirsty, tired, runny nose, cold, hungry, hot) in a field of 4.

Adaptive Skills (continued)

Level 3

Pg. 127 – Foods I Like

Learning Objective: The student will identify 6 snack food items (e.g. lollipop, chocolate, popcorn, pretzels, bubblegum, candy cane) in a field of 4.

Pg. 128 – Body Building

Learning Objective: The student will identify the body parts that are associated with the functions of smelling, tasting, seeing, and hearing in a field of 4.

Pg. 129 – Around Town

Learning Objective: The student will identify 8 places in the community (e.g. gas station, hospital, the mall, police station, post office, hair salon, basketball court, football field) in a field of 4.

Pg. 130 – What Do I Need?

Learning Objective: The student will identify solutions to 4 personal need situations (e.g. being tired, having a runny nose, being hungry, raining outside) in a field of 4.

Pg. 131 – Clue

Learning Objective: The student will identify 10 household items (light bulb, candle, hair brush, car seat, toothbrush, toothpaste, radio, remote control, spatula, hose) in a field of 4.

Pg. 132 – Clothing Dice

Learning Objective: The student will select an article of clothing by a specific color in a field of 4.

Pg. 133 – Lunch Bag Puppets

Learning Objective: The student will identify 8 community helpers (e.g. firefighter, doctor, farmer, police officer, nurse, waiter, baby, neighbor) in a field of 4.

Pg. 134 – Milk Carton Town

Learning Objective: The student will match 8 items found in the community to places in the community where they are commonly found (e.g. library, hospital, restaurant, post office, fire station, school, playground) in a field of 4.

Pg. 135 – Summer and Winter

Learning Objective: The student will identify the 4 different seasons (e.g. summer, winter, spring, fall) in a field of 4.

Pg. 136 – Weather Channel

Learning Objective: The student will identify 8 weather conditions (e.g. sunny, rainy, snowy, cloudy, foggy, stormy, clear, windy) in a field of 4.

Level 4

Pg. 137 – Beat the Clock

Learning Objective: The student will identify the tools needed to measure time, temperature, weight, and length in a field of 4.

Pg. 138 – Buying a Snack

Learning Objective: The student will identify the value of a group of coins (from \$0.01 - \$0.15) in a field of 4.

Pg. 139 – Hidden Touches

Learning Objective: The student will identify the body parts that are associated with 8 functions (e.g. touching, walking, sneezing, kissing, talking, blinking, clapping, stomping) in a field of 4.

Pg. 140 – Matching Coins

Learning Objective: The student will identify a penny, nickel, dime, and quarter and their values in a field of 4.

Pg. 141 – Playing it Safe

Learning Objective: The student will identify safe behavior regarding electrical outlets, wearing helmets, playing on swings, and crossing the street in a field of 4.

Pg. 142 – Safety Signs

Learning Objective: The student will identify 8 signs found in the community (e.g. green traffic light, red traffic light, yellow traffic light, yield sign, stop sign, one way street sign, women's sign, men's sign) and their meaning in a field of 4.

Pg. 143 – Television Guide

Learning Objective: The student will identify time to the hour on digital and analog clocks in a field of 4.

Pg. 144 – Occupation Relay

Learning Objective: The student will identify 12 occupations (e.g. garbage collector, cashier, dancer, singer, actor, artist, musician, plumber, judge, housekeeper, mechanic, gardener) in a field of 4.

Pg. 145 Laundry Sorting

Learning Objective: The student will identify a clothing item (e.g. shirt, socks, dress, shoes) by color (e.g. brown, red, pink) in a field of 4.

Pg. 146 – Community Sorting

Learning Objective: The student will identify the park, zoo, dry cleaners, and carwash and the purpose of these places in a field of 4.

Level 5

Pg. 147 – The Bears' House

Learning Objective: The student will identify the rooms in the house when given function of a bedroom, living room, kitchen, and bathroom in a field of 4.

Pg. 148 – Conversion Clocks

Learning Objective: The student will tell time by identifying quarter to the hour, and quarter after the hour on digital and analog clocks in a field of 4.

Pg. 149 – Go Get a Watch

Learning Objective: The student will tell time to five minute intervals using digital and analog clocks in a field of 4.

Pg. 150 – Mail Delivery

Learning Objective: The student will identify the different tools used by a cook, dancer, artist, pilot, judge, baseball player, nurse, and waiter in a field of 4.

Pg. 151 – Measuring Me

Learning Objective: The student will identify the different tools used by a doctor, fireman, teacher, plumber, mailman, policeman, housekeeper, and gardener in a field of 4.

Pg. 152 – Money Store

Learning Objective: The student will identify a quantity of coins whose value equals \$0.15 to \$0.95 in a field of 4.

Pg. 153 – Money War

Learning Objective: The student will identify a quantity of coins whose value equals \$0.10 to \$1.00 in a field of 4.

Pg. 154 – It's That Time Again

Learning Objective: The student will tell time to the half hour on digital and analog clocks in a field of 4.

Pg. 155 – Following Signs

Learning Objective: The student will identify 8 signs found in the community (e.g. walk, don't walk, airport, danger, open, closed, handicap, exit) and their meaning in a field of 4.

Pg. 156 – What's the Role?

Learning Objective: The student will identify a waiter, soldier, bride, and groom and the roles associated with each in a field of 4.

Mathematics

The Mathematics domain teaches your student math skills. Lessons in Mathematics focus on teaching your student the basics of number recognition and mathematical principles. Lesson subjects include number awareness, counting, matching quantities to numerals, number patterns, addition, subtraction, fractions, numerical sequences, and comparisons (more and less).

Level 1

Pg. 159 - Basketball

Learning Objective: The student will match identical numbers 1-6 in a field of 4.

Pg. 160 – Breakfast Cook

Learning Objective: The student will match identical numbers 7-10 in a field of 4.

Pg. 161 – Parking Spaces

Learning Objective: The student will identify numbers 1, 2, 3, and 4 in a field of 4.

Pg. 162 – Noodle Numbers

Learning Objective: Your student will match identical and non-identical numbers 1-10 in a field of 4.

Pg. 163 – Number Puzzles

Learning Objective: The student will show one-to-one correspondence for numbers 1-4 in a field of 4.

Pg. 164 – Number Shaker

Learning Objective: The student will represent a number of objects (1-10) with a written number in a field of 4.

Pg. 165 – All Aboard!

Learning Objective: The student will match the numbers 1, 2, 3, and 4 to the correct quantity in a field of 4.

Pg. 166 – Duck, Duck, Five

Learning Objective: The student will identify numbers 1-12 in a field of 4.

Pg. 167 - Placemats

Learning Objective: The student will identify numbers 1-10 in a field of 4 and will write the numbers.

Pg. 168 – Number Relay

Learning Objective: The student will identify what number comes between 1 and 3, and 4 and 6 in a field of 4.

Mathematics (continued)

Level 2

Pg. 169 – What's in the Hat?

Learning Objective: The student will identify numbers 13, 14, 15, and 16 in a field of 4.

Pg. 170 – Balloon Toss

Learning Objective: The student will identify numbers 17, 18, 19, and 20 in a field of 4.

Pg. 171 – Marching Band Numbers

Learning Objective: The student will identify numbers 9, 10, 11, and 12 in a field of 4.

Pg. 172 – Timber!

Learning Objective: The student will identify numbers 5, 6, 7, and 8 in a field of 4.

Pg. 173 – Beanbag Hoops

Learning Objective: The student will identify numbers 1-20 in a field of 4.

Pg. 174 – Number Lines

Learning Objective: The student will identify numbers 1-20 in a field of 4 and will rote count backwards from 20-1.

Pg. 175 – Egg Cartons

Learning Objective: The student will identify numbers (1-20) and identify what number comes next in a given sequence out of a field of 4.

Pg. 176 – Number Collage

Learning Objective: The student will identify numbers 1-10 in a field of 4.

Pg. 177 – Number Jump

Learning Objective: The student will identify numbers 1-20 in a field of 4.

Pg. 178 – Sandwich Bags

Learning Objective: The student will identify numbers 1-20 in a field of 4 and identify which represents a greater quantity.

Level 3

Pg. 179 – Cake Walk

Learning Objective: The student will identify numbers 0, 10, 20, and 30 in a field of 4.

Pg. 180 – Chica Numbers

Learning Objective: The student will identify numbers 40, 50, 60, and 70 in a field of 4.

Pg. 181 – Apples on Top

Learning Objective: The students will match the numbers 1-8 to its corresponding quantity in a field of 4.

Pg. 182 - Hopscotch

Learning Objective: The student will identify numbers 80, 90, 100, and 200 in a field of 4.

Pg. 183 – Dot-to-Dot

Learning Objective: The student will identify numbers to the tens from 0-100 (e.g. 0, 10, 20, 30...etc.) in a field of 4 and skip count by 10's from 0-100.

Pg. 184 – Flap Book

Learning Objective: The student will match the numbers 1, 2, 3, 4 to the correct quantity in a field of 4.

Pg. 185 – Pizza Toppings

Learning Objective: The student will identify which quantity of objects contains most and fewest in a field of 4.

Pg. 186 – Snack Bags

Learning Objective: The student will match numbers 1-12 to the correct quantity in a field of 4.

Pg. 187 - Stacking

Learning Objective: The student will identify which quantity of objects contains most and fewest in a field of 4.

Pg. 188 – Towers

Learning Objective: The student will identify a missing number (0-100) from a sequence of 10's in a field of 4.

Mathematics (continued)

Level 4

Pg. 189 – Addition Race

Learning Objective: The student will identify the sum of addition equations within 6 (e.g. by adding 2 or 3 to a number 0-6) in a field of 4.

Pg. 190 – Bean Books

Learning Objective: The student will identify the addition sign, subtraction sign and equal sign in a field of 4.

Pg. 191 – Flower Pots

Learning Objective: The student will identify what object comes next (in a field of 4) to extend a pattern.

Pg. 192 – Number Sticks

Learning Objective: The student will match the number to the correct quantity in a field of 4.

Pg. 193 – Number Parade

Learning Objective: The student will identify what number in a sequence (e.g. 1-10) is missing in a field of 4.

Pg. 194 – Addition Dice

Learning Objective: The student will identify the sum of addition equations within 6 (e.g. by adding 2 or 3 to a number 0-4) in a field of 4.

Pg. 195 – Jewelry Sets

Learning Objective: The student will identify what object comes next (in a field of 4) to extend a pattern in a field of 4.

Pg. 196 – Class Graphs

Learning Objective: The student will identify which quantity of objects is the most or fewest in a field of 4.

Pg. 197 – Adding More

Learning Objective: The student will identify the sum of addition equations within 6 (e.g. by adding 4 or 5 to a number 0-2) in a field of 4.

Pg. 198 – Rice Hunt

Learning Objective: The student will identify which quantity of objects is the most or fewest in a field of 4.

Level 5

Pg. 199 – Addition Bags

Learning Objective: The student will identify the sum of addition equations within 10 (e.g. by adding 1 to 5 to a number 0-5) in a field of 4.

Pg. 200 – Equation Hunting

Learning Objective: The student will identify the answer to subtraction equations within 10 (e.g. "What is 7-2?") in a field of 4.

Pg. 201 – Fill It In

Learning Objective: The student will identify what number in a sequence (e.g. 10-40) is missing in a field of 4.

Pg. 202 – Fraction Measuring

Learning Objective: The student will identify the fractions $\frac{1}{5}$, $\frac{2}{5}$, $\frac{3}{5}$, and $\frac{4}{5}$ in a field of 4.

Pg. 203 – Graph It

Learning Objective: The student will identify the fractions $\frac{1}{2}$, $\frac{1}{3}$, $\frac{1}{4}$, and $\frac{2}{3}$ in a field of 4.

Pg. 204 – Number Order

Learning Objective: The student will identify what multiple of ten in a sequence (e.g. "10, 20, 30...") is missing in a field of 4.

Pg. 205 – Reward Tickets

Learning Objective: The student will identify the sum of addition equations within 15 (e.g. by adding 6 to 7 to a number 0-8) in a field of 4.

Pg. 206 – Splitting Snacks

Learning Objective: The student will identify 4 fractions (e.g. $\frac{1}{8}$, $\frac{3}{8}$, $\frac{7}{8}$, and $\frac{3}{6}$) in a field of 4.

Pg. 207 – Take Away Plays

Learning Objective: The student will identify the answer to subtraction equations within 5 (e.g. "What is 4-1?") in a field of 4.

Pg. 208 – Ways to Twenty

Learning Objective: The student will identify the sum of addition equations within 20 (e.g. by adding 6 to 10 to a number 5-15) in a field of 4.

Language Arts

The Language Arts domain teaches your student early reading skills. Lessons in Language Arts focus on teaching your student the foundations of reading comprehension. Lesson subjects include phonics, upper and lower case letter identification, sight words, language comprehension, spelling, and basic narrative structure.

Level 1

Pg. 211 – Alphabet Soup

Learning Objective: The student will match and identify uppercase letters in a field of 4.

Pg. 212 – Backward Chalkboard

Learning Objective: The student will identify the uppercase letters A-Z in a field of 4.

Pg. 213 – Box Top Match

Learning Objective: The student will identify the letter associated with a given beginning sound of a word in a field of 4.

Pg. 214 – Coconut Tree

Learning Objective: The student will match upper- and lowercase identify lowercase letters in a field of 4.

Pg. 215 – Sight Word Sort

Learning Objective: The student will match 10 sight words (e.g. was, he, the, for, on, and, as, with, can, his) in a field of 4.

Pg. 216 – Name Bingo

Learning Objective: The student will match and identify lowercase letters in a field of 4.

Pg. 217 – Name Puzzle

Learning Objective: The student will identify uppercase letters A-Z in a field of 4.

Pg. 218 – Letter Acting

Learning Objective: The student will identify uppercase letters A-Z in a field of 4.

Pg. 219 – Ride and Read

Learning Objective: The student will identify the letter associated with a given beginning sound of a word in a field of 4.

Pg. 220 – Scribble Stations

Learning Objective: The student will identify the uppercase letters A-Z in a field of 4.

Level 2

Pg. 221 – Book Look

Learning Objective: The student will match upper- and lowercase letters in a field of 4.

Pg. 222 – Chalk Walk

Learning Objective: The student will match upper- and lowercase letters in a field of 4.

Pg. 223 – Sight Word Memory

Learning Objective: The student will match 10 sight words (e.g. was, he, the, for, on, and, as, with, can, his) in a field of 4.

Pg. 224 – Clay-phabet

Learning Objective: The student will identify lower case letters a-z in a field of 4.

Pg. 225 – Letter Freeze

Learning Objective: The student will identify lowercase letters a-z in a field of 4.

Pg. 226 – My Own Word Book

Learning Objective: The student will match 10 sight words (e.g. I, they, by, had, but, not, what, all, were, when) in a field of 4.

Pg. 227 – Mystery Box

Learning Objective: The student will identify objects in a field of 4 when given the initial sound of the word.

Pg. 228 – More Is Better

Learning Objective: The student will identify the singular and plural form of an object or group of objects in a field of 4.

Pg. 229 – Sound Books

Learning Objective: The student will identify objects in a field of 4 when given the initial sound of the word.

Pg. 230 – Textured Name Tags

Learning Objective: The student will match a letter to a picture that starts with the given letter in a field of 4.

Level 3

Pg. 231 – Rhyme Detectives

Learning Objective: The student will identify objects that rhyme with 8 words (e.g. cat, truck, dish, goat, dog, drink, star, mouse) in a field of 4.

Pg. 232 – Alphabet Photo Shoot

Learning Objective: The student will match objects that start with a specific sound (e.g. A-D) in a field of 4.

Pg. 233 – Sight Word Dig

Learning Objective: The student will match 10 sight words (e.g. orange, man, but, tree, all, run, eat, talk, your, can) in a field of 4.

Pg. 234 – Blindfolded Words

Learning Objective: The student will identify 10 sight words (e.g. the, up, dog, ball, can, sat, cup, pop, cat, man) in a field of 4.

Pg. 235 – Pass the Box

Learning Objective: The student will identify 10 sight words (e.g. hat, sun, jam, bat, run, bug, win, top, red, blue) in a field of 4.

Pg. 236 – Rhyming Baskets

Learning Objective: The student will identify objects that rhyme with words.

Pg. 237 – Story Album

Learning Objective: The student will identify irregular plurals (e.g. person, people, child, children) in a field of 4.

Pg. 238 – Starts With...

Learning Objective: The student will match letters A-Z to a picture that starts with that letter in a field of 4.

Pg. 239 – Story Potluck

Learning Objective: The student will identify pictures that start with specific sounds in a field of 4.

Pg. 240 – Word Puzzles

Learning Objective: The student will identify 8 CVC words (e.g. hat, cat, bat, sat, sun, run, can, man) in a field of 4.

Level 4

Pg. 241 – Beach Ball Questions

Learning Objective: The student will identify the words that make up 4 contractions (e.g. aren't, can't, couldn't, didn't) in a field of 4.

Pg. 242 – Carnival Toss

Learning Objective: The student will match objects that start with specific sounds (e.g. E-L) in a field of 4.

Pg. 243 – Sticky Words

Learning Objective: The student will identify 8 sight words (e.g. boy, girl, stop, eat, big, tall, happy, sad) in a field of 4.

Pg. 244 – Fishing for Colors

Learning Objective: The student will identify 8 color sight words (e.g. red, blue, green, yellow, orange, black, pink, purple) in a field of 4.

Pg. 245 – Jumping Beans

Learning Objective: The student will match 10 sight words (e.g. this, have, an, then, to, from, has, look, in, like) in a field of 4.

Pg. 246 – Sight Words and Sounds

Learning Objective: The student will identify 18 sight words (e.g. of, a, to, in, is, that, you, it, he, was, for, on, are, as, with, his, they, I) in a field of 4.

Pg. 247 – Rhyme Trips

Learning Objective: The student will identify objects that rhyme with 8 words (e.g. tree, owl, man, swing, sled, nose, bear, glue) in a field of 4.

Pg. 248 – Rubber Band Words

Learning Objective: The students will identify the missing vowel in 8 words (e.g. rake, kite, dog, rug, sun, bed, top, hat) in a field of 4.

Pg. 249 – Rhyming Houses

Learning Objective: The student will identify objects that rhyme with the endings -ed, -an, -ing, -og, and -at in a field of 4.

Pg. 250 – Stand Up, Sit Down

Learning Objective: The student will match objects that start with specific sounds (e.g. M-T) in a field of 4.

Level 5

Pg. 251 – Contraction Cubes

Learning Objective: The student will identify the words that make up 8 contractions (e.g. doesn't, don't, hasn't, he'll, I'm, I've, isn't, it's) in a field of 4.

Pg. 252 – Circle Spelling

Learning Objective: The student will identify 12 sight words (e.g. be, have, from, this, had, word, not, but, what, were, when, your, can) in a field of 4.

Pg. 253 – Drawing Recipes

Learning Objective: The student will match a picture to a word or phrase in a field of 4.

Pg. 254 – Word Buddies

Learning Objective: The student will match 12 sight words (e.g. she, go, is, you, no, that, it, did, get, made, come, today) in a field of 4.

Pg. 255 – Pen Pals

Learning Objective: The students will identify the missing vowel in 8 words (e.g. sun, bed, cow, pig, bus, ten, bus, cow) in a field of 4.

Pg. 256 – Red Light, Grammar Light

Learning Objective: The student will identify a period, comma, exclamation point, and a question mark in a field of 4.

Pg. 257 – Ship Wreck Sight Words

Learning Objective: The student will identify 12 sight words (e.g. use, each, which, she, how, their, will, do, other, many, them, about) in a field of 4.

Pg. 258 – Sound Towers

Learning Objective: The student will match objects that start with specific sounds (e.g. U-Z) in a field of 4.

Pg. 259 – Story Play

Learning Objective: The student will identify 12 sight words (e.g. these, would, make, like, time, look, two, more, way, today, last, next) in a field of 4.

Pg. 260 – Thought Bubbles

Learning Objective: The student will identify the words that make up 8 contractions (e.g. that's, we'll, we're, who's, won't, wouldn't, you've, there's) in a field of 4.

Cognitive Skills

The Cognitive Skills domain teaches the student deductive reasoning, critical thinking, and logical reasoning skills. Lessons in Cognitive Skills focus on teaching the student problem solving, following multiple step directions, and organizing items into categories. Lesson subjects include learning about topics such as shapes, comparisons, matching, sequencing, and associations.

Level 1

Pg. 263 – Clean Up

Learning Objective: The student will match non-identical shapes (e.g., rectangles, octagons, moons, and diamonds) in a field of 4.

Pg. 264 – Cookie Cutters

Learning Objective: The student will identify circles, squares, triangles, and hearts as geometric shapes in a field of 4.

Pg. 265 - Crowns

Learning Objective: The student will match non-identical circles, squares, triangles, ovals, and stars in a field of 4.

Pg. 266 – Ice Cream Cones

Learning Objective: The student will identify 7 shapes (e.g. circle, square, triangle, heart, oval, diamond, star) by color in a field of 4.

Pg. 267 – Making Pictures

Learning Objective: The student will select a blue and red circle or square when presented with various other blue and red shapes in a field of 4.

Pg. 268 – Shape Bingo

Learning Objective: The student will match 6 non-identical shapes (e.g. circle, square, triangle, rectangle, octagon, diamond) in a field of 4.

Pg. 269 – Seal It

Learning Objective: The student will identify circles, squares, triangles, and hearts as geometric shapes in a field of 4.

Pg. 270 – Shape Baskets

Learning Objective: The student will distinguish between color/shape when presented with pictures utilizing both attributes in a field of 4.

Pg. 271 – Shape Box

Learning Objective: The student will identify 6 basic shapes (e.g. circle, square, triangle, oval, diamond, octagon) in a field of 4.

Pg. 272 – Function Book

Learning Objective: The student will match an image of a chair, glasses, clothing article, utensil, or vehicle to an image of an item with a similar function or part of function in a field of 4.

Level 2

Pg. 273 – Category Tag

Learning Objective: The student will match an animal or food item to the appropriate category in a field of 4.

Pg. 274 – Direction by Category

Learning Objective: The student will identify if a picture is an animal or food in a field of 4.

Pg. 275 – Not Like the Others

Learning Objective: The student will identify the item that is different (e.g. shape or food item) in a field of 4.

Pg. 276 – Mixed Up Puzzles

Learning Objective: The student will pair 8 items that go together (e.g. boat-water, scissors-paper, cat-food, computer-mouse, table-chair, toothbrush-toothpaste, cow-milk, rain-umbrella) in a field of 4.

Pg. 277 – Shape Hunt

Learning Objective: The student will identify the shape that is different in a group of pictures or objects in a field of 4.

Pg. 278 – Glass Half Full

Learning Objective: The student will identify the comparison measurements of least and most, and full and empty in a field of 4.

Pg. 279 – The Toy

Learning Objective: The student will match a vehicle or toy to the appropriate category in a field of 4.

Pg. 280 – Different Box

Learning Objective: The student will identify the toy that is different in an array of items in a field of 4.

Pg. 281 – Comparison Box

Learning Objective: The student will identify the comparison measurements of fastest and slowest, and oldest and youngest in a field of 4.

Pg. 282 – Farm Roundup

Learning Objective: The student will identify the animal that is different in a field in a field of 4.

Level 3

Pg. 283 – Categories in Action

Learning Objective: The student will identify if a picture is a vehicle or a toy in a field of 4.

Pg. 284 – Comparison Game

Learning Objective: The student will identify the comparison measurements of high and low, front and back, and on and off in a field of 4.

Pg. 285 - Faker

Learning Objective: The student will identify an item that is different (e.g., food or animal) in a field of 4.

Pg. 286 – Deliciously Different

Learning Objective: The student will identify the food that is different in a field of 4.

Pg. 287 – Go Fish

Learning Objective: The student will identify the functions of items you can sit on, wear, read, ride on, eat with and drink with in a field of 4.

Pg. 288 – People Features

Learning Objective: The student will match a person, animal, or object to its feature (e.g. feather to bird, arm to person) in a field of 4.

Pg. 289 – Let's Make Comparisons

Learning Objective: The student will identify concepts by comparing items (high/low, front/back, on/off) in a field of 4.

Pg. 290 – Shape Actions

Learning Objective: The student will identify shapes (e.g. triangle, square, etc) of a specified color (e.g. green, white) in a field of 4.

Pg. 291 – Putting Things in Order

Learning Objective: Your student will complete a sequence by selecting what comes first, next, or last in a field of 4.

Pg. 292 – Goes Together

Learning Objective: The student will identify what picture or object (e.g. animal or food) does not belong in a field of 4.

Cognitive Skills (continued)

Level 4

Pg. 293 – Hot Seat

Learning Objective: The student will pair 8 items that go together (e.g. winter-coat, fan-summer, eye-glasses, ring-finger, play items, vehicles, weather, animals) in a field of 4.

Pg. 294 – Same Different Sort

Learning Objective: The student will compare two familiar items (e.g. shapes, colors, fruit, balls) and identify what is the same or different about the two items in a field of 4.

Pg. 295 – I Want This Not That

Learning Objective: The student will identify the food item that is different in a field of 4.

Pg. 296 – Dough Shapes

Learning Objective: The student will identify shapes (e.g. oval, diamond) of a specified color (e.g. black, aqua) in a field of 4.

Pg. 297 – Playing Pretend

Learning Objective: The student will identify 8 characters that are pretend (e.g. fairy, dragon, ghost, alien, vampire, witch, monster, superhero, mermaid, unicorn) in a field of 4.

Pg. 298 – Category Spin

Learning Objective: The student will identify if a picture, item, or word is an article of clothing, piece of furniture, animal, or food in a field of 4.

Pg. 299 – Picture Rummy

Learning Objective: The student will complete a sequence of pyramids, houses, circles, or squares by identifying what comes first, next, or last or what step in the chain is missing in a field of 4.

Pg. 300 – Sizing Things Up

Learning Objective: The student will pair a picture, object, or word with a picture, object, or word associated with it (e.g. feature, function, class, attribute) in a field of 4.

Pg. 301 – Riddle Book

Learning Objective: The student will identify the features of an item (e.g. car, dog, cat, person, fish, bird, TV) in a field of 4.

Pg. 302 - Errands

Learning Objective: The student will identify the toy or animal that is different in a field in a field of 4.

Level 5

Pg. 303 – Found It

Learning Objective: The student will match a picture, object, or word to a given category (e.g. vehicle, toy, clothing, furniture, animal, food) in a field of 4.

Pg. 304 – Guess My Animal

Learning Objective: The student will identify an animal in a field of 4 when given features (e.g. fur, feather, scales, number of legs, etc.) of that animal.

Pg. 305 – Message Relay

Learning Objective: The student will pair items that go together in a field of 4.

Pg. 306 - Opposite Signs

Learning Objective: The student will identify the opposite of open, dry, real, hard, full, young, on, and day in a field of 4.

Pg. 307 – Opposite Buddies

Learning Objective: The student will identify the opposite of happy, go, big, in, hot, stand, sleep, and summer in a field of 4.

Pg. 308 – Real or Pretend?

Learning Objective: The student will identify 8 real beings (e.g. dog, elephant, fish, frog, owl, spider, whale, tiger) in a field of 4.

Pg. 309 – Different Slap Game

Learning Objective: The student will identify a toy that is different in a field of 4.

Pg. 310 – Shape Art

Learning Objective: The student will identify shapes (e.g. triangle, star) of a specified color (e.g. red, blue) in a field of 4.

Pg. 311 - Storytelling

Learning Objective: The student will identify what comes first, next, and last in a sequence of events or a story with multiple steps in a field of 4.

Pg. 312 – What's the Weather?

Learning Objective: The student will identify a picture, object, or word that is associated with a weather condition (e.g. raining, sunny, windy, etc.) in a field of 4.