# Pearson mathology
# Little Books

## A solid foundation in primary math

A series of **math-first resources** that use the friendly medium of little books to engage learners and provide rich opportunities for teaching and learning.
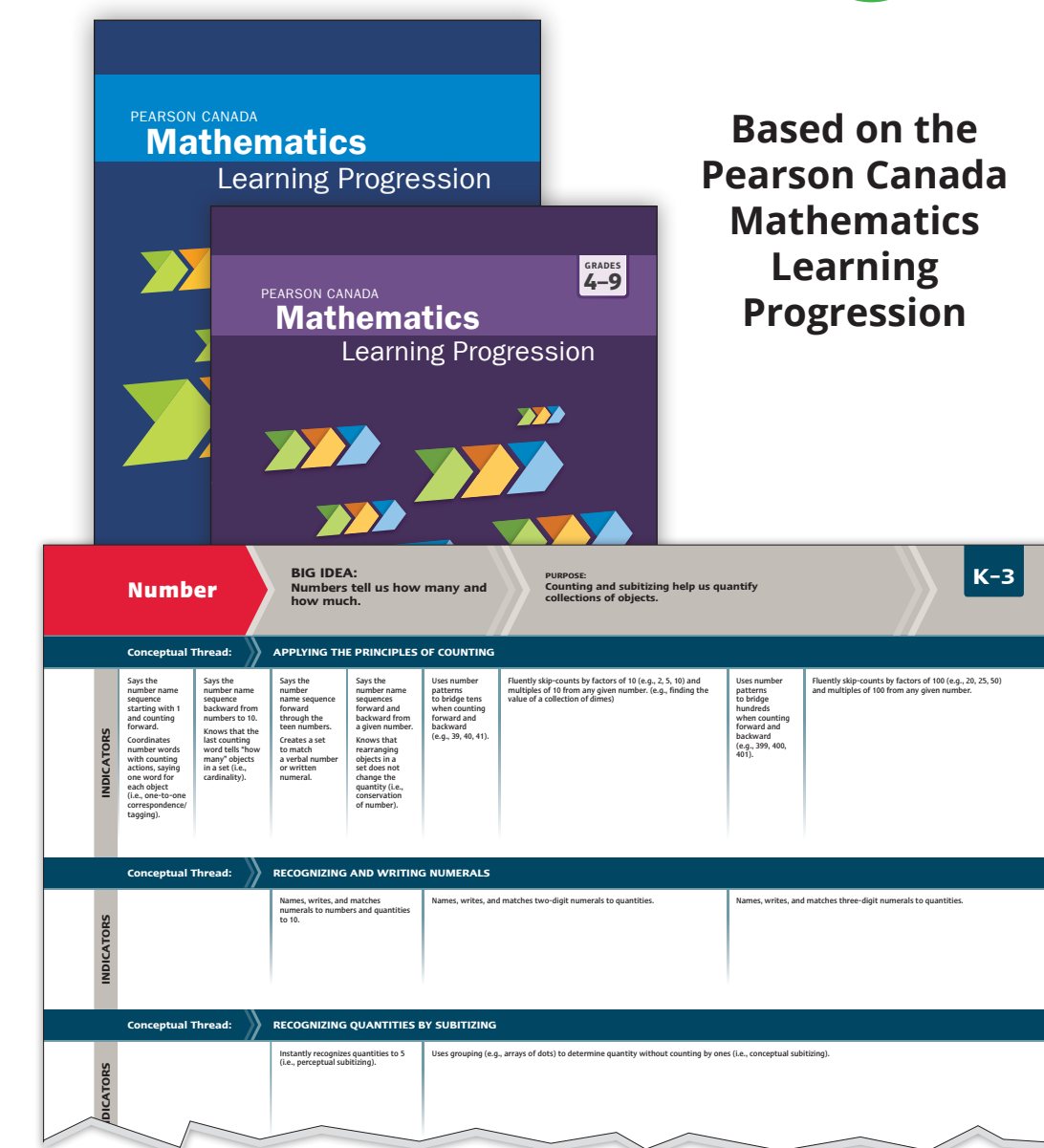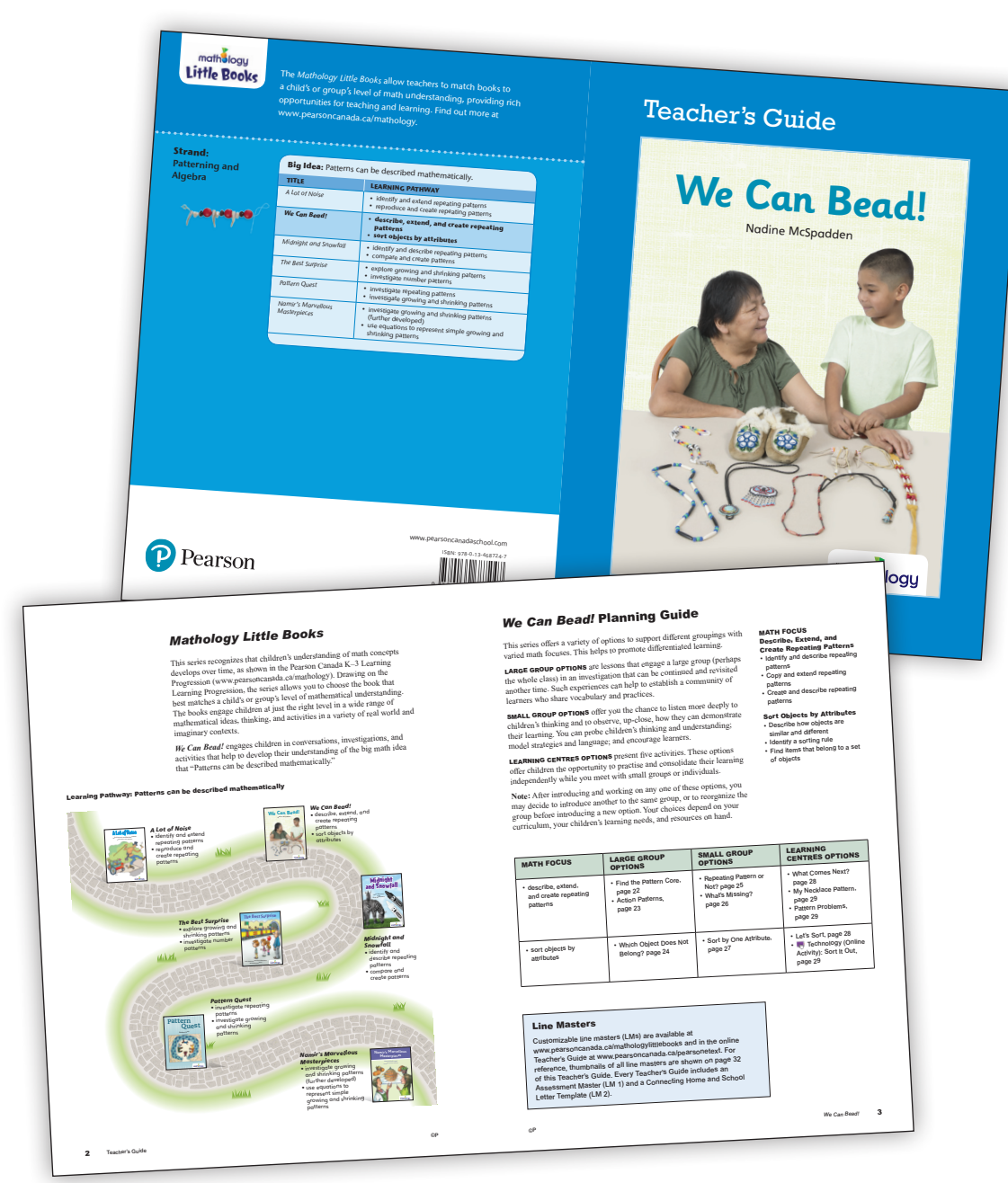
### The Mathology Little Book series:

- Features 72 fiction and non-fiction little books organized around the big ideas in each math strand
- Allows teachers to match books to a child's or group's level of math understanding
- Includes an engaging student website for each book, featuring an audio version of text and an interactive activity
- Offers a corresponding Teacher's Guide for each book in print and digital format

**Practical Teacher's Guides**

**Based on the Pearson Canada Mathematics Learning Progression**

Also available in French

**mathologie Petits livrets**

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# Patterning and Algebra

Turn over to see Number Strand.

| | KINDERGARTEN | GRADE 1 | GRADE 2 | GRADE 3 |
|---|---|---|---|---|
| **BIG IDEA 1:** Patterns can be described mathematically. | **A Lot of Noise** • identify and extend repeating patterns • reproduce and create repeating patterns <br><br> **We Can Bead!** • describe, extend, and create repeating patterns • sort objects by attributes | **Midnight and Snowfall** • identify and describe repeating patterns • compare and create patterns | **The Best Surprise** • explore growing and shrinking patterns • investigate number patterns <br><br> **Pattern Quest** • investigate repeating patterns • investigate growing and shrinking patterns | **Namir's Marvellous Masterpieces** • investigate growing and shrinking patterns (further developed) • use equations to represent simple growing and shrinking patterns |
| **BIG IDEA 2:** Symbols and expressions can be used to represent mathematical relations. | | **Nutty and Wolfy** • explore equality and inequality • compare quantities to 20 | **Kokum's Bannock** • model and describe equality and inequality • explore properties of addition and subtraction | **A Week of Challenges** • use properties of equality to solve problems • use the language of algebra |

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# Measurement

| | KINDERGARTEN | GRADE 1 | GRADE 2 | GRADE 3 |
|---|---|---|---|---|
| **BIG IDEA 1:** Many things in our world have attributes that can be measured and compared. | **To Be Long** • compare objects by length • order objects by length | **The Amazing Seed** • estimate and compare attributes • estimate and measure using non-standard units | | |
| **BIG IDEA 2:** Units can be used to measure and compare attributes. | **The Best in Show** • measure to compare and order objects • choose and use measuring tools | **Animal Measures** • estimate and measure length • compare measures according to length | **Getting Ready for School** • estimate and measure length, duration, and distance around • compare, order, and describe measures <br><br> **The Discovery** • estimate and measure length, perimeter, and area • compare and describe length, perimeter, and area | **Goat Island** • measure time, temperature, and length • explore units of measure and their relationships <br><br> **The Bunny Challenge** • estimate, measure, and compare area • estimate, measure, and compare perimeter <br><br> **Measurements About YOU!** • estimate, measure, and compare attributes • identify and relate measures |

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# Geometry

| | KINDERGARTEN | GRADE 1 | GRADE 2 | GRADE 3 |
|---|---|---|---|---|
| **BIG IDEA 1:** Shapes and solids can be explored and compared based on attributes. | **Zoom In, Zoom Out** • identify shapes • locate objects <br><br> **The Castle Wall** • explore, describe, and compare shapes and solids • create and describe 3-D structures | **What Was Here?** • find and describe shapes and solids • explore and classify shapes and solids | **I Spy Awesome Buildings** • find and classify 2-D shapes in 3-D objects • investigate and make 2-D shapes | **WONDERful Buildings** • identify, describe, and compare 2-D shapes and 3-D solids • compose and decompose 2-D shapes and 3-D solids |
| **BIG IDEA 2:** Shapes and solids can be transformed in many ways. | | **The Tailor Shop** • transform and describe shapes • describe and compare shapes | **Sharing Our Stories** • explore lines of symmetry in 2-D shapes • explore 2-D shapes | **Gallery Tour** • describe and compare transformations • identify, describe, and compare 2-D shapes |
| **BIG IDEA 3:** Objects can be located in space and looked at from different perspectives. | **The New Nest** • locate objects in space • recognize shapes | **Memory Book** • locate and map objects in the environment • investigate 2-D shapes and 3-D solids | **Robo** • describe the location of objects • explore and describe the movement of objects | |

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# Data Management and Probability

| | KINDERGARTEN | GRADE 1 | GRADE 2 | GRADE 3 |
|---|---|---|---|---|
| **BIG IDEA 1:** Collecting and displaying data can help us predict and interpret situations. | **Hedge and Hog** • collect and interpret data • sort a collection | **Graph It!** • interpret concrete graphs and picture graphs • build concrete graphs and picture graphs | **Big Buddy Days** • build pictographs • interpret pictographs <br><br> **Marsh Watch** • collect, organize, and display data in graphs • read and ask questions about graphs | **Welcome to The Nature Park** • interpret charts, tables, pictographs, and bar graphs • draw conclusions from data displays <br><br> **Chance** • explore the likelihood of different outcomes • investigate the fairness of games |

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## Number

| | KINDERGARTEN | GRADE 1 | GRADE 2 | GRADE 3 |
|---|---|---|---|---|
| **BIG IDEA 1:** Numbers tell us how many and how much. | **A Warm, Cozy Nest** • count sets to 5 • recognize numerals to 5  **Lots of Dots!** • subitize and count sets to 10 • compose and decompose 10  **Animals Hide** • count sets to 10 • compare quantities to 10  **Dan's Doggy Daycare** • count and compare sets to 10 • compose and decompose 10  **Acorns for Wilaiya** • count sets to 10 • compare sets to 10 | **On Safari!** • count sets to 20 • add 1 or 2 | | |
| **BIG IDEA 2:** Numbers are related in many ways. | **Spot Check!** • compare quantities to 10 • count sets to 10  **Time for Games** • compare quantities to 10 (further developed) • count sets to 10 (further developed)  **Let's Play Waltes!** • count and compare to 10 • compose and decompose to 10 | **Paddling the River** • count, compare, and order to 20 • compose and decompose to 20  **A Family Cookout** • compare and order quantities to 25 • estimate and count to 50 | **What Would You Rather?** • compare quantities to 100 • estimate and count to 100 | **Fantastic Journeys** • estimate quantities to 1000 • compare/order quantities to 1000 |
| **BIG IDEA 3:** Quantities and numbers can be grouped by units or split into units. | | **At the Corn Farm** • group quantities based on units of 10 • compare and order sets/quantities to 20  **How Many Is Too Many?** • estimate and group to skip-count to 50 • compare quantities to 50 | **Ways to Count** • estimate and group to count to 100 • skip-count to 100  **Family Fun Day** • split quantities into equal groups to count to 100 • compose/decompose to 100  **Back to Batoche** • group quantities based on units of 10 • compare/order numbers to 100  **The Best Birthday** • split wholes into equal parts (fractions) • model equal grouping/sharing | **Hockey Homework** • split wholes into equal parts (fractions) • compare fractions  **Finding Buster** • compose to 1000 based on place-value • compare/order numbers to 1000  **How Numbers Work** • compose/decompose 3-digit numbers • find and use number patterns |
| **BIG IDEA 4:** Quantities and numbers can be added and subtracted to determine how many or how much. | | **That's 10!** • add and subtract to 10 • compose and decompose 10  **Hockey Time!** • add and subtract to 20 • compose and decompose to 20  **Cats and Kittens!** • add and subtract to 20 • compare quantities to 20  **Buy 1—Get 1** • add and subtract to 20 • develop addition and subtraction strategies  **Canada's Oldest Sport** • add and subtract to 20 • compare and order sets to 20 | **Array's Bakery** • solve addition/subtraction problems • solve equal grouping/sharing problems  **Marbles, Alleys, Mibs, and Guli!** • add/subtract 2-digit numbers • solve equal grouping/sharing problems  **A Class-full of Projects** • add/subtract to 100 • compose/decompose based on units of 10  **The Money Jar** • add/subtract to 100 (further developed) • compose/decompose based on units of 10  **The Great Dogsled Race** • add/subtract to 100 • compare/order numbers | **Math Makes Me Laugh** • add/subtract to 1000 • estimate, compare, and order numbers to 1000  **The Street Party** • add/subtract to 1000 • compare/order numbers to 1000 (further developed)  **Planting Seeds** • add/subtract to 1000 • develop concept of multiplication |
| **BIG IDEA 5:** Quantities and numbers can be multiplied (by grouping units) and divided (by splitting into units) to determine how many or how much. | | | | **Sports Camp** • model and solve equal grouping/sharing problems • relate adding to multiplying, subtracting to dividing  **Calla's Jingle Dress** • multiply and divide to 50 • add and subtract to 100 |

Also available in French.
To learn more about Mathology Little Books and
other Mathology resources, please visit: