**SPAIN, CATALONIA PRE-SCHOOL MATH CURRICULUM sorry for the delay**

1. Exploring the environment

• Identification of three-dimensional shapes: sphere, cylinder and prism, and flat:

triangle, square, rectangle and circle elements that are part of the environment.

• Observe and identify qualities.

1. Experimentation and interpretation

• Experimentation of actions that cause changes in objects and materials, making anticipations and comparing the results.

• Using different graphic resources to collect and transmit observations: drawing, camera, among others.

• Use direct and indirect observation instruments for conducting explorations and experiences: magnifying glasses, scales and sensors for the collection and analysis of data. Initiation in the information technology and communication

• Measurements of objects manipulated to meet their features and compare them. Use of strategies for measuring length, capacity, mass, time, temperature, and making estimates and predictions, using unconventional units.

long / short, heavy / light, full / empty, wide / narrow, thick / thin ,big / medium / small, high / low

• Graphical representation of the process followed in testing and interpretation of results

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1. Representation and Reasoning

• Comparison, arrangement wax and wane and classification of objects and materials

• Construction of the notion of quantity and start your reasoning.

Natural numbers and ordinal 0-9

• Recognition and representation of numbers used in situations where, how much, identification, and order situation.

• Recognition of temporary streams and planning events and activities of daily life and decreasing numbers and increasing Arrangement

• Identification of pattern and forecasting its continuity. Pattern 3 or more

• Implementation of strategies calculation to add, remove, distribute and group .More-less, many more that- unless that, like, as much as

• Status of objects in space: position and distance from a given point. Facing the common spaces. Using spatial memory.

up / down, over / under, in front / behind, inside / outside, open / closed

• Use strategies to solve situations that require knowledge mathematicians

Logic Games like sodoku, puzzle .. Cartesian product,

• Recognition of cause-effect relationships.