



Sample Schedule					
Time	Monday	Tuesday	Wednesday	Thursday	Friday
9:00 - 9:30	ELSB Pathways	ELSB Pathways	ELSB Pathways	ELSB Pathways	ELSB Pathways
9:30 - 10:00					
10:00 - 10:30					
10:30 - 11:00	Early Numeracy or Math Skills Builder		Early Numeracy or Math Skills Builder		Early Numeracy or Math Skills Builder
11:00 - 11:30		Building with Stories		Building with Stories	
11:30 - 12:00					
12:00 - 12:30	LUNCH				
12:30 - 1:00	Building with Stories	Early Numeracy or Math Skills Builder	Building with Stories	Early Numeracy or Math Skills Builder	Building with Stories
1:00 - 1:30					
1:30 - 2:00	Early Science		Early Science		Early Science

The instructional time used in this sample schedule reflects the time allocated to teach each curriculum in the research. This can be modified to suit individual student needs.

Difficulty Level

3  
2  
1

Curricula Comparison		
 ELSB	 Building with Stories	 Math Skills Builder
 Pathways to Literacy	 Early Numeracy	 Early Science

Content Area: ELA Math Science

### Videos

ELSB  
Make your mark with Moe



Early Numeracy  
Know your numbers



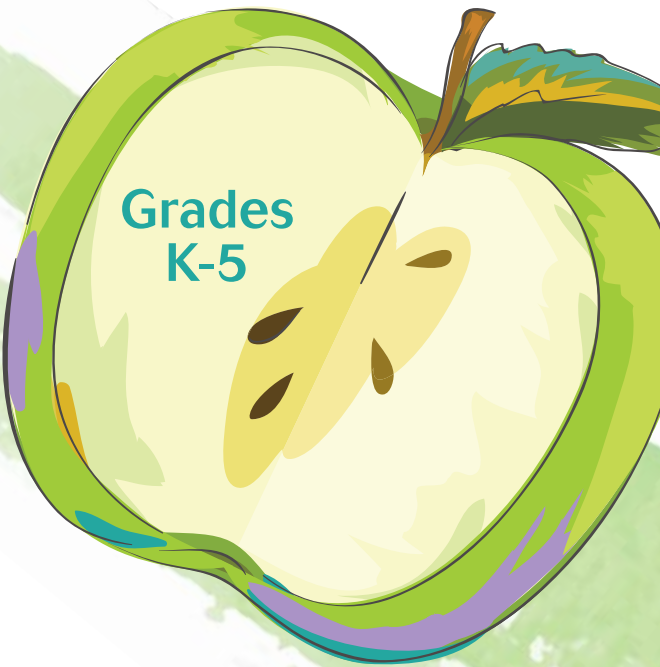
Math Skills Builder  
Practice problem-solving



Early Science  
Soar with science



# Attainment's Core Curriculum Solution: ELEMENTARY



**Celebrate differences! Attainment's Elementary Solution** helps you teach every student with ease and consistency using these engaging yet rigorous curricular resources. It has 6 ready-to-teach programs covering English language arts, math, and science. These curricula provide a variety of learning experiences for your students through print, manipulatives, interactive software, video, and apps. Implementation is easy since all of the programs use the same instructional strategies (like time delay and prompting) and accommodate all student response types. Lessons are scripted to further simplify implementation, increase teacher fidelity, and minimize lesson prep. This **Solution** offers a continuum of resources that ensures skill development and notable student achievement.

**Attainment Company** has been providing superior technology and curricular resources to special educators and students for 40 years! Our programs are research-based, align to state standards (including the Common Core), and use evidence-based practices, data reporting, and differentiated instruction.

### Core Curricula Shared Features:

#### INSTRUCTIONAL STRATEGIES

- Time delay
- Prompting with feedback
- Errorless learning
- Scripted lessons

#### STUDENT RESPONSES

- Point
- Verbal expression
- Eye gaze
- AAC device



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**Pathways to Literacy** teaches readiness concepts like cause and effect, concepts of print, and engagement in the reading process. Includes a set of adapted books with corresponding manipulatives. A new **Extension Activity Book Set** is now available for students to extend and generalize skills learned.

### Key Objectives:

*Become engaged in reading*



*Understand cause and effect*



### Overall Objective:

Gain familiarity with text, experience all reading genres, and incorporate books from your classroom library.

### At a Glance . . .

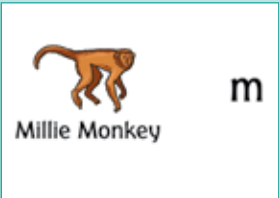
1. Choose one of three adapted storybooks.
2. Begin instruction at Level One; move to Level Two if students need more challenging objectives.
3. Review student response types — eye gaze, touch, or object.
4. Incorporate AAC tools.
5. Apply **Pathways** task analysis with any book from your classroom library.



**Early Literacy Skills Builder (ELSB)** incorporates systematic instruction and ongoing assessments to teach alphabetic fundamentals, phonemic awareness, comprehension, and beginning fluency. **ELSB** includes print, software, and iPad app formats.

### Key Objectives:

*Understand letter-sound correspondence*



*Segment phonemes and syllables*



### Overall Objective:

Become readers and active participants in all subject areas.

### At a Glance . . .

1. Find Moe, the perfect protagonist.
2. Review Level One, Lesson One. Try Level A if students are struggling.
3. Practice script.
4. Teach lesson in small groups (up to 4 students).
5. Reinforce lesson with **ELSB** interactive software or app.



**Building with Stories** is a complementary program to **ELSB** that adapts award-winning, commonly read elementary stories. Includes storybooks plus corresponding manipulatives for added student engagement. All three ELA curricula were evaluated in a federally funded grant, Project RAISE.

### Key Objectives:

*Identify book titles*



*Turn pages*



### Overall Objective:

Create connections with general education peers through age-appropriate literature selections.

### At a Glance . . .

1. Follow the scripted 10-step framework using one of 10 story selections.
2. Use story-related manipulatives to enhance student participation.
3. Promote student involvement with ready-made response boards.
4. Modify materials with the adapting kit.
5. Track progress with built-in assessment.



**Early Numeracy** teaches early math concepts and lays a strong foundation for further math instruction. It incorporates systematic instruction with story-based lessons. **Early Numeracy** teaches counting, 1:1 correspondence, patterns, adding sets, measurement skills, and more.

### Key Objectives:

*Recognize numerals*



*Understand measurement concepts*



### Overall Objective:

Build foundational numeracy skills for access to later math instruction.

### At a Glance . . .

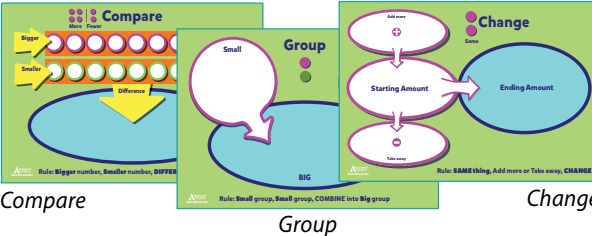
1. Practice number warm-ups.
2. Make real-life connections with **Math Stories**.
3. Organize theme-based manipulatives for lesson.
4. Read scripted table from left to right.
5. Integrate GoWorksheet iPad activities to reinforce early numeracy concepts.
6. Review lessons with awesome game boards.



**Math Skills Builder** is a multi-year researched math problem-solving curriculum with real-world scenarios. Includes eight units of instruction with 500 theme-based story problems presented using various media including software, iPad app, and video simulations.

### Key Objectives:

*Use three problem-solving strategies:*



### Overall Objective:

Develop students' emerging problem-solving skills using real-world math problems.

### At a Glance . . .

1. Assess early numeracy skills to determine student readiness for **Math Skills Builder**.
2. Administer the Math Skills Builder Pretest.
3. Begin instruction with Unit 1 and advance students once they've achieved mastery.
4. Implement the 5 lessons, including print, software, app, and video components.
5. Administer end-of-unit assessment to determine unit mastery — 80%.



**Early Science** uses an inquiry process to teach basic science content. Units include the Five Senses, the Rock Cycle, Earth and Sky, and the Life Cycle. Students engage in stories, hands-on experiments, vocabulary development, games, and more. Includes an extensive set of experimental materials.

### Key Objectives:

*Complete science concept statements*



*Participate in hands-on experiments*



### Overall Objective:

Learn to inquire and generate discussions about oneself and the world.

### At a Glance . . .

1. Engage students with a **Wonder Wally** story.
2. Follow the scripted task analysis in selected unit.
3. Gather experimental materials for lesson.
4. Review *Special Accommodations* page for students with multiple disabilities.
5. Check student progress with the consumable **Science Log** activities.