Vermont Early Learning: Mathematics

Younger Toddlers

Number Sense, Quantity, and Counting

1a Number Sense and Quantity

Children count in sequence, recognize numerals, connect numerals with quantities, and compare quantities.

1 Use a few number words without understanding quantity

2 Imitate rote counting

3 Participate in simple songs and activities that include numbers (e.g. Five Little Monkeys)

4 Demonstrate an awareness of early concepts related to amount (e.g., more, one or two)

Number Relationships and Operations

2a Number Relationships and Operations

Children increasingly use numbers to describe relationships and to solve mathematical problems.

1 Use word, sign or gesture to indicate adding “more” to what already have

2 Demonstrate early one-to- one correspondence (e.g., dropping objects one by one into a bucket)

Measurement, Classification and Data

3a Measurement, Comparison, Classification, and Time

Children develop awareness of the differences of the objects and learn to sort, compare and classify objects by their attributes and properties. They also develop a rudimentary sense of time based mostly on common routines.

1 Demonstrate awareness of similarities and differences of objects

2 Make simple comparisons between two objects when the differences are clear (e.g., select the big soccer ball and not the small tennis ball)

3 Identify difference between objects based on one variable (i.e. size or quantity)

4 Explore volume through participation in filling and dumping objects in containers using the concepts of full and empty

5 Experiment with object relationships (e.g. what fits in openings to containers or tubes?)

Geometry and Spatial Re

4a Geometry and Spatial Sense

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Children increasingly recognize two- and three-dimensional objects and use spatial reasoning.

1. Experiment with body's relationship to objects (e.g. move body to see the front of doll)
2. Manipulate objects of different sizes and shapes and how they fit together (e.g., nesting cups, or any object perceived to fit in container or tube)
3. Explore space with entire body (e.g., crawl under table, climb into a box)
4. Complete simple knob non- connecting puzzles by turning shapes and fitting shape into place using trial and error
5. Follow simple directions related to position (e.g., in, on, up) with modeling and assistance