



**Main Criteria:** California Content Standards  
**Secondary Criteria:** Coding Express, STEAM Park, StoryTales  
**Subjects:** Language Arts, Mathematics  
**Grade:** K  
**Correlation Options:** Show Correlated

California Content Standards  
 Language Arts  
 Grade: K - Adopted: 2013

<b>CONTENT STANDARD / DOMAIN / PART</b>	<b>CCSS.ELA-Literacy.CCR A.R.</b>	<b>College and Career Readiness Anchor Standards for Reading</b>
<b>PERFORMANCE STANDARD / MODE</b>		Key Ideas and Details
<b>EXPECTATION / SUBSTRAND</b>	CCSS.ELA-Literacy.CCR A.R.2	Determine central ideas or themes of a text and analyze their development; summarize the key supporting details and ideas.  <u>StoryTales</u> Characters Different Ending Little Seed My Pet Settings The Princess and the Pea The Three Billy Goats Gruff Vacation Stories  <u>STEAM Park</u> Performing Arts
<b>EXPECTATION / SUBSTRAND</b>	CCSS.ELA-Literacy.CCR A.R.3	Analyze how and why individuals, events, or ideas develop and interact over the course of a text.  <u>STEAM Park</u> Performing Arts Welcome to STEAM Park  <u>StoryTales</u> Characters Different Ending Little Seed My Pet Settings The Princess and the Pea The Three Billy Goats Gruff Vacation Stories
<b>CONTENT STANDARD / DOMAIN / PART</b>	<b>CCSS.ELA-Literacy.CCR A.W.</b>	<b>College and Career Readiness Anchor Standards for Writing</b>
<b>PERFORMANCE STANDARD / MODE</b>		Text Types and Purposes
<b>EXPECTATION / SUBSTRAND</b>	CCSS.ELA-Literacy.CCR A.W.3	Write narratives to develop real or imagined experiences or events using effective technique, well-chosen details and well-structured event sequences.  <u>StoryTales</u> Different Ending Vacation Stories
<b>CONTENT STANDARD / DOMAIN / PART</b>	<b>CCSS.ELA-Literacy.CCR A.W.</b>	<b>College and Career Readiness Anchor Standards for Writing</b>
<b>PERFORMANCE STANDARD / MODE</b>		Production and Distribution of Writing

EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCR A.W.4	Produce clear and coherent writing in which the development, organization, and style are appropriate to task, purpose, and audience.  <u>StoryTales</u> Different Ending Vacation Stories
CONTENT STANDARD / DOMAIN / PART	CCSS.ELA-Literacy.CCR A.SL.	College and Career Readiness Anchor Standards for Speaking and Listening
PERFORMANCE STANDARD / MODE		Comprehension and Collaboration
EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCR A.SL.1	Prepare for and participate effectively in a range of conversations and collaborations with diverse partners, building on others' ideas and expressing their own clearly and persuasively.  <u>Coding Express</u> First Trip Train Sound
CONTENT STANDARD / DOMAIN / PART	CCSS.ELA-Literacy.CCR A.L.	College and Career Readiness Anchor Standards for Language
PERFORMANCE STANDARD / MODE		Vocabulary Acquisition and Use
EXPECTATION / SUBSTRAND	CCSS.ELA-Literacy.CCR A.L.4	Determine or clarify the meaning of unknown and multiple-meaning words and phrases by using context clues, analyzing meaningful word parts, and consulting general and specialized reference materials, as appropriate.  <u>STEAM Park</u> Functional Elements
CONTENT STANDARD / DOMAIN / PART	CA.CC.RL.K.	Reading Standards for Literature
PERFORMANCE STANDARD / MODE		Key Ideas and Details
EXPECTATION / SUBSTRAND	RL.K.1.	With prompting and support, ask and answer questions about key details in a text.  <u>StoryTales</u> Characters Different Ending Settings The Princess and the Pea The Three Billy Goats Gruff Vacation Stories  <u>STEAM Park</u> Performing Arts
EXPECTATION / SUBSTRAND	RL.K.2.	With prompting and support, retell familiar stories, including key details.  <u>STEAM Park</u> Performing Arts  <u>StoryTales</u> Characters Different Ending Settings The Princess and the Pea The Three Billy Goats Gruff Vacation Stories
EXPECTATION / SUBSTRAND	RL.K.3.	With prompting and support, identify characters, settings, and major events in a story.  <u>STEAM Park</u> Performing Arts Welcome to STEAM Park  <u>StoryTales</u> Characters Different Ending Settings The Princess and the Pea The Three Billy Goats Gruff Vacation Stories

<b>CONTENT STANDARD / DOMAIN / PART</b>	<b>CA.CC.RI.K.</b>	<b>Reading Standards for Informational Text</b>
<b>PERFORMANCE STANDARD / MODE</b>		<b>Key Ideas and Details</b>
<b>EXPECTATION / SUBSTRAND</b>	RI.K.1.	With prompting and support, ask and answer questions about key details in a text.  <u>StoryTales</u> Little Seed My Pet
<b>EXPECTATION / SUBSTRAND</b>	RI.K.2.	With prompting and support, identify the main topic and retell key details of a text.  <u>StoryTales</u> Little Seed My Pet
<b>EXPECTATION / SUBSTRAND</b>	RI.K.3.	With prompting and support, describe the connection between two individuals, events, ideas, or pieces of information in a text.  <u>StoryTales</u> Little Seed My Pet
<b>CONTENT STANDARD / DOMAIN / PART</b>	<b>CA.CC.RI.K.</b>	<b>Reading Standards for Informational Text</b>
<b>PERFORMANCE STANDARD / MODE</b>		<b>Integration of Knowledge and Ideas</b>
<b>EXPECTATION / SUBSTRAND</b>	RI.K.7.	With prompting and support, describe the relationship between illustrations and the text in which they appear (e.g., what person, place, thing, or idea in the text an illustration depicts).  <u>StoryTales</u> Little Seed My Pet
<b>EXPECTATION / SUBSTRAND</b>	RI.K.8.	With prompting and support, identify the reasons an author gives to support points in a text.  <u>StoryTales</u> Little Seed My Pet
<b>CONTENT STANDARD / DOMAIN / PART</b>	<b>CA.CC.W.K.</b>	<b>Writing Standards</b>
<b>PERFORMANCE STANDARD / MODE</b>		<b>Text Types and Purposes</b>
<b>EXPECTATION / SUBSTRAND</b>	W.K.3.	Use a combination of drawing, dictating, and writing to narrate a single event or several loosely linked events, tell about the events in the order in which they occurred, and provide a reaction to what happened.  <u>StoryTales</u> Different Ending Vacation Stories
<b>CONTENT STANDARD / DOMAIN / PART</b>	<b>CA.CC.SL.K.</b>	<b>Speaking and Listening Standards</b>
<b>PERFORMANCE STANDARD / MODE</b>		<b>Comprehension and Collaboration</b>
<b>EXPECTATION / SUBSTRAND</b>	SL.K.1.	Participate in collaborative conversations with diverse partners about kindergarten topics and texts with peers and adults in small and larger groups.
<b>FOUNDATION / PROFICIENCY LEVEL</b>	SL.K.1.a.	Follow agreed-upon rules for discussions (e.g., listening to others and taking turns speaking about the topics and texts under discussion).  <u>Coding Express</u> First Trip Train Sound

FOUNDATION / PROFICIENCY LEVEL	SL.K.1.b.	Continue a conversation through multiple exchanges.  <u>Coding Express</u> First Trip Train Sound
CONTENT STANDARD / DOMAIN / PART	CA.CC.SL.K.	Speaking and Listening Standards
PERFORMANCE STANDARD / MODE		Comprehension and Collaboration
EXPECTATION / SUBSTRAND	SL.K.3.	Ask and answer questions in order to seek help, get information, or clarify something that is not understood.  <u>STEAM Park</u> Moving on Water
CONTENT STANDARD / DOMAIN / PART	CA.CC.SL.K.	Speaking and Listening Standards
PERFORMANCE STANDARD / MODE		Presentation of Knowledge and Ideas
EXPECTATION / SUBSTRAND	SL.K.4.	Describe familiar people, places, things, and events and, with prompting and support, provide additional detail.  <u>Coding Express</u> First Trip  <u>STEAM Park</u> Performing Arts Probability Ramps Welcome to STEAM Park  <u>StoryTales</u> Characters Different Ending Settings The Princess and the Pea The Three Billy Goats Gruff Vacation Stories
EXPECTATION / SUBSTRAND	SL.K.5.	Add drawings or other visual displays to descriptions as desired to provide additional detail.  <u>Coding Express</u> First Trip  <u>STEAM Park</u> Performing Arts Probability Ramps Welcome to STEAM Park  <u>StoryTales</u> Characters Different Ending Settings The Princess and the Pea The Three Billy Goats Gruff Vacation Stories
EXPECTATION / SUBSTRAND	SL.K.6.	Speak audibly and express thoughts, feelings, and ideas clearly.  <u>STEAM Park</u> Performing Arts Probability Ramps Welcome to STEAM Park  <u>StoryTales</u> Characters Different Ending Settings The Princess and the Pea The Three Billy Goats Gruff Vacation Stories
CONTENT STANDARD / DOMAIN / PART	CA.CC.L.K.	Language Standards

PERFORMANCE STANDARD / MODE		Conventions of Standard English
EXPECTATION / SUBSTRAND	L.K.1.	Demonstrate command of the conventions of standard English grammar and usage when writing or speaking.
FOUNDATION / PROFICIENCY LEVEL	L.K.1.d.	Understand and use question words (interrogatives) (e.g., who, what, where, when, why, how).  STEAM Park Moving on Water
CONTENT STANDARD / DOMAIN / PART	CA.CC.L.K.	Language Standards
PERFORMANCE STANDARD / MODE		Vocabulary Acquisition and Use
EXPECTATION / SUBSTRAND	L.K.5.	With guidance and support from adults, explore word relationships and nuances in word meanings.
FOUNDATION / PROFICIENCY LEVEL	L.K.5.c.	Identify real-life connections between words and their use (e.g., note places at school that are colorful).  STEAM Park Functional Elements

### California Content Standards

#### Mathematics

Grade: K - Adopted: 2013

CONTENT STANDARD / DOMAIN / PART	CA.CC.K.CC.	Counting and Cardinality
PERFORMANCE STANDARD / MODE		Count to tell the number of objects.
EXPECTATION / SUBSTRAND	K.CC.4.	Understand the relationship between numbers and quantities; connect counting to cardinality.
FOUNDATION / PROFICIENCY LEVEL	K.CC.4.a.	When counting objects, say the number names in the standard order, pairing each object with one and only one number name and each number name with one and only one object.  Coding Express Train Sound
FOUNDATION / PROFICIENCY LEVEL	K.CC.4.b.	Understand that the last number name said tells the number of objects counted. The number of objects is the same regardless of their arrangement or the order in which they were counted.  Coding Express Train Sound
CONTENT STANDARD / DOMAIN / PART	CA.CC.K.CC.	Counting and Cardinality
PERFORMANCE STANDARD / MODE		Count to tell the number of objects.
EXPECTATION / SUBSTRAND	K.CC.5.	Count to answer "how many?" questions about as many as 20 things arranged in a line, a rectangular array, or a circle, or as many as 10 things in a scattered configuration; given a number from 1-20, count out that many objects.  Coding Express Train Sound
CONTENT STANDARD / DOMAIN / PART	CA.CC.K.MD.	Measurement and Data
PERFORMANCE STANDARD / MODE		Describe and compare measurable attributes.
EXPECTATION / SUBSTRAND	K.MD.1.	Describe measurable attributes of objects, such as length or weight. Describe several measurable attributes of a single object.  STEAM Park Ramps
CONTENT STANDARD / DOMAIN / PART	CA.CC.K.MD.	Measurement and Data

PERFORMANCE STANDARD / MODE		Classify objects and count the number of objects in each category.
EXPECTATION / SUBSTRAND	K.MD.3.	Classify objects into given categories; count the numbers of objects in each category and sort the categories by count.  STEAM Park Probability