

CAT-4 Match to the Quebec Curriculum

Level 10 - Kindergarten

Reading/Writing Quebec Curriculum, 2001 Specific Outcomes	Canadian Achievement Tests, Fourth Edition (CAT-4)	
	Multiple-Choice Tests	
	Reading	Word Analysis
Competency 5: To construct his/her understanding of the world		
Learnings Related to Language Development		
Actions associated with emergent writing: imitation of reading behaviour; imitation of writing behaviour	P10 2 P11 3 P12 1 P13 3 P15 2	
Concepts and conventions of written language	P14 1	P24 1, 2, 3, 4 P25 5, 6 P27 2, 3 P28 1, 2 P29 3, 4 P34 2 P35 3, 4 P36 1, 2 P37 3
Conventions and symbols associated with computers		
Use of the appropriate pronouns and tenses in speech		
Concepts related to language and stories	P5 5, 6 P6 1, 2, 3 P7 4, 5, 6 P8 1, 2 P9 3, 4 P10 2 P15 3	
Recognition of writing in the environment	P4 1, 2, 3 P5 4	
Recognition of some letters of the alphabet	P19 5, 6	P30 2 P31 3, 4 P32 1, 2 P33 3
Recognition of some words in writing	P11 4 P12 2 P16 1, 2, 3 P17 4, 5, 6 P18 1, 2, 3 P19 4 P20 1, 2	
Writing of a few words he/she uses often		
Symbolic games		
Communication games		

CAT-4 Match to the Quebec Curriculum

Level 10 - Kindergarten

Mathematics Quebec Curriculum Specific Outcomes	<i>Canadian Achievement Tests, Fourth Edition (CAT-4)</i>		
	Multiple-Choice Tests		Constructed-Response Tasks
	Mathematics	Computation	Math Processes
• Learnings Related to Cognitive Development			
number games (e.g. lotto, calendar game)	P40 1 P43 4 P44 2 P49 3		
counting games (e.g. counting the number of friends)	P41 3 P44 3 P45 4 P46 1 P49 4, 5 P56 1		
association games (e.g. associating an object with a geometric shape)	P40 2 P42 2 P43 3 P48 1 P51 4 P52 2 P53 3 P54 1 P57 3		
comparison games (e.g. comparing the length of two objects)	P42 1, 2 P44 1 P47 3 P52 1 P56 2		
grouping and sorting games (e.g. sorting objects by colour or texture)	P50 2 P55 4		
pattern games (e.g. creating sequences of increasingly complex objects)	P46 2 P51 3 P53 4		
estimation games (e.g. estimating length, quantity)	P55 5		
measurement games (e.g. measuring objects using a string)	P48 2 P54 2, 3		