

Bridges in Mathematics Pre-K Scope & Sequence

	Unit 1: September	Unit 2: October	Unit 3: November	Unit 4: December	Unit 5: January	Unit 6: February	Unit 7: March	Unit 8: April	Unit 9: May
Module 1	Introducing Apples CC • Count* to 5+ OA • ABAB patterns MD • Sort objects by color	Introducing Pumpkins & Leaves CC • Count* within 10 • Read numerals to 5 OA • ABAB patterns MD • Use ordinal numbers 1st–5th • Compare objects by length • Sort objects by type G • Identify shapes • Compose with shapes	Introducing Squares & Triangles CC • Count* to 6 OA • AABB patterns MD • Compare objects by size • Sort shapes by type G • Identify and describe shapes • Compose with shapes • Understand positional words	Introducing Snowflakes & Scarves CC • Count* within 10 OA • Add within 4 using pictures • Subtract 1 or 2 from quantities within 10 using objects • AABB patterns G • Identify and describe shapes • Compose with shapes	Introducing Mittens & Scarves CC • Count* to 10 • Read numerals to 5 OA • Add 1 within 5 • AAB patterns	Introducing Teddy Bears CC • Count* to 10 OA • Add 1 within 10 • Generate combinations for 5 • AAB patterns G • Compose with shapes • Understand, use positional words	Introducing Robots CC • Count* to 10+ • Read numerals to 6 OA • ABB patterns MD • Sort objects by two or more different attributes G • Identify, name, and describe shapes • Compose with shapes	Introducing Ladybugs CC • Count* to 10 • Subitize to 4 • Read numerals to 10 • Write numerals to 4 OA • Subtract 1 within 10 using objects • Generate combinations for 4 MD • ABB patterns G • Compose with shapes	Sink & Float CC • Count* to 10 OA • Add and subtract using fingers, pictures, and numbers • ABC patterns MD • Sort objects that sink or float • Sort objects by use
	Module 2	Cubes, Cars & Apples CC • Number sequence to 10 • Count* within 10 • Subitize to 5 OA • ABAB patterns MD • Compare objects by size	Pumpkin Problems [...] CC • Count* to 5+ • Read numerals to 5 • Match sets and numerals to 6 OA • ABAB patterns MD • Compare objects by weight G • Identify shapes • Compose with shapes	Introducing Circles & Rectangles CC • Count* to 6 • Give next number in sequence to 5 • Subitize to 6 • Read numerals to 6 • Match sets and numerals to 5 OA • AABB patterns G • Identify, name, and describe shapes	New Games CC • Count* within 10 • Subitize to 6 • Read numerals to 7 • Write numerals to 5 • Compare sets to 5 OA • AABB patterns G • Identify and name shapes • Compose with shapes	Winter Numbers CC • Count* to 8 • Subitize to 6 • Read and write numerals within 10 • Match sets and numerals to 6 OA • AAB patterns	Teddy Bear & Cricket Games CC • Count* to 10 • Subitize to 6 • Read numerals to 10 • Write numerals to 6 • Match sets and numerals to 5 • Compare sets to 10 OA • Add, subtract within 6 using objects • Generate combinations for 5 • AAB patterns	Tally Marks & Colored Dots CC • Count* to 10 • Subitize to 6 • Read and write numerals to 10 • Match sets and numerals to 10 • Compare sets within 10 OA • ABB patterns MD • Add within 6 using pictures, fingers G • Identify and name shapes • Compose with shapes	Ladybug Spots CC • Count* to 10+ • Subitize to 6 • Read numerals to 10 • Write numerals to 6 • Match sets and numerals to 10 OA • Generate combinations for 5 MD • ABB patterns G • Identify and name shapes • Compose with shapes
Module 3		Five Little Apples CC • Count* within 10 • Subitize to 5 • Compare sets by counting and matching OA • ABAB patterns	Five Autumn Leaves CC • Count* to 5+ • Subitize to 5 • Match sets and numerals to 6 • Compare sets by matching OA • ABAB patterns MD • Sort objects by different attributes	Sorting & Graphing Shapes CC • Count* to 6+ • Read numerals to 6 • Compare sets by counting and matching OA • AABB patterns MD • Sort objects by multiple attributes G • Identify and describe shapes • Compose with shapes	Winter Countdown CC • Count* to 7 • Subitize to 6 • Compare sets by matching OA • AABB patterns MD • Compare objects by length • Sort objects	Snow People CC • Count* within 10 • Subitize to 6 • Read numerals to 6 • Write numerals to 6 • Match sets and numerals to 6 • Compare sets to 10 OA • AAB patterns MD • Sort objects by color G • Identify, name, and draw shapes • Compose with shapes	Collecting Teddy Bears CC • Count* within 20 • Subitize to 6 • Read and write numerals to 10 • Compare sets to 10 OA • Add, subtract within 6 using objects • AAB patterns	Collecting Robotic Vehicles CC • Count* within 20 • Subitize to 6 • Compare sets to 10 OA • Add within 6 using objects • Generate combinations within 6 • ABB patterns	Collecting Butterflies & Flowers CC • Count* within 20 • Subitize to 6 • Read numerals to 4 • Compare sets to 10 MD • Use ordinal numbers through sixth • ABB patterns
	Module 4	Chirpy's Apples CC • Count* to 5+ • Subitize to 5 • Match sets and numerals to 5 OA • ABAB patterns	Cricket's Leaves CC • Count* to 6+ • Subitize to 6 • Match sets and numerals to 6 • Compare sets by matching OA • ABAB patterns	Cricket's Shapes CC • Count* to 6 • Subitize to 6 • Read numerals to 6 • Write numerals to 4 • Match sets and numerals to 5 OA • AABB patterns G • Identify, name, describe, and draw shapes	Cricket's Snowflakes CC • Count* to 7 • Match sets and numerals to 7 • Read and write numerals to 5 OA • AABB patterns MD • Sort objects by function	Cricket's Mittens CC • Count* within 10 • Subitize to 5 • Read numerals to 8 • Match sets and numerals to 8 • Compare sets by matching OA • AAB patterns MD • Use ordinal numbers through sixth	Pairs of Bears CC • Count* to 10+ • Match sets and numerals to 10 • Compare sets by matching OA • Add, subtract within 6 using objects, pictures, fingers • AAB patterns MD • Sort objects by two or more different attributes	Six Silly Robots CC • Count* to 10 • Read numerals to 10 OA • ABB patterns MD • Subtract 1 within 6 using objects • Add 1, 2, or 3 within 10 by counting on G • Identify and name shapes	What Comes Next? CC • Count* to 10+ • Read numerals within 10 • Match sets and numerals to 10 MD • ABB patterns