






## Alignment of the STREAMin<sup>3</sup> Preschool Curriculum to the Virginia Kindergarten Readiness Program (VKRP) PreK Assessment

The Virginia Kindergarten Readiness Program (VKRP) is a partnership between the University of Virginia, the Virginia Department of Education, and school divisions across the Commonwealth. VKRP expands the assessments of children entering kindergarten beyond literacy (PALS) to include school readiness domains of math, social skills, and self-regulation. This data provides school divisions with a more comprehensive understanding of how kindergarten students are entering elementary school in terms of key readiness skills.

The STREAMin<sup>3</sup> model covers the four school readiness domains that VKRP assesses. The table below aligns the VKRP domains and sub-domains to the STREAMin<sup>3</sup> Core Skills and Sub-skills. Each week, teachers are provided with 4 STREAM-Group and 4 STREAM-Story activities. The focus of these activities rotates through the Core Skills subskills (identified below) so there is significant overlap and coverage for the VKRP Domains and Sub-Domains within these activities. Additionally, examples of STREAMin<sup>3</sup> Games, Core Skill Routines, Activity Cards, and Parts of the Day are provided for most VKRP sub-domains. The table is meant to illustrate the significant overlap in the content taught in the STREAMin<sup>3</sup> model and assessed by VKRP. Many of the STREAMin<sup>3</sup> Games, Routines, Activity Cards, and Parts of the Day support a variety of children’s skills beyond what is listed in the table – the goal is that programs can begin to make connections between VKRP and the STREAMin<sup>3</sup> preschool curriculum.

VKRP School Readiness Domain:	VKRP School Readiness Sub-Domain:	STREAMin <sup>3</sup> Core Skills and Sub-skills <sup>a</sup> :	Examples of STREAMin <sup>3</sup> Games (G), Routines (R), Activity Cards (AC), and Parts of the Day (PD):
<sup>a</sup> To crosswalk the Core Skills and Sub-skills with specific activities in the curriculum, reference the STREAMin <sup>3</sup> Preschool Skills-at-a-Glance for STREAM Group and STREAM Story activities.			
 Think  Relate  Regulate  Communicate  Move			
Literacy (PALS)	Alphabet Knowledge	<ul style="list-style-type: none"> <li>Print Knowledge</li> </ul>	Letter Name Bingo (G) Letters in the Sand (G) Letters in My Name (G) Go Fish – Letters (G) Letter Names (AC) Basket of Letters (AC) Name Game (AC) Letter Hunt (AC)
	Phonological Awareness	<ul style="list-style-type: none"> <li>Phonological Awareness</li> </ul>	Letter Sound Bingo (G) Beginning Sound Match (G) Rhyming Word Sort (G) Rhyming Songs & Poems (AC)
	Print and Word Awareness	<ul style="list-style-type: none"> <li>Print Knowledge</li> </ul>	
	Name Writing	<ul style="list-style-type: none"> <li>Early Writing</li> </ul>	Name Writing (R) Journals (R) Writing Center (R) Write That Letter! (AC)
Math	Subitizing	<ul style="list-style-type: none"> <li>Numeracy</li> </ul>	
	Counting and Cardinality	<ul style="list-style-type: none"> <li>Numeracy</li> </ul>	Roll and Count (G)

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			Tweezer Sort (G) Color Sorting Train (G) Counting Games (AC) Counting Songs (AC)
	Recognizing and Writing Numerals	• Numeracy	Number Bingo (G)
	Describing Changes in Sets	• Operations	Word Problems (AC)
	Shape Matching and Identification	• Geometry & Spatial Sense	Shape Bingo (G) Shape Scavenger Hunt (AC)
	Shape Properties	• Geometry & Spatial Sense	Sorting Shapes (AC)
	Recognizing Patterns	• Patterning	
	Reproducing Patterns	• Patterning	Roll a Pattern (G)
	Extending Patterns	• Patterning	Roll a Pattern (G)
	Addition & Subtraction	• Operations	Counting Games (AC) Word Problems (AC) Addition & Subtraction Songs (AC)
Social Skills	N/A	• Teacher-Child Relationships	Banking Time (R) Quality Time (R) Conversation Starters (AC)
		• Peer Relationships	Peer Pairing (R) Super Friend (R) Unity Songs (AC) Aloha, Friend! (AC) Partner Talk (AC)
		• Problem-Solving with Others	Solution Kit (R) Telephone (AC)
		• Empathy	How Do They Feel (AC)
		• Manage Emotions	Feelings Chart (R) Feelings Thermometer (R) Turtle Technique (R)
Self-Regulation	N/A	• Manage Behavior	Talking Stick (Communicate R) Morning & Closing Circle (PD) Meals (PD) Move-Regulate AC
		• Focus and Attention	Move-Regulate AC
		• Working Memory	Move-Regulate AC

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