THE PARENT'S GUIDE to a Successful School Year

PRESCHOOL - 5th GRADE



A practical guide for parents

Lakeshore®

This guide includes a list of skills children should know when they begin preschool-5th grade. Based on nationally recognized standards, these skills are also aligned to learning essentials that help children reach educational goals. Use this guide at your local Lakeshore Learning Store, and we'll help you find the materials your child needs for a fun and successful school year!





What Your Child Should Know When Entering Preschool

- State his or her name, age and birthday.
- ✓ Identify some colors and shapes.
- Count from 1 to 5.
- Understand the concept of "same" and "different."
- Recognize some letters.
- Tell stories.
- Express thoughts and needs verbally, with a growing vocabulary.
- Engage in pretend play.
- Follow simple instructions (e.g., "Please put your lunch box on the shelf.").
- Sit still while listening to a story.
- Dress himself or herself.
- Use child-sized scissors.
- Kick and throw a ball.
- Play with other children and share toys.
- Very Put away toys on his or her own.
- Be comfortable in group settings.

- Recognize others' emotions.
- Play with other children.
- ✓ Take turns and share toys.
- String large beads.
- Oraw with crayons and pencils.
- Recite the alphabet.

- Alphabet books
- Blocks
- Learning-to-dress toys
- Dolls & puppets
- Kitchen playsets
- Storybooks
- Dress-up clothes
- Color & shape puzzles
- Balls
- Art supplies & scissors
- Sound sorting computer games
- Large stringing beads



What Your Child Should Know When Entering Pre-Kindergarten

- Kick and throw a ball.
- Cut with scissors.
- Know his or her own birthday, address and phone number.
- ✓ Count from 1 to 10.
- Recognize and name numerals 1 to 5.
- Recognize and name the following simple shapes: square, triangle, circle, rectangle & oval.
- Recognize and name the following colors: red, orange, yellow, green, blue, purple, brown, black and white.
- ✓ Follow simple two-step directions.
- Identify simple patterns (e.g., red, blue, red, blue, red, blue).
- Place objects in two or more groups based on their differences (e.g., by color, size or shape).



- Identify the sounds of a few letters.
- Retell simple stories and nursery rhymes.
- Compare and order objects in relation to size or length (e.g., place blocks side by side in order, from smallest to largest).
- Recognize some letters (especially those in his or her name).
- Ask and answer questions about stories.

- Number & counting puzzles
- Magnetic or foam letters
- Alphabet stamps & stamp pad
- Color books & games
- Balls
- Art supplies & scissors
- Storybooks



What Your Child Should Know When Entering Kindergarten

- Recall his or her first and last name and the names of family members.
- Recognize and name the following colors: red, orange, yellow, green, blue, purple, brown, black and white.
- Recognize and name the following simple shapes: square, triangle, circle, rectangle & oval.
- Recognize, name and count numbers from 1 to 10.
- Understand the use of ordinal numbers (i.e., first, second, third).
- Recognize and name most upper- and lowercase letters.
- Identify parts of his or her body, and basic articles of clothing (e.g., hat, shoes, shirt).

- Identify familiar buildings (e.g., school, store, hospital).
- Understand general time concepts (e.g., yesterday, today, tomorrow, last week).
- ✓ Follow simple two-step directions.
- Attempt to tie his or her shoes.
- Begin to hold a pencil correctly.
- Catch a large ball with both hands.
- Produce the correct sound for 10 to 20 letters.
- Retell simple stories in proper sequence.
- Identify simple rhymes (e.g., cat and hat).
- Use like objects to measure and compare lengths.

- Alphabet puzzles, games & books
- Magnetic or foam letters
- Alphabet stamps & stamp pad
- Number & counting puzzles

- Math counters & counting boxes
- Number stamps & stamp pad
- Color books & games
- Sound sorting computer games
- Storytelling puppets

GR 1 What Your Child Should Know When Entering 1st Grade

- Count by ones, fives and tens to 100.
- Understand the use of one-toone correspondence in counting (i.e., counting one object per number).
- Recall simple addition and subtraction facts with answers up to 10.
- Understand that clocks are used to measure the passing of time.
- Identify and write upper- and lowercase letters from A to Z.
- Understand that letters can be combined to make different sounds.

- Begin to read simple three-letter words.
- Summarize or retell a story that you have read to him or her.
- Write his or her first and last name.
- Name the days of the week and months of the year.
- Follow classroom rules and take turns.
- Correctly hold a pencil or crayon.

 Cut with scissors along a straight line.

- Alphabet books
- Magnetic or foam letters
- Letter stamps & stamp pads
- Printing practice cards
- Sight-word flash cards
- Writing paper & pencils

- Math counters & counting boxes
- Counting games
- Number stamps & stamp pad
- Read-along sets (books with recordings that narrate the story)
- Math & language computer games

GR 2 What Your Child Should Know When Entering 2nd Grade

- Recall simple addition facts with sums up to 20 and their corresponding subtraction facts.
- Perform two-digit addition and subtraction problems without regrouping.
- Tell time to the hour and half hour on an analog clock.
- Identify pennies, nickels, dimes and quarters and their values.
- Identify and extend simple patterns.
- Understand the concepts of "greater than," "less than" and "equal to."

- Recall events that happen at the beginning, in the middle and at the end of a story.
- Write complete sentences with correct punctuation and capitalization.
- Identify the five senses and the body parts associated with each.
- Read and follow simple directions.
- Decode three- and fourletter words.

- Phonics books & games
- Sight-word flash cards
- Sight-word games
- Word magnets
- Language games
- Easy readers

- Writing journal
- Addition/subtraction flash cards
- Addition/subtraction games
- Beginning math bingo games
- Practice clock
- Math & language computer games

GR 3 What Your Child Should Know When Entering 3rd Grade

- Add and subtract multiple-digit numbers with regrouping (i.e., addition problems that require "carrying" a number from one place value to the next).
- Understand the basic concept of multiplication.
- Tell time to the hour, the half hour, the quarter hour and in five-minute intervals on an analog clock.
- Use coins to make and count change.
- Understand word problems and solve them using correct mathematical calculations.
- Read and comprehend paragraphs, short stories and simple chapter books.

- Read aloud with fluency and expression.
- Identify high-frequency words with unusual spellings.
- Work cooperatively with a partner or in a group.

- Language games
- Reading comprehension practice books & cards
- Word puzzle activities
- Simple chapter books
- Reading comprehension games
- Writing journal with ideas or prompts
- Addition/subtraction practice books
- Money puzzles & games
- Practice clock
- Math & language computer games



What Your Child Should Know When Entering 4th Grade

- Multiply and divide single-digit numbers.
- Calculate elapsed time.
- Understand the concept of place value and decimals as they relate to whole numbers.
- Compare fractions.
- Read and comprehend chapter books
- Read aloud with fluency and expression.

- Understand unfamiliar words by using context clues.
- Read about a topic in order to gain more information.
- Write a structured paragraph about a topic.
- Know and use the steps of the writing process, including pre-writing, revising and editing.



- Nonfiction books
- Vocabulary games
- Reading comprehension practice books & cards
- Writing prompt cards or writing journal
- Chapter books
- Math fact games

- Problem solving practice books
- Addition/subtraction and multiplication/division practice books
- Fraction magnets
- Geometric shapes kits
- Math & language computer games

GR 5 What Your Child Should Know When Entering 5th Grade

- Multiply two- and three-digit numbers.
- Divide multiple-digit numbers by one-digit numbers.
- Use reference materials to look up information.
- Read and comprehend chapter books, nonfiction books and magazine articles.
- Demonstrate reading comprehension with oral and written book reports.
- Add, subtract and multiply fractions.
- Compare fractions and decimals.

- Write a paragraph for a specific purpose that includes a topic sentence, supporting details and a conclusion.
- Successfully follow the steps of the writing process, including pre-writing, revising and editing.

- Novels/chapter books
- Nonfiction books
- Reading comprehension practice books & games
- Math practice books
- Math games
- Fraction/decimal manipulatives
- Problem solving cards and practice books
- Writing journal
- Thesaurus
- Math & language computer games

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Resources



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