

Key Education Publishing Standards Correlation for *All Around Town*

This product supports the NAEYC/IRA position statement *Learning to Read and Write: Developmentally Appropriate Practices for Young Children*, NCTE's *Standards for the English Language Arts*, and the NCTM *Principles and Standards for School Mathematics*.

NAEYC/IRA *Learning to Read and Write: Developmentally Appropriate Practices for Young Children*

This game supports the following recommended teaching practices for preschool children:

1. **Adults create positive relationships with children by talking with them, modeling reading and writing, and building children's interest in reading and writing.** By providing engaging games like *All Around Town*, teachers build children's interest in reading and writing.
2. **Teachers provide experiences and materials that help children expand their vocabularies.** Playing *All Around Town* helps build students' background knowledge and vocabulary related to stores in the community and the things you can buy in them.

This game supports the following recommended teaching practices for kindergarten and primary grades students:

1. **Teachers provide opportunities for children to work in small groups.** Children play the game in small groups.
2. **Teachers provide challenging instruction that expands children's knowledge of their world and expands vocabulary.** *All Around Town* expands children's background knowledge and vocabulary related to places in their community.

NCTE/IRA *Standards for the English Language Arts*

This game supports the following standards:

1. **Students read many different types of print and nonprint texts for a variety of purposes.** Students read words and pictures to play *All Around Town*.
2. **Students use a variety of strategies to build meaning while reading.** *All Around Town* builds classification skills and vocabulary that supports successful reading.
3. **Students communicate in spoken, written, and visual form, for a variety of purposes and a variety of audiences.** While playing *All Around Town*, Students communicate visually by matching objects from various stores with the stores on their playing cards.
4. **Students become participating members of a variety of literacy communities.** Group games like *All Around Town* help build a classroom literacy community.
5. **Students use spoken, written, and visual language for their own purposes, such as to learn, for enjoyment, or to share information.** While playing the game, students use visual language to learn and to have fun.

NCTM Principles and Standards for School Mathematics

This game supports the following Number and Operations Standard Expectations for Grades Pre-K–2

- 1. Students count and recognize the number of objects in a set.** Students count game board spaces while playing *All Around Town*.

This game supports the following Algebra Standard Expectations for Grades Pre-K–2:

- 1. Students sort, classify, and order objects by a variety of properties.** Students sort and classify objects coming from different stores while playing *All Around Town*.