

Kindergarten EDM 2007 to Alaska GLE's

Routines	Routine	Comments
1	N-1; N-3; N-12; (Grade 2: N-2) Number of the Day	Place Value not in AK GLE's until grade 2
2	N-1; E&C-3; F&R-4; S&P-1; S&P-2; S&P-3 Attendance	Purpose: recording/charting; counting; number writing; data collection; problem solving
3	M-3; F&R-1; (Grade 1: M-6) Job Chart	Purpose: carry out daily math routines (calendar, attendance) Patterns of job rotation
4	N-2; N-3; M-3; F&R-3; (Grade 1: N-1; M-6; F&R-2) Monthly Calendar	Purpose: days of week; months of year; calendar grid; "time" vocabulary
5	M-3; (Grade 1: M-5) (Grade 3: M-7) Daily Schedule	Purpose: time of day; sequencing events
6	S&P-1; S&P-2; S&P-3; S&P-4 Weather Observation	
7	M-3; S&P-2; S&P-3; S&P-4 Recording Daily Temperature Routine	
8	N-2; E&C-1; F&R-4; S&P-1; S&P-2; S&P-3; PS-1 (Grade 1: N-1; N-2; PS-1) Survey Routine	

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Section		Comments
1	Activity	
1-1	M-1; M-3 Partner Match	Measurement Comparisons
1-2	G-2; G-3 Introduction to Pattern Blocks	Explore Pattern Blocks
1-3	N-1 Multisensory Counts	Introduction to counting One to one correspondence
1-4	N-4; (Grade 1: N-1) Countdown to Zero	Concept of zero - word and numeral (Grade 1: E&C-3 uses zero as part of recalling facts)
1-5	N-1 (Grade1: N-1) Getting to Know Numbers (1-9)	(Grade 1: GLE is using objects to represent numbers)
1-6	F&R-2; G-1 Introduction to Sorting	Attributes addressed in Functions & Relationships and Geometric Relationships
1-7	N-8; M-1; (Grade 3: M-2) Sand and Water Play	"Volume" does not appear in GLE until grade 3
1-8	S&P-1; S&P-2; S&P-3 Birthday Graphs	
1-9	F&R-1; F&R-3 Sound and Motion Patterns	
1-10	F&R-3; (Grade 1: F&R-1) Patterns with Color	
1-11	M-1; F&R-2 Coin Comparisons	Coin names not introduced here

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1-12	N-1; N-2 <i>Give to the Next Number Game</i>	
1-13	M-1; S&P-2 Body Height Comparisons	
1-14	N-2 Finger Count Fun	

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Section	Activity	Comments
2	Activity	
2-1	G-1; G-2; G-3; G-6 Shape Collages	
2-2	G-1; G-2; G-6 Shapes by Feel	
2-3	G-5 Which Way Do I Go?	
2-4	N-1; N-2 <i>Spin a Number Game</i>	
2-5	F&R-1; F&R-3 Patterns All Around	
2-6	N-2 Playful Oral Counting Games	
2-7	N-2; N-3 Preparation for Number Writing	
2-8	M-2; E&C-1; S&P-4 <i>Matching Win Game</i>	No GLE on matching pictures with actual coins
2-9	N-1; N-3; F&R-1 Number Board	No GLE on discovering digits 0-9 can be used to write any number
2-10	N-2; N-3 Tricky Teens	
2-11	N-1; N-2; N-3 Listen and Do (10-19)	

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2-12	N-1; N-2; (Grade 2: N-2) Teen Partners	GLE's have no mention of place value until grade 2
2-13	N-1; E&C-2 Estimation Jars	
2-14	E&C-3; F&R-4 Number Stories: Stage 1	
2-15	G-4 Symmetry Painting	
2-16	G-4 Symmetry in Nature	

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Section		Comments
3	Activity	
3-1	N-1; N-2; N-3 Number Books	Grade 1: E&C-3 uses zero in recalling facts
3-2	F&R-3 (Grade 1: F&R-2) Macaroni Necklaces	Grade 1: Creating own pattern first appears in GLEs
3-3	N-1; N-2; N-3; S&P-2; S&P-4 Roll and Record	One to one correspondence N-2: Recognize = read; (Grade 1: "read" first used in terminology on GLEs)
3-4	(Grade 2: M-2) The Pan Balance	Grade 2: weight as a measurement first appears on GLEs
3-5	N-1; N-7; N-10 (Grade 1: N-1) Domino Concentration Game	One to one correspondence
3-6	N-2; N-3; (Grade 1: N-2) Monster Squeeze Game	N-2 – Recognize = read Grade 1: "compare" first used in GLEs
3-7	M-1; (Grade 1: M-1) Measurement with Objects	
3-8	E&C-3 Pocket Problems	
3-9	N-1; N-2; N-3; (Grade 1: N-1; N-2) Number Card Games	
3-10	S&P-4; (Grade 1: S&P-5); (Grade 2: S&P-5) Probability Stories	Grade 2: of all the terms used, "certain" is the only one mentioned, and not until Grade 2
3-11	S&P-4 Probability Tray	

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3-12	M-1; (Grade 1: M-1); (Grade 2: M-2) Pan Balance 2: Leveling	Grade 1: term “non-standard” measurement first appears in GLEs; Grade 2: term “weight” first appears
3-13	N-1; E&C-3; F&R-5 Train Games	
3-14	(Grade 1: S&P-1; S&P-4) Favorite Colors Graph	
3-15	N-2; N-12; (Grade 2: N-7) Count by 10s	
3-16	N-2; (Grade 2: N-2) Teen Frame Game	Grade 2: Place Value first noted in GLEs

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Section		Comments
4	Activity	
4-1	N-11; E&C-3 Number Line Mathematics	
4-2	N-2; E&C-1; (Grade 1: N-1) Top-It Card Games	N-2: Recognize = read; compare = “more,” “less,” “same;” (Grade 1: “read” first appears)
4-3	F&R-3; G-3; (Grade 1: G-2) The Pattern-Block Template	K: does not include all pattern block shapes; (Grade 1: does not specify-just identifies 2-dimensional shapes); (All grades: say “continue” pattern – not specifically “record”)
4-4	N-9; E&C-3; F&R-4 (Grade 1: N-6; F&R-4) The Addition Symbol (+)	Grade 1: start making up number stories
4-5	F&R-3 (Grade 1: F&R-2) Follow My Pattern	
4-6	??? – Can not locate as such Interrupted Counts	K: counts to 20; Grade 1: counts to 100 No specific GLE for Counting when starting at “any” number
4-7	(Grade 3: F&R-3) Meet the Calculator	Grade 3: used as a tool, not in a lesson on how to use a calculator; calculators not referenced in GLEs until Grade 3
4-8	N-10; E&C-3; S&P-2; S&P-4 Roll and Record with Two Dice	
4-9	G-2; G-6; (Grade 1: G-1; G-6) Body and Rope Shapes	
4-10	G-2; G-4; (Grade 2: G-4) Shape Comparisons	Grade 2: word “compare” first appears in GLEs; “angle” not specifically mentioned anywhere in K-3 GLEs
4-11	N-9; F&R-4; PS-2; (Grade 1: F&R-4) The Subtraction Symbol (-)	Grade 1: Make up number stories is in GLEs

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4-12	N-1; N-2; N-3 Slate Activities	
4-13	F&R-2; G-1; G-3 Introduction to Attribute Blocks	
4-14	F&R-2 <i>“What’s My Rule?” Fishing Game</i>	
4-15	N-9; N-10; E&C-3; F&R-4 Number Stories: Stage 2	
4-16	N-1; N-2; (Grade 1: N-1); (Grade 2: N-2) Two-Digit Numbers	Grade 1: term “read” first used

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Section		Comments
5	Activity	
5-1	N-5; (Grade 1: M-5) Order of Daily Events	Measurement in K deals with size, not time or sequencing
5-2	F&R-3(shape); (Grade 1: F&R-2); (Grade 2: F&R-1; F&R-2) Patterns with Craft Sticks	Grade 2: identify and continue a pattern with numbers, and describe rule for pattern, then continue it.
5-3	F&R-2 Find the Block Game	
5-4	N-3; N-10; E&C-1; F&R-4; F&R-5 Guess My Number Game	Term “equivalent names for numbers” not used in GLEs
5-5	(Grade 3: F&R-3) Count with Calculators	Grade 3: First time calculators referenced in GLEs
5-6	M-1; M-3; (Grade 1: M-1; M-3) Measurement with Children’s Feet	
5-7	M-3; (Grade 1: M-1) How Big Is a Foot?	Activity demonstrates need for standard measurement units, but “need” not specifically addressed in GLEs
5-8	N-11; N-12; (Grade 1: F&R-2) Count by 5s	
5-9	S&P-2 (Grade 3: S&P-2) Introduction of Tally Marks	Grade 3: First time tally marks referenced in GLEs
5-10	N-10; N-11; E&C-1; F&R-5 The Raft Game	Term “equivalent name for numbers” not used in GLEs
5-11	M-1; M-3; (Grade 1: M-1) Standard and Nonstandard Feet	

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5-12	M-3; (Grade 1: M-1; M-3) Tools for Measuring Length	
5-13	S&P-2 (Grade 1: S&P-1; S&P-3) Pet Bar Graph	
5-14	F&R-2 <i>Attribute Spinner Game</i>	
5-15	N-2; N-3; (Grade 1: F&R-2) Introduction to the Number Grid	“Number Grid” not a term used on the GLEs
5-16	N-2; (Grade 1: F&R-2) <i>Number-Grid Search Game</i>	

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6	Activity	
6-1	N-1; M-2; (Grade 1: M-2) Introduction of the Penny	
6-2	N-12; M-2; (Grade 1: M-2; M-8) Introduction of the Nickel	
6-3	PS-5 (Grade 1: G-3; G-7); (Grade 3: G-2) Solid Shape Museum	Grade 2: 3-Dimensional shapes explored in GLEs, but not compared to 2-Dimensional shapes until Grade 3
6-4	N-2; M-4; (Grade 1: M-5) Counts to Measure Time	M-4 is telling time to the hour, so is essentially counting by 1's
6-5	S&P-2; S&P-3 Surveys and Graphs	
6-6	G-3; (Grade 1: G-1; G-2); (Grade 2: G-2; G-4) I Spy with Shapes	
6-7	N-12; M-2; (Grade 1: M-2) Introduction of the Dime	
6-8	N-1; N-2; M-2; (Grade 1: M-2; M-8) Coin Exchanges	
6-9	N-1; E&C-3; F&R-4) Comparison Number Stories	
6-10	N-1; N-11; N-12; (Grade 1: F&R-2) Count by 2s	
6-11	N-6; E&C-1 Divide Groups in Half	

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6-12	F&R-2 <i>Read My Mind Game</i>	
6-13	M-1; M-3; M-4 Tools for Measuring Time	
6-14	N-9; (Grade 1: PS-2); (Grade 3: F&R-3) Skip Count with Calculators	Grade 3: first reference to calculators in GLEs
6-15	F&R-3; (Grade 1: F&R-1; F&R-2) Symbolic Representations of Patterns	
6-16	N-6; N-7 Division of Whole Objects into Halves	

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Section		Comments
7	Activity	
7-1	M-2 (Grade 1: M-2; M-8) Money Cube Game	
7-2	N-2; N-12; S&P-2; (Grade 1- N-1) Class Collections	
7-3	N-9; N-10; F&R-4; PS-4; (Grade 1: N-6; F&R-4; PS-2) Class Number Story Book	
7-4	G-3; G-6; (Grade 1: G-6); (Grade 2: G-2; G-4) Marshmallow and Toothpick Shapes	G-6 says "draw," not "construct," Grade 2: word "construct" first appears in GLEs
7-5	M-2; (Grade 1: M-2; M-8) Introduction of the Quarter	
7-6	N-10; E&C-3 Dice Addition Games	
7-7	N-2; N-4; (Grade 1: N-1); (Grade 2: N-1; N-7) Late-in-the-Year Counting	K-3 GLEs: "counting," but not "counting on" – same for counting backwards; Grade 1: Count 1 to 100; Grade 2: Count to 1,000
7-8	N-2; N-12; E&C-1; (Grade 1: N-1; E&C-1); (Grade 2: N-2) 10s and 1s with Craft Sticks	Grade 2: Place Value first appears in GLEs, except for skip counting and counting up to 20 in K
7-9	N-2; N-9, PS-1; PS-2; (Grade 1: F&R-5; PS-2) Name Collections with Craft Sticks	
7-10	N-3; (Grade 1; N-1; F&R-2) Number Scrolls	Grade 1: 3-digit numbers in GLEs for writing numbers
7-11	N-2; N-3; M-3; (Grade 1: N-1) Decade Count	Counting could be an "instrument" to measure time in K

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7-12	N-9; E&C-3; PS-1; (Grade 1: PS-2) <i>Plus or Minus Game</i>	
7-13	N-2; (Grade 1: N-1; E&C-1); (Grade 2: N-2) Double Digits with Dice	Grade 2: Place Value as combinations of 12s and 1s first addressed in GLEs, but K can do this
7-14	N-2; N-3 Numbers in Sequence	
7-15	F&R-3; PS-1; PS-3 “What’s My Rule?” with Patterns	
7-16	N-10; N-11; E&C-1; F&R-5; PS-4 Bead String Name Collections	Term “equivalent name for numbers” not referenced in GLEs

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Section		Comments
8	Activity	
8-1	N-2; N-12; (Grade 1: M-8); (Grade 2; N-2; M-12) <i>Ones, Tens, Hundreds Game</i>	Grade 1: in GLEs. exchanges begin to take place with money
8-2	M-3; M-4 How Long Is an Hour?	
8-3	M-4 The Hour-Hand Clock	
8-4	N-2; N-10; E&C-1; PS-1 <i>High Roller Game</i>	Uses term "more," not "greatest" K-3 GLEs: term "counting on" is not used
8-5	E&C-3; PS-1; PS-2; (Grade 2: F&R-3) Introduction to Function Machines	
8-6	(Grade 1: N-1; E&C-3; PS-3); (Grade 2: N-2) <i>Number Gymnastics Game</i>	Grade 1: recall of facts without manipulatives starts on GLEs at this grade level
8-7	(Grade 1: M-2; M-7) Introduction of the \$1 Bill	Grade 1: Dollar first referenced in the GLEs
8-8	(Grade 1: M-2; M-8) <i>One-Dollar Game</i>	
8-9	N-10; F&R-4; F&R-5; PS-1; PS-2; PS-4; (Grade 1: PS 2) Name Collection Posters	
8-10	N-10; E&C-3; F&R-4; (Grade 1: N-6; E&C-3); (Grade 2: F&R-3) "What's My Rule?" with Numbers	
8-11	M-4; (Grade 1: M-4) Hour-Hand, Minute-Hand Story	K GLEs: copy clock times to the hour Grade 1 GLEs: minute hand used for half-hour

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8-12	M-4 <i>Time Match Game</i>	
8-13	F&R-4; (Grade 1- PS-2); (Grade 2: F&R-3) Missing Number Problems	This starts in K, but is not addressed on GLEs until Grade 2 when problems are solved with an unknown
8-14	N-9; F&R-4; (Grade 1: F&R-4; PS-2); (Grade 3: F&R-3) Number Stories with Calculators	Grade 3: calculators first referenced in GLEs K: +, -, = signs only "recognized" here, not used for problem solving until Grade 1 GLEs
8-15	(Grade 1: M-1); (Grade 2: M-2) Pan Balance with Uniform Weights	Grades 1 and 2: "weighing" as a measurement is referenced first here, not in K
8-16	(Grade 1: M-8) Introduction of the \$10 Bill	K-3: \$10 bill not in GLEs

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