Ignite by Hatch™ and Key Foundations by Hatch™ Alignment
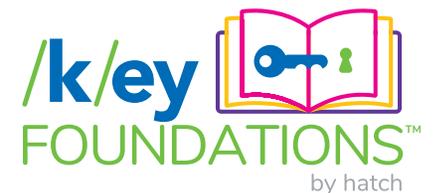
Game Name	Ignite Level	Domain Name	Subdomain	Skill Descriptor	Key Foundations Lessons, Games, and Books
Academic Vocabulary 4A	4	Language & Communication Development	Academic Vocabulary	Applies understanding of cross-curricular prekindergarten level tier 2 words	All Lesson Book Word Games lessons; all Picture Cards; all Cue Cards; Game Book games 1-4
Academic Vocabulary 4B	4	Language & Communication Development	Academic Vocabulary	Applies understanding of cross-curricular prekindergarten level tier 2 words	All Lesson Book Word Games lessons; all Picture Cards; all Cue Cards; Game Book games 1-4
Academic Vocabulary 4C	4	Language & Communication Development	Academic Vocabulary	Applies understanding of cross-curricular prekindergarten level tier 2 words	All Lesson Book Word Games lessons; all Picture Cards; all Cue Cards; Game Book games 1-4
Academic Vocabulary 5A	5	Language & Communication Development	Academic Vocabulary	Applies understanding of some cross-curricular kindergarten level tier 2 words	All Lesson Book Word Games lessons; all Picture Cards; all Cue Cards; Game Book games 1-4
Academic Vocabulary 5B	5	Language & Communication Development	Academic Vocabulary	Applies understanding of some cross-curricular kindergarten level tier 2 words	All Lesson Book Word Games lessons; all Picture Cards; all Cue Cards; Game Book games 1-4
Academic Vocabulary 5C	5	Language & Communication Development	Academic Vocabulary	Applies understanding of some cross-curricular kindergarten level tier 2 words	All Lesson Book Word Games lessons; all Picture Cards; all Cue Cards; Game Book games 1-4
Academic Vocabulary 6A	6	Language & Communication Development	Academic Vocabulary	Applies understanding of more cross-curricular kindergarten level tier 2 words	All Lesson Book Word Games lessons; all Picture Cards; all Cue Cards; Game Book games 1-4
Academic Vocabulary 6B	6	Language & Communication Development	Academic Vocabulary	Applies understanding of more cross-curricular kindergarten level tier 2 words	All Lesson Book Word Games lessons; all Picture Cards; all Cue Cards; Game Book games 1-4
Academic Vocabulary 6C	6	Language & Communication Development	Academic Vocabulary	Applies understanding of more cross-curricular kindergarten level tier 2 words	All Lesson Book Word Games lessons; all Picture Cards; all Cue Cards; Game Book games 1-4
Academic Vocabulary 7A	7	Language & Communication Development	Academic Vocabulary	Applies understanding of a range of cross-curricular kindergarten level tier 2 words	All Lesson Book Word Games lessons; all Picture Cards; all Cue Cards; Game Book games 1-4
Academic Vocabulary 7B	7	Language & Communication Development	Academic Vocabulary	Applies understanding of a range of cross-curricular kindergarten level tier 2 words	All Lesson Book Word Games lessons; all Picture Cards; all Cue Cards; Game Book games 1-4
Academic Vocabulary 7C	7	Language & Communication Development	Academic Vocabulary	Applies understanding of a range of cross-curricular kindergarten level tier 2 words	All Lesson Book Word Games lessons; all Picture Cards; all Cue Cards; Game Book games 1-4
Academic Vocabulary 8A	8	Language & Communication Development	Academic Vocabulary	Applies understanding of some cross-curricular 1st grade level 2 tiers words	All Lesson Book Word Games lessons; all Picture Cards; all Cue Cards; Game Book games 1-4
Academic Vocabulary 8B	8	Language & Communication Development	Academic Vocabulary	Applies understanding of some cross-curricular 1st grade level 2 tiers words	All Lesson Book Word Games lessons; all Picture Cards; all Cue Cards; Game Book games 1-4

Game Name	Ignite Level	Domain Name	Subdomain	Skill Descriptor	Key Foundations Lessons, Games, and Books
Academic Vocabulary 8C	8	Language & Communication Development	Academic Vocabulary	Applies understanding of some cross-curricular 1st grade level 2 tiers words	All Lesson Book Word Games lessons; all Picture Cards; all Cue Cards; Game Book games 1-4
Conventions of Language 3	3	Language & Communication Development	Conventions of Language	Demonstrates understanding of regular plural nouns	N/A
Conventions of Language 4	4	Language & Communication Development	Conventions of Language	Demonstrates understanding of simple past, progressive present, and simple future verb tenses.	N/A
Conventions of Language 5	5	Language & Communication Development	Conventions of Language	Demonstrates understanding of question words (who, what, where, when, why, how)	All Cue Cards; Game Book games 1-16
Conventions of Language 6	6	Language & Communication Development	Conventions of Language	Demonstrates understanding of prepositions within sentences	N/A
Conventions of Language 7	7	Language & Communication Development	Conventions of Language	Demonstrates understanding of irregular plural nouns	N/A
Conventions of Language 8	8	Language & Communication Development	Conventions of Language	Demonstrates understanding of matching verbs to singular and plural nouns in basic sentences	N/A
Classroom Cleanup	1	Language & Communication Development	Listening and Understanding	Responds to one-step requests or questions	Game Book games 17-45
Moon Mission	2	Language & Communication Development	Listening and Understanding	Carries out a one-step request that relates to a new or an unfamiliar activity or situation	Game Book games 17-45
2-Step Directions	3	Language & Communication Development	Listening and Understanding	Follows two-step, oral directions that relate to familiar activity or situation	Game Book games 17-45
Underwater Instructions	4	Language & Communication Development	Listening and Understanding	Carries out two-step requests that involve a new or unfamiliar activity or situation	Game Book games 17-45
Building a Spaceship	5	Language & Communication Development	Listening and Understanding	Carries out multi-step requests that relate to familiar activities or situations	Game Book games 17-45
Listening and Understanding 6	6	Language & Communication Development	Listening and Understanding	Attends to multiple details in directions	All Lesson Book lessons; Game Book games 17-45
Listening and Understanding 7	7	Language & Communication Development	Listening and Understanding	Carries out multi-step directions with multiple details	Game Book games 17-45

Game Name	Ignite Level	Domain Name	Subdomain	Skill Descriptor	Key Foundations Lessons, Games, and Books
Listening and Understanding 8	8	Language & Communication Development	Listening and Understanding	Carries out multi-step directions with multiple details that involve a new or unfamiliar activity or situation	Game Book games 17-45
Basic Words	1	Language & Communication Development	Receptive Language	Shows understanding of basic words	All Picture Cards; Game Book games 1-16
The "What" Machine	2	Language & Communication Development	Receptive Language	Responds to "what" questions	All Lesson Book Word Games lessons; all Picture Cards; Cue Cards for Living Things: What size is it? What color is it? What parts does it have? What covers its body? What does it eat? What makes it special?; Cue Cards for Non-living things: What size is it? What color is it? What shape is it? What is it made from? What do we do with it?What does it feel like? What does it taste like? What makes it work?
The "Where" Machine	3	Language & Communication Development	Receptive Language	Responds to "where" questions	All Lesson Book Word Games lessons; Cue Card: Where does it live?
Understanding Complex Sentences	4	Language & Communication Development	Receptive Language	Demonstrates understanding of complex and compound sentences	All Lesson Book lessons; Game Book games 4-16
How Questions	5	Language & Communication Development	Receptive Language	Responds to "how" questions	Lesson Book Describing activities on pages 17, 34, 76, 88, 109; Cue Card: How does it move?
Color Words	1	Language & Communication Development	Vocabulary	Understands color words	Lesson Book pages 12, 21, 80, 88, 117; Picture Cards: black, blue, brown green, orange, purple, red, white; Cue Cards What color is it? (Living and Non-living), FF Books: What Color?
Categorizing Words	2	Language & Communication Development	Vocabulary	Sorts words into categories	Lesson Book pages 11, 12, 21, 25, 29, 38. 42. 46, 51, 55, 59, 63, 67, 80, 84, 92, 96, 101, 105, 109, 113, 121; Game Book games 13-16
Comparative Adjectives	3	Language & Communication Development	Vocabulary	Demonstrates understanding of comparative adjectives	Lesson Book pages 11, 12, 67, 101, 105, 109; Game Book games 9-12
Understanding Antonyms	4	Language & Communication Development	Vocabulary	Demonstrates understanding of common antonyms	Game Book game 2
Another Day at the Museum	5	Language & Communication Development	Vocabulary	Demonstrates understanding of cross-curricular words	All Lesson Book Word Games lessons; all Picture Cards; all Cue Cards; Game Book games 1-4
Vocabulary 6	6	Language & Communication Development	Vocabulary	Demonstrates understanding of basic multiple meaning words	Lesson Book pages 34, 38, 46

Game Name	Ignite Level	Domain Name	Subdomain	Skill Descriptor	Key Foundations Lessons, Games, and Books
Vocabulary 7	7	Language & Communication Development	Vocabulary	Makes connections using verbs and adjectives	Lesson Book pages 11, 12, 21, 25, 29, 38. 42. 46, 51, 55, 59, 63, 67, 80, 84, 92, 96, 101, 105, 109, 113, 121; Game Book games 9-16
Vocabulary 8	8	Language & Communication Development	Vocabulary	Uses sentence-level context as a clue to the meaning of a word or phrase	N/A

Game Name	Ignite Level	Domain Name	Subdomain	Skill Descriptor	Key Foundations Lessons, Games, and Books
Magic Hat 1	1	Literacy	Alliteration	Listens to songs and chants that have repeating initial sounds	N/A
Magic Hat 2	2	Literacy	Alliteration	Recognize when groups of words begin with the same onset	Game Book games 25, 28, 33
Magic Hat 3	3	Literacy	Alliteration	Distinguishes if two words start with the same onset	Lesson Book pages 18, 22, 64, 68, 72, 81, 106, 110; Game Book games 25, 28, 33
Isolating Onsets	4	Literacy	Alliteration	Isolates the onset in words	All Lesson Book Sound Hunt lessons and pages 22, 26, 30, 35, 52, 60, 64, 68, 72, 77, 81, 102, 106, 110; Game Book games 25, 28, 33, 34
Sorting Words By Onset	5	Literacy	Alliteration	Sorts words by onset	Lesson Book pages 26, 72, 110; Game Book games 25, 28, 33
Alliteration 6	6	Literacy	Alliteration	Sorts words with initial digraphs by onset	N/A
Alphabet Knowledge 2	2	Literacy	Alphabet Knowledge	Listens to alphabet chants and songs	Alphabet Bops 1 & 2
Uppercase Space Letters 1	3	Literacy	Alphabet Knowledge	Recognizes 10 uppercase letters	All Lesson Book Letter Hunt lessons; Alphabet Bops 1 & 2
Uppercase Space Letters 2	4	Literacy	Alphabet Knowledge	Recognizes 18 uppercase and 15 lowercase letters	All Lesson Book Letter Hunt lessons; Alphabet Bops 1 & 2
Lowercase Letter Jellies	4	Literacy	Alphabet Knowledge	Recognizes 18 uppercase and 15 lowercase letters	All Lesson Book Letter Hunt lessons; Alphabet Bops 1 & 2
Lowercase Letter Jellies 2	4	Literacy	Alphabet Knowledge	Recognizes 18 uppercase and 15 lowercase letters	All Lesson Book Letter Hunt lessons; Alphabet Bops 1 & 2
Lowercase Space Letters	5	Literacy	Alphabet Knowledge	Recognizes 26 uppercase and 20 lowercase letters	All Lesson Book Letter Hunt lessons; Alphabet Bops 1 & 2
Letter Jellies	5	Literacy	Alphabet Knowledge	Recognizes 26 uppercase and 20 lowercase letters	All Lesson Book Letter Hunt lessons; Alphabet Bops 1 & 2
Alphabet Knowledge 5	5	Literacy	Alphabet Knowledge	Recognizes 26 uppercase and 20 lowercase letters	All Lesson Book Letter Hunt lessons; Alphabet Bops 1 & 2

Game Name	Ignite Level	Domain Name	Subdomain	Skill Descriptor	Key Foundations Lessons, Games, and Books
Letter Leaves	6	Literacy	Alphabet Knowledge	Identifies all 26 uppercase and lowercase letters	All Lesson Book Letter Hunt lessons; Alphabet Bops 1 & 2
Asteroid Letters	6	Literacy	Alphabet Knowledge	Identifies all 26 uppercase and lowercase letters	All Lesson Book Letter Hunt lessons; Alphabet Bops 1 & 2
Alphabet Knowledge 6E	6	Literacy	Alphabet Knowledge	Identifies all 26 uppercase and lowercase letters	All Lesson Book Letter Hunt lessons; Alphabet Bops 1 & 2
Letter Clouds	6	Literacy	Alphabet Knowledge	Identifies all 26 uppercase and lowercase letters	All Lesson Book Letter Hunt lessons; Alphabet Bops 1 & 2
Sorting Words By Onset	5	Literacy	Alliteration	Sorts words by onset	Lesson Book pages 26, 72, 110; Game Book games 25, 28, 33
Alliteration 6	6	Literacy	Alliteration	Sorts words with initial digraphs by onset	N/A
Alphabet Knowledge 2	2	Literacy	Alphabet Knowledge	Listens to alphabet chants and songs	Alphabet Bops 1 & 2
Uppercase Space Letters 1	3	Literacy	Alphabet Knowledge	Recognizes 10 uppercase letters	All Lesson Book Letter Hunt lessons; Alphabet Bops 1 & 2
Uppercase Space Letters 2	4	Literacy	Alphabet Knowledge	Recognizes 18 uppercase and 15 lowercase letters	All Lesson Book Letter Hunt lessons; Alphabet Bops 1 & 2
Lowercase Letter Jellies	4	Literacy	Alphabet Knowledge	Recognizes 18 uppercase and 15 lowercase letters	All Lesson Book Letter Hunt lessons; Alphabet Bops 1 & 2
Lowercase Letter Jellies 2	4	Literacy	Alphabet Knowledge	Recognizes 18 uppercase and 15 lowercase letters	All Lesson Book Letter Hunt lessons; Alphabet Bops 1 & 2
Lowercase Space Letters	5	Literacy	Alphabet Knowledge	Recognizes 26 uppercase and 20 lowercase letters	All Lesson Book Letter Hunt lessons; Alphabet Bops 1 & 2
Letter Jellies	5	Literacy	Alphabet Knowledge	Recognizes 26 uppercase and 20 lowercase letters	All Lesson Book Letter Hunt lessons; Alphabet Bops 1 & 2
Alphabet Knowledge 5	5	Literacy	Alphabet Knowledge	Recognizes 26 uppercase and 20 lowercase letters	All Lesson Book Letter Hunt lessons; Alphabet Bops 1 & 2

Game Name	Ignite Level	Domain Name	Subdomain	Skill Descriptor	Key Foundations Lessons, Games, and Books
Letter Rockets	6	Literacy	Alphabet Knowledge	Identifies all 26 uppercase and lowercase letters	All Lesson Book Letter Hunt lessons; Alphabet Bops 1 & 2
Alphabet Knowledge 7A	7	Literacy	Alphabet Knowledge	Rapidly identifies all 26 uppercase and lowercase letters	All Lesson Book Letter Hunt lessons; Alphabet Bops 1 & 2
Alphabet Knowledge 7B	7	Literacy	Alphabet Knowledge	Rapidly identifies all 26 uppercase and lowercase letters	All Lesson Book Letter Hunt lessons; Alphabet Bops 1 & 2
Alphabet Knowledge 7C	7	Literacy	Alphabet Knowledge	Rapidly identifies all 26 uppercase and lowercase letters	All Lesson Book Letter Hunt lessons; Alphabet Bops 1 & 2
Alphabet Knowledge 7D	7	Literacy	Alphabet Knowledge	Rapidly identifies all 26 uppercase and lowercase letters	All Lesson Book Letter Hunt lessons; Alphabet Bops 1 & 2
Completing Compound Words	1	Literacy	Blending	Combines two words to make a compound word.	Lesson Book pages 39, 71; Picture Cards: bookshelf, jellybeans, newspaper, notebook, popcorn, toothbrush
Combining Two Words	2	Literacy	Blending	Adds missing word to form compound word.	Lesson Book pages 39, 71; Picture Cards: bookshelf, jellybeans, newspaper, notebook, popcorn
Combining Syllables	3	Literacy	Blending	Combines syllables to form words	Lesson Book pages 11, 12, 29, 34, 59, 67, 76, 80, 84, 88, 96, 101, 121; Picture Cards: alien, alligator, apple, apron, carrot, caterpillar, dolphin, donkey, eagle, elbow, elephant, escalator, fingers, flower, glasses, hippo, ice cream, insects, instruments, invitation, island, jacket, kangaroo, kitten, kiwi, koala, lemon, leopard, lion, meerkat, monkey, octopus, ogre, orange, ostrich, otter, oval, parrot, pencils, pizza, purple, question mark, quiet, rabbit, rectangle, rooster, tiger, triangle, turkey, turtle, ukulele, umbrella, underwear, unicorn, uniforms, utensils, vacuum cleaner, violin, volcano, vulture, walrus, window, yellow, yoghurt, yo-yo, zebra, zero, zigzag, zucchini
Blending Onsets & Rimes	4	Literacy	Blending	Blends onsets and rimes to make one-syllable words	Lesson Book pages 18, 21, 39, 42, 43, 47, 52, 64, 72, 85, 89, 92, 93, 110, 140; Picture Cards: ball, black, broom, brown, dress, drum, gloves, grapes, green, hand, nest, nuts, quail, queen, quill, quilt, signs, spoon, square, star, vase, wall; Game Book game 25

Game Name	Ignite Level	Domain Name	Subdomain	Skill Descriptor	Key Foundations Lessons, Games, and Books
Blending Simple Words	5	Literacy	Blending	Blends phonemes to form simple words	Lesson Book pages 17, 21, 25, 38, 46, 47, 51, 55, 60, 63, 71, 81, 89, 93, 105, 109, 113, 114, 117; Picture Cards: ant, ape, blue, cake, coat, corn, cup, door, duck, eel, egg, face, fan, fish, foot, goat, goose, hair, head, hen, house, iron, jam, jar, jug, juice, key, kite, lamb, leaf, leg, mat, moon, mouse, mouth, net, nose, pie, rain, rat, red, sky, sign, tree, van, whale, white, worm, ax, box, fox, ox, six, wax, yak, year, yolk, zip, zoo; Game Book games 26-28
Blending 6	6	Literacy	Blending	Blend phonemes to form simple words quickly	Lesson Book pages 17, 21, 25, 38, 46, 47, 51, 55, 60, 63, 71, 81, 89, 93, 105, 109, 113, 114, 117; Game Book games 26-28
Blending 7	7	Literacy	Blending	Blends phonemes to form one-syllable word with consonant digraphs	Lesson Book page 63; Picture Cards: fish, lamb, mouth, whale, white, yolk; Game Book games 26-28
Blending 8	8	Literacy	Blending	Blends phonemes to form one-syllable words with consonant blends	Lesson Book page 21; Picture Cards: blue, sky, tree; Game Book games 26-28
Comprehension - Fiction 5	5	Literacy	Comprehension - Fiction	Interacts during a read-aloud with call and response or movements	Alphabet Bops 1 & 2
Comprehension - Fiction 6A	6	Literacy	Comprehension - Fiction	Answers simple recall questions about a text with short, predictable sentences that directly relate to illustrations	All FF Fiction Books
Comprehension - Fiction 6C	6	Literacy	Comprehension - Fiction	Answers simple recall questions about a text with short, predictable sentences that directly relate to illustrations	All FF Fiction Books
Comprehension - Fiction 6B	6	Literacy	Comprehension - Fiction	Answers simple recall questions about a text with short, predictable sentences that directly relate to illustrations	All FF Fiction Books
Comprehension - Fiction 7A	7	Literacy	Comprehension - Fiction	Recalls order of events after reading a text	All FF Fiction Books
Comprehension - Fiction 7C	7	Literacy	Comprehension - Fiction	Recalls order of events after reading a text	All FF Fiction Books
Comprehension - Fiction 7B	7	Literacy	Comprehension - Fiction	Recalls order of events after reading a text	All FF Fiction Books

Game Name	Ignite Level	Domain Name	Subdomain	Skill Descriptor	Key Foundations Lessons, Games, and Books
Comprehension - Fiction 8A	8	Literacy	Comprehension - Fiction	Makes simple prediction and inferences about a text	All FF Fiction Books
Comprehension - Fiction 8B	8	Literacy	Comprehension - Fiction	Makes simple prediction and inferences about a text	All FF Fiction Books
Comprehension - Fiction 8C	8	Literacy	Comprehension - Fiction	Makes simple prediction and inferences about a text	All FF Fiction Books
Comprehension - Non-Fiction 6A	6	Literacy	Comprehension - Non-Fiction	Answers simple recall questions about texts with short, predictable sentences that directly relate to illustrations	All FF Nonfiction Books
Comprehension - Non-Fiction 6B	6	Literacy	Comprehension - Non-Fiction	Answers simple recall questions about texts with short, predictable sentences that directly relate to illustrations	All FF Nonfiction Books
Comprehension - Non-Fiction 6C	6	Literacy	Comprehension - Non-Fiction	Answers simple recall questions about texts with short, predictable sentences that directly relate to illustrations	All FF Nonfiction Books
Comprehension - Non-Fiction 7A	7	Literacy	Comprehension - Non-Fiction	Demonstrates understanding of content specific vocabulary used in a text	All FF Nonfiction Books
Comprehension - Non-Fiction 7B	7	Literacy	Comprehension - Non-Fiction	Demonstrates understanding of content specific vocabulary used in a text	All FF Nonfiction Books
Comprehension - Non-Fiction 7C	7	Literacy	Comprehension - Non-Fiction	Demonstrates understanding of content specific vocabulary used in a text	All FF Nonfiction Books
Comprehension - Non-Fiction 8A	8	Literacy	Comprehension - Non-Fiction	Recalls order of procedures after reading a procedural text	N/A
Comprehension - Non-Fiction 8B	8	Literacy	Comprehension - Non-Fiction	Recalls order of procedures after reading a procedural text	N/A
Comprehension - Non-Fiction 8C	8	Literacy	Comprehension - Non-Fiction	Recalls order of procedures after reading a procedural text	N/A
Book Orientation	1	Literacy	Concepts of Print	Identifies appropriate book orientation	All FF Books

Game Name	Ignite Level	Domain Name	Subdomain	Skill Descriptor	Key Foundations Lessons, Games, and Books
Print Versus Pictures	2	Literacy	Concepts of Print	Distinguishes print from pictures	All FF Books
Print Directionality	3	Literacy	Concepts of Print	Demonstrates understanding of print directionality	Lesson Book page 141; all FF Books
Identifying Book Features	4	Literacy	Concepts of Print	Identifies book parts and features	All FF Books
Letters or Words?	5	Literacy	Concepts of Print	Distinguishes letters from words	All Lesson Book Letter Hunt lessons; Alphabet Bops 1 & 2
Concepts of Print 6	6	Literacy	Concepts of Print	Distinguishes between uppercase and lowercase letters	All Lesson Book Letter Hunt lessons
Concepts of Print 7	7	Literacy	Concepts of Print	Tracks written text along with spoken text	Alphabet Bops 1 & 2; all FF Books
Concepts of Print 8	8	Literacy	Concepts of Print	Identifies features of nonfiction texts	All FF Nonfiction Books
Decoding 6	6	Literacy	Decoding	Decode CVC words with short vowel sounds	Game Book games 26, 29, 36; FF Books: Hop It; Out at Night; Animals at Home; Living or Not; What a Muddle; Mice Mischief; No Teasing Elephants; Wake Up, Cow; Aliens in Trouble; Aliens at the Museum; On a Mountain; Out with Aliens; Lucky Escape; Tails; Cave Cat; A Flea on Me; Treasure Hunting
Decoding 7	7	Literacy	Decoding	Decode CCVC words with consonant digraphs	FF Books: Wake Up, Cow; Aliens in Trouble; On a Mountain; What a House; Out with Aliens; Cave Cat; What Color
Decoding 8	8	Literacy	Decoding	Decodes CVCe words with long vowel sounds	FF Books: Tricky Mouse; Aliens in the Park; At the Market; Oops! Ouch! Yuck!; Out with Aliens; Cave Cat; Watch Out for Aliens
High-Frequency Words 6	6	Literacy	High-Frequency Words	Identifies the following sight words: the, can, is, a, I, see, on, he, she, at	FF Books (the, can, is, a, I, at)
High-Frequency Words 7	7	Literacy	High-Frequency Words	Identifies the following sight words: to, in, you, it, was, that, his, and, for, are	N/A

Game Name	Ignite Level	Domain Name	Subdomain	Skill Descriptor	Key Foundations Lessons, Games, and Books
High-Frequency Words 8	8	Literacy	High-Frequency Words	Identifies the following sight words: of, with, they, be, this, have, from, we, look, my	FF Books (this, we, look, my)
Key Ideas and Details 1A	1	Literacy	Key Ideas and Details	Listens to fictional texts with simple details and story elements	All FF Fiction Books
Key Ideas and Details 1B	1	Literacy	Key Ideas and Details	Listens to fictional texts with simple details and story elements	All FF Fiction Books
Key Ideas and Details 1C	1	Literacy	Key Ideas and Details	Listens to fictional texts with simple details and story elements	All FF Fiction Books
Key Ideas and Details 2A	2	Literacy	Key Ideas and Details	Listens to nonfiction texts with simple structures and elements	All FF Fiction Books
Key Ideas and Details 2B	2	Literacy	Key Ideas and Details	Listens to nonfiction texts with simple structures and elements	All FF Fiction Books
Key Ideas and Details 2C	2	Literacy	Key Ideas and Details	Listens to nonfiction texts with simple structures and elements	All FF Fiction Books
Key Ideas and Details 3A	3	Literacy	Key Ideas and Details	Identifies the main character(s) in a story	N/A
Key Ideas and Details 3B	3	Literacy	Key Ideas and Details	Identifies the main character(s) in a story	N/A
Key Ideas and Details 3C	3	Literacy	Key Ideas and Details	Identifies the main character(s) in a story	N/A
Key Ideas and Details 4A	4	Literacy	Key Ideas and Details	Recalls key details from a story	All FF Fiction Books
Key Ideas and Details 4B	4	Literacy	Key Ideas and Details	Recalls key details from a story	All FF Fiction Books
Key Ideas and Details 4C	4	Literacy	Key Ideas and Details	Recalls key details from a story	All FF Fiction Books

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Key Ideas and Details 5A	5	Literacy	Key Ideas and Details	Recalls the order of events in a story	All FF Fiction Books
Key Ideas and Details 5B	5	Literacy	Key Ideas and Details	Recalls the order of events in a story	All FF Fiction Books
Key Ideas and Details 5C	5	Literacy	Key Ideas and Details	Recalls the order of events in a story	All FF Fiction Books
Key Ideas and Details 6A	6	Literacy	Key Ideas and Details	Recalls several facts from expository text	All FF Nonfiction Books
Key Ideas and Details 6B	6	Literacy	Key Ideas and Details	Recalls several facts from expository text	All FF Nonfiction Books
Key Ideas and Details 6C	6	Literacy	Key Ideas and Details	Recalls several facts from expository text	All FF Nonfiction Books
Key Ideas and Details 7A	7	Literacy	Key Ideas and Details	Makes text to text connections	N/A
Key Ideas and Details 7B	7	Literacy	Key Ideas and Details	Makes text to text connections	N/A
Key Ideas and Details 7C	7	Literacy	Key Ideas and Details	Makes text to text connections	N/A
Key Ideas and Details 8C	8	Literacy	Key Ideas and Details	Draws picture to summarize text and labels key details	N/A
Key Ideas and Details 8A	8	Literacy	Key Ideas and Details	Draws picture to summarize text and labels key details	N/A
Key Ideas and Details 8B	8	Literacy	Key Ideas and Details	Draws picture to summarize text and labels key details	N/A
Letter-Sound Correspondence 3	3	Literacy	Letter-Sound Correspondence	Identifies less than 10 letters based on their sound.	All Lesson Book Letter Hunt lessons

Game Name	Ignite Level	Domain Name	Subdomain	Skill Descriptor	Key Foundations Lessons, Games, and Books
Letter Sounds 2	4	Literacy	Letter-Sound Correspondence	Identifies 10 uppercase letters based on their sounds	All Lesson Book Letter Hunt lessons
Letter Sounds 3	4	Literacy	Letter-Sound Correspondence	Identifies 10 uppercase letters based on their sounds	All Lesson Book Letter Hunt lessons
Letter Sounds 1	5	Literacy	Letter-Sound Correspondence	Identifies 15 uppercase and 10 lowercase letters based on their sounds	All Lesson Book Letter Hunt lessons
Letter-Sound Correspondence 5B	5	Literacy	Letter-Sound Correspondence	Identifies 15 uppercase and 10 lowercase letters based on their sounds	All Lesson Book Letter Hunt lessons
Letter-Sound Correspondence 5C	5	Literacy	Letter-Sound Correspondence	Identifies 15 uppercase and 10 lowercase letters based on their sounds	All Lesson Book Letter Hunt lessons
Letter Sounds 4	6	Literacy	Letter-Sound Correspondence	Identifies all uppercase and 20 lowercase letters based on their sounds	All Lesson Book Letter Hunt lessons
Letter Sounds 5	6	Literacy	Letter-Sound Correspondence	Identifies all uppercase and 20 lowercase letters based on their sounds	All Lesson Book Letter Hunt lessons
Letter-Sound Correspondence 6C	6	Literacy	Letter-Sound Correspondence	Identifies all uppercase and 20 lowercase letters based on their sounds	All Lesson Book Letter Hunt lessons
Letter-Sound Correspondence 6D	6	Literacy	Letter-Sound Correspondence	Identifies all uppercase and 20 lowercase letters based on their sounds	All Lesson Book Letter Hunt lessons
Letter-Sound Correspondence 7A	7	Literacy	Letter-Sound Correspondence	Identifies all 26 uppercase and lowercase letters based on their sounds	All Lesson Book Letter Hunt lessons
Letter-Sound Correspondence 7B	7	Literacy	Letter-Sound Correspondence	Identifies all 26 uppercase and lowercase letters based on their sounds	All Lesson Book Letter Hunt lessons
Letter-Sound Correspondence 7C	7	Literacy	Letter-Sound Correspondence	Identifies all 26 uppercase and lowercase letters based on their sounds	All Lesson Book Letter Hunt lessons
Letter-Sound Correspondence 7D	7	Literacy	Letter-Sound Correspondence	Identifies all 26 uppercase and lowercase letters based on their sounds	All Lesson Book Letter Hunt lessons

Game Name	Ignite Level	Domain Name	Subdomain	Skill Descriptor	Key Foundations Lessons, Games, and Books
Letter-Sound Correspondence 8	8	Literacy	Letter-Sound Correspondence	Identifies vowels based on long vowel sounds	Lesson Book pages 16, 33, 50, 75, 100; Game Book games 41-45
Rhyming	1	Literacy	Rhyming	Listens to a variety of rhymes (songs, chants, etc.)	Alphabet Bops 1 & 2
Do These Words Rhyme?	2	Literacy	Rhyming	Determines if two words rhyme	Lesson Book page 13; Game Book game 21
Matching Rhyming Words	3	Literacy	Rhyming	Matches rhyming words	Lesson Book pages 47, 106; Game Book game 21
Words That Don't Rhyme	4	Literacy	Rhyming	Determines which word does not rhyme	Lesson Book pages 13, 30, 56, 60, 97, 114, 118, 122; Game Book game 22
Rhyming 5	5	Literacy	Rhyming	Fill in rhyming words	All Lesson Book Sound Games lessons; all Picture Cards; Game Book games 21, 23, 24
Rhyming 6	6	Literacy	Rhyming	Sorts words by rhyme	Lesson Book pages 47, 106; Game Book game 21
Segmenting Sentences	1	Literacy	Segmenting	Identifies separate words within a sentence	N/A
Segmenting Compound Words	2	Literacy	Segmenting	Segments compound words into two words	N/A
Segmenting Compound Words 2	3	Literacy	Segmenting	Deletes word from a compound word	Lesson Book page 72; Game Book game 20
Segmenting Words	4	Literacy	Segmenting	Segments words into syllables	All Lesson Book Sound Games lessons; all Picture Cards; Game Book games 17-19
Segmenting Simple Words	5	Literacy	Segmenting	Explores segmenting simple words into individual phonemes	Game Book games 29-32
Segmenting 6	6	Literacy	Segmenting	Isolates final sounds in CVC words	Lesson Book pages 60, 72, 97, 122; Game Book games 37, 38

Game Name	Ignite Level	Domain Name	Subdomain	Skill Descriptor	Key Foundations Lessons, Games, and Books
Segmenting 7	7	Literacy	Segmenting	Isolates medial vowel sounds in CVC words (short vowels only)	Lesson Book page 102; Game Book games 41-45
Segmenting 8	8	Literacy	Segmenting	Identifies consonants that are combined to form a consonant blend	N/A
Writing Development 1	1	Literacy	Writing Development	Makes scribble marks	All Lesson Book Word Games lessons (independent writing activities, as developmentally appropriate)
Writing Development 2	2	Literacy	Writing Development	Draws pictures to convey meaning	All Lesson Book Word Games lessons
Writing Development 3	3	Literacy	Writing Development	Writes shape like symbols	All Lesson Book Word Games lessons (independent writing activities, as developmentally appropriate)
Writing Development 4	4	Literacy	Writing Development	Writes letter strings	All Lesson Book Word Games lessons (independent writing activities, as developmentally appropriate)
Writing Development 5	5	Literacy	Writing Development	Writes letter strings with spaces	All Lesson Book Word Games lessons (independent writing activities, as developmentally appropriate)
Writing Development 6	6	Literacy	Writing Development	Labels picture with at least the initial sound	All Lesson Book Word Games lessons (independent writing activities, as developmentally appropriate)
Writing Development 7	7	Literacy	Writing Development	Uses invented or phonetic spelling	All Lesson Book Word Games lessons (independent writing activities, as developmentally appropriate)
Writing Development 8	8	Literacy	Writing Development	Uses capital letters at the beginning of a sentence and ending punctuation	N/A

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