

Kindergarten Math

Course Description

The Liberty University Online Academy's kindergarten math course engages students in various areas of mathematics. This course gives students an opportunity to connect a real-life Biblical worldview with everyday math situations. Students are provided with engaging, exciting, and interactive lessons that build upon one another.

Rationale

The study of math gives the students the opportunity to be actively engaged in using concrete materials to explore and learn about numbers and shapes. Students will sort; collect data for graphing, and estimate measurements. Addition, subtraction, and fractions will be introduced. Patterns and symmetry will be explored. Students will also use standard and nonstandard units of measurement.

Prerequisite

None

Biblical Integration Outcomes

- A. The student will demonstrate an understanding of a biblical worldview as it relates to patterns in creation.
- B. The student will investigate and understand the numbered days of creation in Genesis.
- C. The student will demonstrate an understanding how God has organized our lives in days, weeks, months, and years.

Measurable Learning Outcomes

- A. The student will demonstrate an understanding of using tally marks to count.
- B. The student will demonstrate an understanding of counting forward.
- C. The student will demonstrate an understanding of adding two numbers together to produce a sum.
- D. The student will demonstrate an understanding of subtracting a smaller number from a larger number to produce a difference.
- E. The student will demonstrate an understanding of ones and tens place value.
- F. The student will demonstrate an understanding of ½ and ¼ fractions.
- G. The student will demonstrate an understanding of counting money.

- H. The student will demonstrate an understanding of telling time to the hour.
- I. The student will demonstrate an understanding of collecting data to be used in a graph.
- J. The student will demonstrate an understanding of 2D shapes.
- K. The student will demonstrate an understanding of standard units of measure.

Course Materials

See LUOA's <u>Systems Requirements</u> for computer specifications necessary to operate LUOA curriculum. Also view <u>Digital Literacy Requirements</u> for LUOA's expectation of users' digital literacy.

This course contains additional physical materials. See the materials page toward the end of this syllabus for a listing of course materials.

This course makes use of third-party digital resources to enhance the learning experience. These resources have been curated by LUOA staff and faculty and can be safely accessed by students to complete coursework. Please ensure that internet browser settings, pop-up blockers, and other filtering tools allow for these resources to be accessed.

The following resource(s) are used throughout this course:

Education City Reading Eggs

Note: Embedded YouTube videos may be utilized to supplement LUOA curriculum. YouTube videos are the property of the respective content creator, licensed to YouTube for distribution and user access. As a non-profit education institution, LUOA is able to use YouTube video content under the YouTube Terms of Service and the provisions of the TEACH Act of 2001. For additional information on copyright, please contact the <u>Jerry Falwell Library</u>.

Course Grading Policies

The students' grades will be determined according to the following grading scale and assignment weights. The final letter grade for the course is determined by a 10-point scale. Assignments are weighted according to a tier system, which can be referenced on the Grades Page in Canvas. Each tier is weighted according to the table below. Items that do not affect the student's grade are found in Tier 0.

Grading Scale

А	90-100%
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- B 80-89% C 70-79%
- D 60-69%
- F 0-59%

Assignment Weights

Tier 0	0%
Tier 1	25%
Tier 2	35%
Tier 3	40%

Course Policies

Students are accountable for *all* information in the Student Handbook. Below are a few policies that have been highlighted from the Student Handbook.

Types of Assessments

To simplify and clearly identify which policies apply to which assessment, each assessment has been categorized into one of four categories: Lesson, Assignment, Quiz, or Test. Each applicable item on the course Modules page has been designated with an identifier chosen from among these categories. Thus, a Quiz on the American Revolution may be designated by the title, "1.2.3 *Quiz*: The American Revolution." These identifiers were placed on the Modules page to help students understand which Honor Code and Resubmission policies apply to that assessment (see the Honor Code and Resubmission policies on the pages to follow for further details).

- Lesson: Any item on the Modules page designated as a "Lesson" These include instructional content and sometimes an assessment of that content. Typically, a Lesson will be the day-to-day work that a student completes.
- **Assignment:** Any item on the Modules page designated as an "Assignment" Typical examples of Assignments include, but are not limited to, papers, book reports, projects, labs, and speeches. Assignments are usually something that the student should do their best work on the first time.
- **Quiz:** Any item on the Modules page designated as a "Quiz" This usually takes the form of a traditional assessment where the student will answer questions to demonstrate knowledge of the subject. Quizzes cover a smaller amount of material than Tests.
- **Test:** Any item on the Modules page designated as a "Test" This usually takes the form of a traditional assessment where the student will answer questions to demonstrate knowledge of the subject. Tests cover a larger amount of material than Quizzes.

Resubmission Policy

Students are expected to submit their best work on the first submission for every Lesson, Assignment, Quiz, and Test. However, resubmissions may be permitted in the following circumstances:

- **Lesson:** Students are automatically permitted two attempts on a Lesson. The student may freely resubmit for their first two attempts without the need for teacher approval.
- Assignment: Students are intended to do their best work the first time on all Assignments. However, any resubmissions must be completed before the student moves more than one module ahead of that Assignment. For example, a student may resubmit an Assignment from Module 3 while in Module 4, but not an Assignment from Modules 1 or 2. High School students may not resubmit an Assignment without expressed written permission from the teacher in a comment.
- Quiz: Students may NOT resubmit for an increased grade.
- **Test:** Students may NOT resubmit for an increased grade.

If a student feels that he or she deserves a resubmission on a Lesson, Assignment, Quiz, or Test due to a technical issue such as computer malfunctioning, the student should message his or her teacher to make the request, and that request will need to be approved by a Department Chair.

Consequences for Violations to the Honor Code

Every time a student violates the Honor Code, the teacher will submit an Honor Code Incident Report. The Student Support Coordinator will review the incident and allocate the appropriate consequences. Consequences, which are determined by the number of student offences, are outlined below:

- **Warning:** This ONLY applies to high school Lessons and elementary/middle school Assignments and Lessons. These will be taken as a teaching moment for the student.
 - Lessons: A zero will be assigned for the question only.
 - **Elementary/Middle School Assignment:** The student must redo their work. However, they may retain their original grade.
- 1st Offense:
 - Lesson, Quiz, or Test: The student will receive a zero on the entire assessment.
 - Assignment: The student will either:
 - Receive a 0% on the original assignment
 - Complete the Plagiarism Workshop
 - Retry the assignment for a max grade of 80%
- **2nd Offense:** The student will receive a zero and be placed on Academic Probation.
- **3rd Offense:** The student will receive a zero and the Faculty Chair will determine the consequences that should follow, possibly including withdrawal from the course or expulsion from the academy.

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Materials List

Kindergarten Math

Dry beans (or anything that can be used as counters in math) Craft Sticks Multicolored Construction Paper Scissors Glue- both liquid and glue sticks Crayons or Markers Paper Plates Printer Printer Paper Tape Yarn Oreos Animal Crackers **Cotton Balls** Metal brad *also used in Bible Plastic Easter eggs Thin Permanent Marker Pattern blocks (amazon) Marshmallows Twist ties **Straws** Ruler White tempera paint Multicolored tissue paper Wax paper **Colored Cereal** Empty Egg Carton Printer Ability to upload projects

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Scope and Sequence

Kindergarten Math

Module 1: Whole and Ordinal Numbers, Estimation

Week 1: Numbers Week 2: Estimation Week 3: Ordinal Numbers Week 4: Counting

Module 2: Addition and Subtraction

Week 5: Adding Week 6: Subtracting Week 7: Number Stories Week 8: Review

Module 3: Place Value and Fractions

Week 9: Place Value Week 10: Fractions Week 11: Review

Module 4: Money

Week 12: Penny/Nickel Week 13: Dime Week 14: Quarter Week 15: Using Money

Module 5: Time

Week 16: Hour Hand Week 17: Minute Hand Week 18: Calendar Week 19: Time to the Hour/Half Hour

Module 6: Graphing and Probability

Week 20: Data Week 21: Graphing Week 22: Probability

Module 7: Shapes

Week 23: Shape Sort Week 24: 3D Shapes Week 25: Fun with Shapes Week 26: Shape Acitivities

Module 8: Measurement and Symmetry

Week 27: Measurement Week 28: Symmetry Week 29: Creating Symmetry

Module 9: Sorting, Classifying, Patterning

Week 30: Sorting Week 31: Classifying Week 32: Patterns Week 33: Pattern Walk

Module 10: Review

Week 34: Review Modules 1-3 Week 35: Review Modules 4-6 Week 36: Review Modules 7-9