

SCOPE AND SEQUENCE FOR LITERACY LAUNCHER - Math

Learning Domain	Level 0			Level 1			Level 2		
	Assessments	Activities	Assessments	Activities	Assessments	Activities			
Numbers & Operations	Frog Jump	Kitchen Counting Flower Counting	Crazy Critters Sort-O-Matic Finding Time Number Chase I Number Chase II Ice Cream for Math Number Sledding Ten Pins Marble Playground Sole to Sole That's Close Enough	Jigsaw Puzzles Mega Matching Pack It Up Clock Watchers Mighty 100 Marble Matrix Speed Counting Explore Speed Counting Q&A Ordinal Construction Company Let's Half Some Food Autumn Addition Subtraction Blast-off Number Shopping Micro Math Lab Pizza Perfection Matchmaker 121 Ballpark Estimating About How Many	Top Scores Number Machine Part-e-Time Odd and Even Checklist	Compare Digits Ducks in a Row Ten Stacks Number Machine Math-O-Scope Splitting Space Egg-stremely Equal Tile Tally Odd Jobs, Even Numbers			
Geometry	Matching Aquarium	Clay Creations Jars of Fun Rolling For Patterns	Crazy Critters Sort-O-Matic Sole to Sole Ice Cream for Math Shaping Your Plans	Jigsaw Puzzles Mega Matching Pack it up Matchmaker 121 Lots to Arrange Shape Creator Shape Shifting All Shapes and Sizes	Found in Space! Getting into Shape	3-D-licious Check These Shapes Shape, Rattle, and Roll Space Out! Stack and Roll			
Measurement	Fisherman Phil	Mighty Measuring Tools	Postage Master Mix and Measure Finding Time	Change Machine Lizard Lab Gus's Garage Clock Watchers Cruising the Calendar A Very Good Year	A Test of Time Sizing Up Space Soda Pop Drop	Beanie Boxes Coin Combos Right on Schedule! Right on Time!			
Data Analysis & Probability	Matching Aquarium	Do Re Mi Birds	Crazy Critters Sole to Sole Ice Cream for Math Vegetable Farm	Mega Matching Matchmaker 121 Lots to Arrange Fruit Farm	A Sporting Chance Graphing Greatness	Candy Bar Graphs Green Graphs Mystery Data Probability Prizes			



Problem Solving	Ant Farm Frenzy	Ant Farm Frenzy	Crazy Critters Airport Patterns	Mega Matching Mazes Jigsaw Puzzles Ready, Set, Sequence!	In development	In development
Communication	Fisherman Phil Matching Aquarium Colors	Comparisons Clay Creations Bright Beach	Number Sledding Postage Master Finding Time	Autumn Addition Subtraction Blast-off Change Machine Cruising the Calendar A Very Good Year	Math Register	Sing Selector
Connections	Ant Farm Frenzy Matching Aquarium	Window Washing Do Re Mi Birds	Postage Master Finding Time	Change Machine Cruising the Calendar A Very Good Year	Getting into Shape	Stack and Roll
Algebra	Not addressed until level 1		Airport Patterns Number Sledding	Planting for Patterns Pattern Play Master Patterns Autumn Addition Subtraction Blast-off	Math Register Switch 'n Solve	Collection Crazy Mission Addition Subtraction Action
Representation	Not addressed until level 2		Not addressed until level 2		Switch 'n Solve	High-Voltage Variations
Reasoning & Proof	Not addressed until level 3		Not addressed until level 3		Not addressed until level 3	

Summary – Mathematics

Learning Domain	Level 0	Level 1	Level 2
Numbers and Operations			
Geometry			
Measurement			
Data Analysis & Probability			
Problem Solving			
Communication			
Connections			
Algebra			
Representation			
Reasoning & Proof			