# **Kide Science**<sub>®</sub> **Standards Correlation**

for **Florida Kindergarten Standards** Kindergarten



## Kide Science: About Us.

Our activities are story-based inquiries - creating playful scenarios in your classroom.

**In every single lesson**, children advance crucial scientific-process skills (also known as inquiry skills):

- **Observation**
- Classification
- Communication
- Measurement
- Oredication
- Interpretation
- Conclusion



Egg-straordinary Nest Building How do birds look after their babies? Engineering Science Arts Mathematics

🕓 45 min lesson 📲 Easy preparation

In addition to these scientific inquiry skills, each lesson supports many other skills, including technological, social-emotional, linguistic, mathematical and movement skills.

We really are cross-curricular.

See <u>our other curriculum alignment</u> <u>documents</u> for more details.

# How Kide Science correlates with Florida Kindergarten Standards

In this document we will show you:

- **1.** A summary of the **Florida Kindergarten** standards we support, in relation to:
  - The science domain
  - All other domains
- 2. Show you how we correlate with each individual **Science Standards** for Kindergarten with activities suggested for each
- 3. Suggested activities for all of the **other standards** we correlate with

\* We have based our alignment upon the Florida Kindergarten revisions from:

- CPalms (for Science and other standards for Kindergarten)

#### Something missing?

If you have other curriculum requirements, don't hesitate to contact us through info@kidescience.com

# See how many of your Science standards we support!

The main focus of our program is on developing inquiry skills through investigating science topics in play-based ways.

For specific lesson recommendations, see our more detailed correlation pages later on this document.



DOMAIN	We have lesson recommendations for:	
Science (SC.K)	74% of the domain (14/19 of the benchmarks)	
Life Science	3/3 benchmarks	
Physical Science	5/5 benchmarks	
Earth and Space Science	1/6 benchmarks	
Nature of Science	5/5 benchmarks	

### See how many of your other standards we support!

We develop inquiry skills across the curriculum. Therefore, we support the standards for many of the domains, as shown on the following pages.

For our specific lesson recommendations, see our standard correlation documents below.

DOMAIN	We have lesson recommendations for:	
English Language Arts (ELA.K)	41% of the domain (9/22 of the benchmarks)	
Foundational Skills	1/4 benchmarks	
Reading	6/9 benchmarks	
Communication	2/9 benchmarks	
Health Education (HE.K)	70% of the domain (24/34 of the benchmarks)	
Resiliency	12/14 benchmarks	
Personal Health Concepts	7/12 benchmarks	
Community and Environmental Health	3/5 benchmarks	
Consumer Health	2/3 benchmarks	
Mathematics (MA.K)	82% of the domain (18/22 of the benchmarks)	
Number Sense and Operations	6/9 benchmarks	
Algebraic Reasoning	3/4 benchmarks	
Measurement	3/3 benchmarks	
Geometric Reasoning	5/5 benchmarks	
Data Analysis and Probability	1/1 benchmarks	

#### See how many of your other standards we support! 1/

We develop inquiry skills across the curriculum. Therefore, we support the standards for many of the domains, as shown on the following pages.

For our specific lesson recommendations, see our standard correlation documents below.

	DOMAIN	We have lesson recommendations for:	
5.	Music (MU.K)	41% of the domain (7/17 of the benchmarks)	
	Critical Thinking And Reflection	1/6 benchmarks	
	Skills, Techniques and Processes	1/3 benchmarks	
	Organizational Structure	3/3 benchmarks	
	Historical and Global Connections	0/3 benchmarks	
	Innovation, Technology, and the Future	2/2 benchmarks	
-72	Physical Education (PE.K)	60% of the domain (24/40 of the benchmarks)	
5	Movement Competency	6/13 benchmarks	
	Cognitive Abilities	5/8 benchmarks	
	Lifetime Fitness	8/13 benchmarks	
	Responsible Behaviors and Values	5/6 benchmarks	
(60)	Theatre (TH.K)	44% of the domain (8/18 of the benchmarks)	
	Critical Thinking And Reflection	2/4 benchmarks	
	Skills, Techniques and Processes	3/7 benchmarks	
	Organizational Structure	1/3 benchmarks	
	Historical and Global Connections	0/2 benchmarks	
	Innovation, Technology, and the Future	2/2 benchmarks	

### See how many of your other standards we support!

We develop inquiry skills across the curriculum. Therefore, we support the standards for many of the domains, as shown on the following pages.

For our specific lesson recommendations, see our standard correlation documents below.

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DOMAIN	We have lesson recommendations for:	
Social Studies (SS.K)	30% of the domain (10/30 of the benchmarks)	
American History	2/9 benchmarks	
Geography	8/9 benchmarks	
Economics	0/4 benchmarks	
Civics and Government	0/7 benchmarks	
African American History	0/1 benchmarks	
Dance (DA.K)	68% of the domain (13/17 of the benchmarks)	
Critical Thinking And Reflection	2/4 benchmarks	
Skills, Techniques and Processes	6/8 benchmarks	
Organizational Structure	3/4 benchmarks	
Historical and Global Connections	0/1 benchmarks	
Innovation, Technology, and the Future	2/2 benchmarks	
Visual Art (VA.K)	63% of the domain (15/24 of the benchmarks)	
Critical Thinking And Reflection	3/3 benchmarks	
Skills, Techniques and Processes	6/7 benchmarks	
Organizational Structure	3/3 benchmarks	
Historical and Global Connections	0/7 benchmarks	
Innovation, Technology, and the Future	3/4 benchmarks	

Domain SC.K: Science (74% correlation)

We correlate with 74% of the standards of the Scientific Inquiry domain of Florida Standards for Kindergarten

We either support the specific objectives (o, or we are working towards them ( $\gtrless$ ).

SC.K.L: Life Science			
SC.K.L.14	Organization	and Development of Living Organisms	Kide activity suggestions
Ø	SC.K.L.14.1	Recognize the five senses and related body parts.	<u>What's Your Superpower?</u> <u>The Peculiar Party of Mr Hush</u> <u>Eggy Mystery</u> <u>Make It Rain (esp. activity C)</u>
Ũ	SC.K.L.14.2	Recognize that some books and other media portray animals and plants with characteristics and behaviors they do not have in real life.	<u>Habitat Hunting</u> <u>What Makes a Living Thing?</u> <u>Egg-straordinary Nest Building</u> <u>Pikkuli lesson</u> bundle
ø	SC.K.L.14.3	Observe plants and animals, describe how they are alike and how they are different in the way they look and in the things they do.	Habitat Hunting What Makes a Living Thing? From Seed to Plant Flowery Business Hiding in Plain Sight A Freezing Surprise Breathing Leaves Busy Bees Egg-straordinary Nest Building
SC.K.P: F	Physical Scie	nce	
SC.K.P.8	Properties of	f Matter	Kide activity suggestions
ø	SC.K.P. 8.1	Sort objects by observable properties, such as size, shape, color, temperature (hot or cold), weight (heavy or light) and texture.	Floating Problems Mystical Magnets Measuring Hair Standing on End Colorful Drawing Book
SC.K.P.9	Changes in Matter		
Ø	SC.K.P. 9.1	Recognize that the shape of materials such as paper and clay can be changed by cutting, tearing, crumpling, smashing, or rolling.	Egg-straordinary Nest Building Busy Bees

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Domain SC.K: Science (74% correlation)

SC.K.P: F	SC.K.P: Physical Science (continued)			
SC.K.P.10	Forms of Energy			
Ø	SC.K.P. 10.1	Observe that things that make sound vibrate.	Hello, Is Anybody Out There? Make Some Music! Happy heartbeat	
SC.K.P.12	Motion of Ob	ojects		
Ø	SC.K.P. 12.1	Investigate that things move in different ways, such as fast, slow, etc.	<u>A Frantic Fall</u> <u>Friction on the Slopes</u> <u>Safe Landing</u>	
SC.K.P.13	Forces and Changes in Motion			
Ø	SC.K.P. 13.1	Observe that a push or a pull can change the way an object is moving.	<u>A Frantic Fall</u> <u>Friction on the Slopes</u> <u>Safe Landing</u>	

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Domain SC.K: Science (74% correlation)

#### SC.K.E: Earth and Space Science

SC.K.E. 5	Earth in Space	ce and Time	Kide activity suggestions
Ø	SC.K.E. 5.1	Explore the Law of Gravity by investigating how objects are pulled toward the ground unless something holds them up.	<u>A Frantic Fall</u> <u>Friction on the Slopes</u> <u>Safe Landing</u>
	SC.K.E. 5.2	Recognize the repeating pattern of day and night.	_
	SC.K.E. 5.3	Recognize that the Sun can only be seen in the daytime.	-
	SC.K.E. 5.4	Observe that sometimes the Moon can be seen at night and sometimes during the day.	-
	SC.K.E. 5.5	Observe that things can be big and things can be small as seen from Earth.	_
	SC.K.E. 5.6	Observe that some objects are far away and some are nearby as seen from Earth.	_

#### SC.K.N: Nature of Science

SC.K.N. 1	The practice	of Science	Kide activity suggestions
Ø	SC.K.N. 1.1	Collaborate with a partner to collect information.	Most lessons
0	SC.K.N. 1.2	Make observations of the natural world and know that they are descriptors collected using the five senses.	Many lessons especially <u>Breathing Leaves</u> <u>What's Your Superpower?</u> <u>Eggy Mystery</u> <u>Beehive</u>
<b>©</b>	SC.K.N. 1.3	Keep records as appropriate such as pictorial records of investigations conducted.	This can be done in every lesson during the reporting phase. We also detail how to record evidence in a ' <u>treasure chest' here</u>
0	SC.K.N. 1.4	Observe and create a visual representation of an object which includes its major features.	Habitat Hunting What Makes a Living Thing? Welcome to Supraland Finding Dinosaur Fossils
Ø	SC.K.N. 1.5	Recognize that learning can come from careful observation.	All lessons



Domain SC.K: Science (74% correlation)

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#### Domain ELA.K English Language Arts (41% correlation)

The main focus of Kide activities is on **inquiry skills** (including **communication**). In addition, each of the Kide activities start with a **story time** to introduce a research problem. This shared story provides an excellent opportunity to practice **comprehension skills**, as well as set a base for independent reading skills.

Whilst we don't claim to fully match with the English Language Arts standards, on the following pages you can find find a list of the ones we do support.

#### We either support the specific objectives (<sup>(</sup>), or we are working towards them (<sup>(</sup>)).

ELA.K.F Foundational Skills			
ELA.K.F.1	Learning and	d Applying Foundational Reading Skills	Kide activity suggestions
Ø	ELA.K.F.1.1	Demonstrate knowledge of the basic concepts of print.	Print concepts can be introduced through the shared reads of our story letters, in every single lesson
ELA.K.R:	Reading		
ELA.K.R.1	Reading Pros	se and Poetry	Kide activity suggestions
Ø	ELA.K.R.1.3	Describe the main character(s), setting, and important events in a story.	All lessons
Ø	ELA.K.R.1.4	Identify rhyme in a poem.	Using our home experiment poems
ELA.K.R.2	Reading Informational Text		Kide activity suggestions
Ø	ELA.K.R.2.1	Use titles, headings, and illustrations to predict and confirm the topic of texts.	Using the story letters at the start of each
ø	ELA.K.R.2.2	Identify the topic of and multiple details in a text.	one of our lessons

Domain ELA.K English Language Arts (41% correlation)

ELA.K.R: Reading			
ELA.K.R.3	Reading Ac	ross Genres	Kide activity suggestions
*	ELA.K.R.3.1	Identify and explain descriptive words in text(s).	This can be a focus whilst reading the story letters each lesson.
ø	ELA.K.R.3.2	Retell a text orally to enhance comprehension: a.) Use main character(s), setting, and important events for a story. b.) Use topic and details for an informational text.	All lessons
Ø	ELA.K.R.3.3	Compare and contrast characters' experiences in stories.	Wonderful opportunities for this across the lessons.
ELA.K.C: Communication			
ELA.K.C.2	Communica	ting Orally	Kide activity suggestions
Ø	ELA.K.C.2.1	Present information orally using complete sentences.	All lessons
ELA.K.C.4	Researching	]	
Ø	ELA.K.C.4.1	Recall information to answer a question about a single topic.	All lessons
ELA.K.C.5	Creating an	d Collaborating	
2	ELA.K.C.5.1	Use a multimedia element to enhance oral or written tasks.	Our lessons are screen free for children. However, investigators may choose to present their learning using technology e.g. film a video, take photos or record a voice note. E.g. in <u>Getting Dressed for Autumn</u>

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Domain ELA.K English Language Arts (41% correlation)

#### **ELA.K.C:** Communication Researching Kide activity suggestions ELA.K.C.4 ELA.K.C.4.1 Recall information to answer a question about a single Ø All lessons topic. Creating and Collaborating Kide activity suggestions ELA.K.C.5 ELA.K.C.5.1 Use a multimedia element to enhance oral or written Our lessons are screen free for children. A tasks. However, investigators may choose to present their learning using technology e.g. film a video, take photos or record a voice note. E.g. in Getting Dressed for Autumn

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#### Domain: Health Education (68% correlation)

In addition to the more traditional STEAM areas, our cross-curricular programme also has activities to support inquiry skills through Health Education.

Whilst we don't claim to *fully* match with the health education standards, here you can find a list of the ones we do support.

We either support the specific objectives (o, or we are working towards them ( $\gtrless$ ).

HE.K.R: Resiliency (starting 2024-2025)			
HE.K.R.1	Character		Kide activity suggestions
Ø	HE.K.R.1.1	Define and give examples of kindness and caring.	All lessons, especially <u>True Friends</u>
Ø	HE.K.R.1.2	Demonstrate the ability to take turns and share with others.	All lessons
Ø	HE.K.R.1.3	Describe ways to show respect to others.	All lessons, and especially all <u>Relationship</u> <u>lessons</u>
HE.K.R.2	Personal Re	sponsibility	
Ø	HE.K.R.2.1	Identify healthy choices that affect personal wellness.	Fruity Surprise Germs in Hiding
Ø	HE.K.R.2.2	Demonstrate the ability to follow rules and directions.	All lessons
Ø	HE.K.R.2.4	Identify and recognize basic feelings.	Through the characters in all of our lessons, especially our <u>Pikkuli lessons</u>
Ø	HE.K.R.2.5	Identify personal strengths and actions individuals can do independently.	<u>Welcome to Supraland</u> <u>What makes a Living Thing (activity B)</u> <u>What's Your Superpower?</u>

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### Domain: Health Education (68% correlation)

#### HE.K.R: Resiliency (continued)

HE.K.R.3	Mentorship a	nd Citizenship	Kide activity suggestions
Ø	HE.K.R.3.1	Identify the roles and responsibilities of trusted adults.	All lessons
Ø	HE.K.R.3.2	Identify characteristics of a good citizen in school and the community.	All lessons: working together to solve problems
HE.K.R.4	Critical Thinking and Problem Solving		
Ø	HE.K.R.4.1	Identify when help is needed and who to ask for help.	All lessons
Ø	HE.K.R.4.2	Identify the importance of sharing thoughts and ideas to solve problems.	All lessons
Ø	HE.K.R.4.3	Discuss ways to work together to solve problems.	All lessons

#### HE.K.PHC: Personal Health Concepts

HE.K.PHC.1	PHC.1 Core Concepts		Kide activity suggestions
ø	HE.K.PHC.1.1	Identify healthy behaviors that affect personal health.	Fruity Surprise Germs in Hiding Happy Heartbeat All movement lessons
ø	HE.K.PHC.1.2	Understand how you can prevent childhood injuries in the home, school, and community settings.	Excellent opportunities across all lessons, especially <u>Stop and Go</u> <u>Fruity Surprise</u>
ø	HE.K.PHC.1.3	Recognize there are body parts inside and outside of the body.	<u>Happy Heartbeat</u> <u>Hoseli's Balloon Party Problem</u> <u>Breathing Leaves</u> <u>Hoseli's Googly Eye Mystery</u>
ø	HE.K.PHC.1.4	Recognize ways you can prevent common communicable diseases.	<u>Germs in Hiding</u>

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### Domain: Health Education (68% correlation)

HE.K.PHC.2	Internal and External Influence		Kido optivity suggestions	
HE.K.PHU.Z	Internal and Ex		Kide activity suggestions	
Ø	HE.K.PHC.2.2	Name healthy behaviors that family members should practice.	<u>Fruity Surprise</u> <u>Germs in Hiding</u> All <u>movement lessons</u>	
HE.K.PHC.3 Prevention and Decision Making				
Ø	HE.K.PHC.3.2	Recognize healthy options to personal health-related issues or problems.	<u>Fruity Surprise</u> <u>Germs in Hiding</u> <u>Happy Heartbeat</u> All <u>movement lessons</u>	
Ø	HE.K.PHC.3.3	Recognize the consequences of not following rules/practices when making healthy and safe decisions.	Lots of opportunities to discuss this throughout our lessons	
HE.K.CEF	I: Community a	and Environmental Health		
HE.K.CEH.2	Internal and Ex	xternal Influence	Kide activity suggestions	
€	HE.K.CEH.2.1	Explain the importance of rules to maintain health.	Kide activity suggestions Fruity Surprise Germs in Hiding Happy Heartbeat All movement lessons	
0	HE.K.CEH.2.1		<u>Fruity Surprise</u> <u>Germs in Hiding</u> <u>Happy Heartbeat</u>	
	HE.K.CEH.2.1	Explain the importance of rules to maintain health.	Fruity Surprise Germs in Hiding Happy Heartbeat	
€ HE.K.CEH.3	HE.K.CEH.2.1 Prevention and I	Explain the importance of rules to maintain health.         Decision Making         Recognize ways the community can prevent childhood injuries in the school and community	Fruity Surprise Germs in Hiding Happy Heartbeat All movement lessons	

Domain: Health Education (68% correlation)

# HE.K.CH: Consumer Health

HE.K.CH.1	Core Concepts		Kide activity suggestions
×	HE.K.CH.1.1	Recognize warning labels and signs on hazardous products and places.	Stop and Go
HE.K.CH.3	Prevention and Decision Making		
Ø	HE.K.CH.3.1	Define healthy and unhealthy choices.	Fruity Surprise Germs in Hiding <u>Happy Heartbeat</u> All <u>movement lessons</u>

#### Domain V: Mathematics (82% correlation)

The main focus of Kide activities is to develop **inquiry skills** (including **measurement.**) We practice measurement through counting, meaning that our lessons set the foundations to number sense and basic operations. We also support areas of Geometry and Shapes through physical movement.

Whilst we don't claim to fully match with the Math standards, on the following pages you can find suggested activities for the ones we do support.

We either support the specific objectives (<sup>(</sup>), or we are working towards them (<sup>(</sup>)).

MA.K.NSC	): Number Se	nse and Operations	
MA.K.NSO.1	Develop an u	nderstanding for counting using objects in a set.	Kide activity suggestions
ø	MA.K.NSO.1.1	Given a group of up to 20 objects, count the number of objects in that group and represent the number of objects with a written numeral. State the number of objects in a rearrangement of that group without recounting.	<u>A Secret Friend</u> <u>It's Raining!</u> <u>Sugary Problems</u> <u>Crab Walk</u>
ø	MA.K.NSO.1.2	Given a number from 0 to 20, count out that many objects.	<u>Treasure Hunt</u> <u>Sugary Problems</u> <u>Lava Pond</u> <u>Make Some Music (activity B)</u>
ø	MA.K.NSO.1.4	Compare the number of objects from 0 to 20 in two groups using the terms less than, equal to or greater than.	Through many of our <u>classification lessons</u> <u>Crab Walk</u> <u>Make Some Music (activity B)</u>
MA.K.NSO.2		er names sequentially within 100 and develop an g for place value.	
ø	MA.K.NSO.2.2	Represent whole numbers from 10 to 20, using a unit of ten and a group of ones, with objects, drawings and expressions or equations.	<u>A Secret Friend</u> <u>Lava Pond</u> <u>Kindergarten of Shape</u> <u>Crab Walk</u>

### Domain V: Mathematics (82% correlation)

A.K.NSO.3		understanding of addition and subtraction vith one-digit whole numbers.	Kide activity suggestions
Ø	MA.K.NSO.3.1	Explore addition of two whole numbers from 0 to 10, and related subtraction facts.	
Ø	MA.K.NSO.3.2	Add two one-digit whole numbers with sums from 0 to 10 and subtract using related facts with procedural reliability.	A Secret Friend Sugary Problems
MA.K.AR:	Algebraic Re	easoning	
MA.K.AR.1		nd solve addition problems with sums between 0 subtraction problems using related facts.	
Ø	MA.K.AR.1.1	For any number from 1 to 9, find the number that makes 10 when added to the given number.	
Ø	MA.K.AR.1.2	Given a number from 0 to 10, find the different ways it can be represented as the sum of two numbers.	A Secret Friend Sugary Problems
Ø	MA.K.AR.1.3	Solve addition and subtraction real-world problems using objects, drawings or equations to represent the problem.	
MA.K.M:	Measuremer	ıt	
MA.K.M.1	Identify and	compare measurable attributes of objects.	
ø	MA.K.M.1.1	Identify the attributes of a single object that can be measured such as length, volume or weight.	<u>Growing Dino</u> Balancing Problems
ø	MA.K.M.1.2	Directly compare two objects that have an attribute which can be measured in common. Express the comparison using language to describe the difference.	An Exact Science Measuring Optical Illusions
Ø	MA.K.M.1.3	Express the length of an object, up to 20 units long, as a whole number of lengths by laying non-standard objects end to end with no gaps or overlaps.	<u>Growing Dino</u> Balancing Problems From Seed to Plant

### Domain V: Mathematics (82% correlation)

MA.K.GR:	Geometric	Reasoning
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A.K.GR.1	Identify, cor	mpare and compose two- and three-dimensional	Kide activity suggestions
	figures.		
0	MA.K.GR.1.1	Identify two- and three-dimensional figures regardless of their size or orientation. Figures are limited to circles, triangles, rectangles, squares, spheres, cubes, cones and cylinders.	Spooky Shadows Beehive Kindergarten of Shape Creatures A Secret Friend Hoseli's Holidays Egg-straordinary Nest Building Planning an Escape Bubbles!
Ø	MA.K.GR.1.2	Compare two-dimensional figures based on their similarities, differences and positions. Sort two-dimensional figures based on their similarities and differences. Figures are limited to circles, triangles, rectangles and squares.	Kindergarten of Shape Creatures
<b>Ø</b>	MA.K.GR.1.3	Compare three-dimensional figures based on their similarities, differences and positions. Sort three-dimensional figures based on their similarities and differences. Figures are limited to spheres, cubes, cones and cylinders.	<u>Planning an Escape</u> <u>Bubbles!</u>
Ø	MA.K.GR.1.4	Find real-world objects that can be modeled by a given two- or three-dimensional figure. Figures are limited to circles, triangles, rectangles, squares, spheres, cubes, cones and cylinders.	<u>Spooky Shadows</u> <u>Beehive</u> Egg-straordinary Nest Building
Ø	MA.K.GR.1.5	Combine two-dimensional figures to form a given composite figure. Figures used to form a composite shape are limited to triangles, rectangles and squares.	Bubbles!
IA.K.DP	: Data Analy	sis and Probability	
A.K.DP.1	Develop an comparing	understanding for collecting, representing and data.	Kide activity suggestions
Ø	MA.K.DP.1.1	Collect and sort objects into categories and compare the categories by counting the objects in each category. Report the results verbally, with a written numeral or with drawings.	See our <u>classification bundle</u>

#### Domain MU.K Music (41% correlation)

The primary focus of Kide Science lessons is to develop **inquiry skills** through many different contexts. One of these contexts is Art, including Music.

Whilst we do not try to align to all of the music standards, some of our lessons do compliment a range of them. See below for our suggestions.

We either support the specific objectives ( $\bigcirc$ , or we are working towards them ( $\gtrless$ ).

Big Idea MU.K.C: Critical Thinking and Reflection				
MU.K.C.1		nd reflection are required to appreciate, interpret, and artistic intent.	Kide activity suggestions	
ø	MU.K.C.1.1	Respond to music from various sound sources to show awareness of steady beat.	Happy Heartbeat Make Some Music	
Big Idea M	1U.K.S: Skill	s, Techniques, and Processes		
MU.K.S.3		rposeful practice, artists learn to manage, master, and le, then complex, skills and techniques.		
×	MU.K.S.3.1	Share opinions about selected pieces of music.	Happy Heartbeat* Different sounds	
Big Idea M	1U.K.O. Orga	anizational Structure		
MU.K.O.1	provides a f	ing the organizational structure of an art form oundation for appreciation of artistic works and the creative process.		
Ø	MU.K.0.1.1	Respond to beat, rhythm, and melodic line through imitation.	Happy Heartbeat	
ø	MU.K.O.1.2	Identify similarities and differences in melodic phrases and/or rhythm patterns.	Happy Heartbeat	
MU.K.O.3		rm uses its own unique language, verbal and to document and communicate with the world		
ø	MU.K.O.3.1	Respond to music to demonstrate how it makes one feel.	Happy Heartbeat Make Some Music	

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Big Idea N	Big Idea MU.K.F: Innovation, Technology and the Future				
MU.K.F.1	J.K.F.1 Creating, interpreting, and responding in the arts stimulate the imagination and encourage innovation and creative risk-taking.		Kide activity suggestions		
ø	MU.K.F.1.1	Respond to and explore music through creative play and found sounds in the music classroom.	Happy Heartbeat Make Some Music		
MU.K.F.3	The 21st-century skills necessary for success as citizens, workers, and leaders in a global economy are embedded in the study of the arts.				
Ø	MU.K.F.3.1	Exhibit age-appropriate music and life skills that will add to the success in the music classroom.	Happy Heartbeat Make Some Music		

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#### Domain: Physical Education (60% correlation)

In addition to the more traditional STEAM areas, our cross-curricular programme also has activities to support **motor development**, physical active play and movement skills.

Whilst we don't claim to fully match with the physical education standards, here you can find a list of the ones we do support.

We either support the specific objectives (<sup>(</sup>), or we are working towards them (<sup>(</sup>)).

#### PE.K.M: Movement Competency PE.K.M.1 Demonstrate competency in many, and proficiency in a few, Kide activity suggestions movement forms from a variety of categories. PE.K.M.1.1 Use a variety of locomotor skills to travel in personal See our Movement lesson bundle Ø and general space. PE.K.M.1.3 Balance a lightweight object on a paddle/racket while Ø Party Robot moving. PE.K.M.1.10 Perform a creative-movement sequence with a clear Ø beginning balance, at least one movement and a clear Party Robot ending shape. PE.K.M.1.11 Balance on a variety of body parts. Party Robot Ø Crab Walk PE.K.M.1.12 Perform a variety of rolling actions. Ø Crab Walk PE.K.M.1.13 Move in a variety of ways in relation to others. See our Movement lesson bundle Ø

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#### Domain: Physical Education (60% correlation)

#### **PE.K.C: Cognitive Abilities** PE.K.C.2 Identify, analyze and evaluate movement concepts, mechanical Kide activity suggestions principles, safety considerations and strategies/tactics regarding movement performance in a variety of physical activities. Ø PE.K.C.2.1 Recognize locomotor skills. See our Movement lesson bundle PE.K.C.2.2 Recognize physical activities have safety rules and Ø Party Robot procedures. Caring for a Pet Dog Stop and go PE.K.C.2.6 Recite cues for a variety of movement patterns and skills. Ø See our Movement lesson bundle PE.K.C.2.7 Identify personal and general space. Ø True Friends PE.K.C.2.8 Recognize movement concepts. Ø

#### **PE.K.L: Lifetime Fitness**

PE.K.L.3	Participate	regularly in physical activity.	Kide activity suggestions
Ø	PE.K.L.3.1	Identify a moderate physical activity.	
ø	PE.K.L.3.2	Identify a vigorous physical activity.	Happy Heartbeat
Ø	PE.K.L.3.3	Identify opportunities for involvement in physical activities during the school day.	See our <u>Movement lesson bundle</u>
Ø	PE.K.L.3.6	Identify the benefits of participating in physical activity.	Happy Heartbeat
PE.K.L.4		implement a personal fitness program to achieve and ealth-enhancing level of fitness.	
Ø	PE.K.L.4.2	Identify that the heart beats faster during more intense physical activity.	Happy Heartbeat
0	PE.K.L.4.3	Identify activities that increase breathing and heart rate.	Happy Heartbeat Breathing Leaves
Ø	PE.K.L.4.4	Identify a physiological sign of participating in physical activity.	Happy Heartbeat
ø	PE.K.L.4.6	Differentiate between healthy and unhealthy food choices.	Fruity Surprise

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### Domain: Physical Education (60% correlation)

PE.K.R: Responsible Behaviors and Values					
PE.K.R.5	Exhibit responsible personal and social behavior that respects self and others in physical-activity settings.		Kide activity suggestions		
Ø	PE.K.R.5.1	Identify ways to cooperate with a partner during physical activity.	Puppy Playtime Caring for a Pet Dog Crab Walk Lava Pond		
ø	PE.K.R.5.2	Use equipment safely and properly.	Excellent opportunities across all lessons, especially <u>Party Robot</u> <u>Caring for a Pet Dog</u> <u>Stop and Go</u> <u>Fruity Surprise</u>		
Ø	PE.K.R.5.3	Identify ways to treat others with respect during physical activity.	Happy Heartbeat Puppy Playtime Caring for a Pet Dog True Friends		
PE.K.R.6		cal activity for health, enjoyment, challenge, sion and/or social interaction.			
Ø	PE.K.R.6.1	Identify physical activities that are enjoyable.	See our <u>Movement lesson bundle</u> <u>Happy Heartbeat</u>		
8	PE.K.R.6.2	Identify a benefit of willingly trying new movements and motor skills.	See our <u>Movement lesson bundle</u> <u>Happy Heartbeat</u>		
Ø	PE.K.R.6.3	Identify the benefits of continuing to participate when not successful on the first try.	Children can be encouraged to persevere through all of our lessons		

#### Domain TH.K Theatre (44% correlation)

The primary focus of Kide Science lessons is to develop **inquiry skills** through imagination, play and drama. During the activities, children get to work in the role a real researcher. You can support that role taking through using props, like lab coats.

Whilst we do not try to align to all of the theatre standards, our lessons do compliment a range of them. See below for our suggestions.

We either support the specific objectives ( $\bigcirc$ , or we are working towards them ( $\gtrless$ ).

Big Idea T	Big Idea TH.K.C: Critical Thinking and Reflection				
TH.K.C.1	Cognition and reflection are required to appreciate, interpret, and create with artistic intent.		Kide activity suggestions		
Ø	TH.K.C.1.1	Create a story about an everyday event involving family members and/or pets using body movements, sounds, and imagination.	For example: Journey into Imagination A Kingdom Underneath The Ice Puppy Playtime Caring for a Pet Dog True Friends		
TH.K.C.3		ses of critiquing works of art lead to development hinking skills transferable to other contexts.			
Ø	TH.K.C.3.1	Recognize that individuals may like different things about a selected story or play.	This could be discussed in every lesson, when a different story is read.		
Big Idea T	H.K.S: Skills	s, Techniques, and Processes			
TH.K.S.1		e inherently experiential and actively engage the processes of creating, interpreting, and to art.	Kide activity suggestions		
Ø	TH.K.S.1.2	Describe play-acting, pretending, and real life.	Introduce this discussion through all lessons, as children step into the role play		
TH.K.S.2		nt of skills, techniques, and processes in the arts our ability to remember, focus on, process, and nformation.			
Ø	TH.K.S.2.1	Pretend to be a character from a given story.	All lessons		

KIDE

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Domain TH.K Theatre (44% correlation)

Big Idea TH.K.O: Organizational Structure			
TH.K.O.1	provides a f	ing the organizational structure of an art form oundation for appreciation of artistic works and the creative process.	Kide activity suggestions
Ø	TH.K.0.1.1	Share opinions about a story with classmates.	All lessons
Big Idea T	H.K.F: Inno	vation, Technology, and the Future	
TH.K.F.1		terpreting, and responding in the arts stimulate tion and encourage innovation and creative	
ø	TH.K.F.1.1	Pretend to be an animal by imitating its movements and sounds.	Puppy Playtime Caring for a Pet Dog Busy Bees Habitat Hunting Hiding in Plain Sight Egg-straordinary Nest Building Come Out, Pikkuli
TH.K.F.3		entury skills necessary for success as citizens, d leaders in a global economy are embedded in f the arts.	
Ø	TH.K.F.3.1	Exhibit age-appropriate dramatic play behaviors.	All lessons

**Fd** 

In addition to the more traditional STEAM subjects, our Kide program also has activities to support Social Studies topics. This is because we develop **inquiry skills** in the context of many domains at the same time.

Whilst we don't claim to *fully match* with the Social Studies standards, on the following pages you can find a list of the ones we do support.

We either support the specific objectives (), or we are working towards them ().

#### SS.K.A: American History

SS.K.A.2	Historical K	nowledge	Kide activity suggestions
ø	SS.K.A.2.3 Compare our nation's holidays with holidays of other cultures.		A Celebration Meal
SS.K.A.3	Chronologica	l Thinking	
ø	SS.K.A.3.1	Use words and phrases related to chronology and time to explain how things change and to sequentially order events that have	Children can practice this standard when reporting back what happened - in every single lesson

#### SS.K.G: Geography

SS.K.G.1	The World i	n Spatial Terms	Kide activity suggestions
Ø	SS.K.G.1.1	Describe the relative location of people, places, and things by using positional words.	<u>A Celebration Meal</u> Where Are You Hoseli?
Ø	SS.K.G.1.2	Explain that maps and globes help to locate different places and that globes are a model of the Earth.	Welcome to Supraland Hoseli's Magnet Map Journey into Imagination Northbound Planes Trains and Hot Air Balloons
Ø	SS.K.G.1.3	Identify cardinal directions (north, south, east, west).	Northbound
Ø	SS.K.G.1.4	Differentiate land and water features on simple maps and globes.	Planes Trains and Hot Air Balloons Welcome to Supraland

KIDE

# Domain: Social Studies (30% correlation)

SS.K.G: 0	Geography (c	ontinues)	
SS.K.G.2	Places and R	legions	
×	SS.K.G.2.1	Locate and describe places in the school and community.	Welcome to Supraland
SS.K.G.2	Physical Sys	tem	
ø	SS.K.G.3.1	Identify basic landforms.	Welcome to Supraland Planes Trains and Hot Air Balloons Foam Eruption
Ø	SS.K.G.3.2	Identify basic bodies of water.	Welcome to Supraland Planes Trains and Hot Air Balloons
ø	SS.K.G.3.3	Describe and give examples of seasonal weather changes, and illustrate how weather affects people and the environment.	<u>Getting Dressed for Autumn</u> <u>Summer Sandcastles</u> <u>Winter Garden</u> <u>The Great Inventors of the Secret Forest</u>
			Lesson bundle: <u>Kelvin's Weather Adventure</u>

### Domain VA.K Visual Art (63% correlation)

The main focus of each Kide activity is on inquiry skills. We develop these through STEAM activities, including Art. Therefore many of our activities have opportunities to practice many of the Visual Art Standards. For the standards we do fully cover, see the lesson suggestions below.

We either support the specific objectives ( ), or we are working towards them (  $\gtrsim$  ).

/A.K.C.1		nd reflection are required to appreciate, interpret, with artistic intent.	Kide activity suggestions
ø	VA.K.C.1.1	Create and share personal works of art with others.	Many lessons, especially: <u>Winter Garden</u> Journey into Imagination <u>Welcome to Supraland</u> <u>Cave Paintings</u> <u>Colorful Drawing Book</u>
/A.K.C.2	Assessing our own and others' artistic work, using critical-thinking, problem-solving, and decision-making skills, is central to artistic growth.		
8	VA.K.C.2.1	Describe personal choices made in the creation of artwork.	<u>Planes, Trains and Hot Air Balloons</u> <u>Habitat Hunting</u> <u>Spooky Shadows</u> <u>Welcome to Supraland</u> <u>Cave Paintings</u> <u>Colorful Drawing Book</u>
ø	VA.K.C.2.2	Identify media used by self or peers.	<u>Cave Paintings</u> <u>Winter Garden</u> <u>Planes, Trains and Hot Air Balloons</u> <u>Habitat Hunting</u>

#### Big Idea VA.K.S: Skills, Techniques, and Processes

VA.K.S.1		e inherently experiential and actively engage learners esses of creating, interpreting, and responding to art.	
Ø	VA.K.S.1.1	Explore art processes and media to produce artworks.	<u>Cave Paintings</u> <u>Winter Garden</u> <u>On the Pond</u> <u>Peculiar Creatures of the Forest</u> <u>Crystal Rain</u>
Ø	VA.K.S.1.2	Produce artwork influenced by personal decisions and ideas.	<u>Planes, Trains and Hot Air Balloons</u> <u>Habitat Hunting</u> <u>Spooky Shadows</u>



Domain VA.K Visual Art (63% correlation)

Big Idea VA.K.S: Skills, Techniques, and Processes (continues)				
strengthens	our ability to remember, focus on, process, and	Kide activity suggestions		
VA.K.S.2.1	Develop artistic skills through the repeated use of tools, processes, and media. e.g., media-specific techniques, eye-hand coordination, fine-motor skills	Many lessons including: <u>Colorful Drawing Book</u> <u>Googly Eyes</u> <u>Winter Garden</u>		
VA.K.S.3.1	Develop skills and techniques to create with two- and/or three- dimensional media.	3D <u>Spooky Shadows</u> <u>Planes, Trains and Hot Air Balloons</u> <u>Welcome to Supraland</u> <u>The Curious Colorful Rivers (activity B)</u> 2D <u>2D</u> <u>2D</u> <u>2D</u> <u>2D</u> <u>2D</u> <u>2D</u> <u>2D</u>		
VA.K.S.3.2	Practice skills to develop craftsmanship.	Many lessons, for example <u>Welcome to Supraland</u> <u>Planes, Trains and Hot Air Balloons</u> <u>Journey into Imagination</u> <u>Glue</u> <u>Lift it up</u> <u>Busy bees</u> <u>Safe Landing</u>		
VA.K.S.3.3	Handle art tools and media safely in the art room.	This can be discussed through all sessions		
VA.K.S.3.4	Identify artwork that belongs to others and represents their ideas.	This can be discussed through all sessions when sharing art works		
	Developmer strengthens sequence in VA.K.S.2.1 Through pur and refine s VA.K.S.3.1 VA.K.S.3.2 VA.K.S.3.2	Development of skills, techniques, and processes in the arts strengthens our ability to remember, focus on, process, and sequence information.         VA.K.S.2.1       Develop artistic skills through the repeated use of tools, processes, and media. e.g., media-specific techniques, eye-hand coordination, fine-motor skills         Through purposeful practice, artists learn to manage, master, and refine simple, then complex, skills and techniques.         VA.K.S.3.1       Develop skills and techniques to create with two-and/or three- dimensional media.         VA.K.S.3.2       Practice skills to develop craftsmanship.         VA.K.S.3.3       Handle art tools and media safely in the art room.         VA.K.S.3.4       Identify artwork that belongs to others and represents		



Domain VA.K Visual Art (63% correlation)

#### Big Idea VA.K.O: Organizational Structure

VA.K.O.1	provides a f	ing the organizational structure of an art form oundation for appreciation of artistic works and the creative process.	Kide activity suggestions
0	VA.K.O.1.1	Explore the placement of the structural elements of art in personal works of art.	<u>Spooky Shadows</u> <u>Planes, Trains and Hot Air Balloons</u> <u>Welcome to Supraland</u>
VA.K.0.2		ral rules and conventions of an art form serve as dation and departure point for creativity.	
0	VA.K.0.2.1	Generate ideas and images for artworks based on memory, imagination, and experiences.	Many lessons, for example: Journey into Imagination A Kingdom Underneath The Ice Magical Winter garden
VA.K.O.3		rm uses its own unique language, verbal and to document and communicate with the world.	
Ø	VA.K.0.3.1	Create works of art to document experiences of self and community.	<u>Journey into Imagination</u> <u>What Makes a Living Thing?</u> <u>True Friends</u>
Big Idea V	A.K.F: Innov	vation, Technology, and the Future	
VA.K.F.1		terpreting, and responding in the arts stimulate tion and encourage innovation and creative	Kide activity suggestions
Ø	VA.K.F.1.1	Experiment with art media for personal satisfaction and perceptual awareness.	<u>Cave Paintings</u> <u>Winter Garden</u> <u>On the Pond</u> <u>Peculiar Creatures of the Forest</u> <u>Crystal Rain</u>
Ø	VA.K.F.1.2	Identify real and imaginary subject matter in works of art.	This could be discussed through many of our imaginary lessons such as: <u>Habitat Hunting</u> <u>Spooky Shadows</u> <u>Journey into Imagination</u>
VA.K.F.3		entury skills necessary for success as citizens, d leaders in a global economy are embedded in f the arts.	
ø	VA.K.F.3.1	Create artwork that communicates an awareness of self as part of the community.	<u>Planes, Trains and Hot Air Balloons</u> <u>Welcome to Supraland</u>



Domain VA.K Visual Art (63% correlation)

Big Idea VA.K.F: Innovation, Technology, and the Future				
VA.K.F.1		terpreting, and responding in the arts stimulate ition and encourage innovation and creative	Kide activity suggestions	
Ø	VA.K.F.1.1	Experiment with art media for personal satisfaction and perceptual awareness.	<u>Cave Paintings</u> <u>Winter Garden</u> <u>On the Pond</u> <u>Peculiar Creatures of the Forest</u> <u>Crystal Rain</u>	
Ø	VA.K.F.1.2	Identify real and imaginary subject matter in works of art.	This could be discussed through many of our imaginary lessons such as: <u>Habitat Hunting</u> <u>Spooky Shadows</u> <u>Journey into Imagination</u>	
VA.K.F.3	The 21st-century skills necessary for success as citizens, workers, and leaders in a global economy are embedded in the study of the arts.			
Ø	VA.K.F.3.1	Create artwork that communicates an awareness of self as part of the community.	Planes, Trains and Hot Air Balloons Welcome to Supraland	

Solution ART

#### Domain: Dance (68% correlation)

In addition to the more traditional STEAM areas, our cross-curricular programme also has activities to support motor development, including dance.

Whilst we don't claim to fully match with the dance standards, here you can find a limited list of the ones we do support.

We either support the specific objectives (, or we are working towards them ( ).

#### Big Idea DA.K.C: Critical Thinking and Reflection

DA.K.C.1		nd reflection are required to appreciate, interpret, with artistic intent.	Kide activity suggestions
Ø	DA.K.C.1.2	Perform creative movement in a specific order.	Party Robot
DA.K.C.2		r own and others' artistic work, using critical-thinking, ing, and decision-making skills, is central to artistic	
Ø	DA.K.C.2.1 Explore movement possibilities to solve problems by experiencing tempo, level, and directional changes.		Party Robot Stop and Go Lava Pond

#### Big Idea DA.K.S: Skills, Techniques, and Processes

DA.K.S.1		e inherently experiential and actively engage he processes of creating, interpreting, and to art.	Kide activity suggestions
Ø	DA.K.S.1.1 Discover movement through exploration, creativity, and imitation.		See our <u>Movement lesson bundle</u> Egg-straordinary Nest Building
Ø	DA.K.S.1.2	Discover new ways to move by using imitation and imagery.	
DA.K.S.2	Development of skills, techniques, and processes in the arts strengthens our ability to remember, focus on, process, and sequence information.		
Ø	DA.K.S.2.1	Follow classroom directions.	All lessons

Å



Domain: Dance (68% correlation)

Big Idea	DA.K.S: Skill	s, Techniques, and Processes (continues)	
DA.K.S.3		poseful practice, artists learn to manage, master, and , then complex, skills and techniques.	
ø	DA.K.S.3.1	Refine gross- and fine-locomotor skills through repetition.	See our <u>Movement lesson bundle</u> Specifically dance: <u>Party Robot</u>
Ø	DA.K.S.3.3	Develop kinesthetic awareness by maintaining personal space and moving in pathways through space.	See our <u>Movement lesson bundle</u>
Ø	DA.K.S.3.4	Move to various musical and rhythmic accompaniments, responding to changes in tempo and dynamics.	<u>Lava Pond</u> <u>Party Robot</u>
Big Idea	DA.K.O: Orga	anisational Structure	
DA.K.C.1	Understanding the organizational structure of an art form provides a foundation for appreciation of artistic works and respect for the creative process.		Kide activity suggestions
Ø	DA.K.O.1.1	Improvise a short phrase based on the elements of dance.	<u>True Friends</u> <u>Party Robot</u> <u>Flowery Business (Activity C)</u>
DA.K.O.2		al rules and conventions of an art form serve as both a nd departure point for creativity.	
ø	DA.K.0.2.1	Improvise a short dance phrase with a clear beginning and ending.	Party Robot
DA.K.O.3	Every art form uses its own unique language, verbal and non-verbal, to document and communicate with the world.		
Ø	DA.K.O.3.1	Use movement to express a feeling, idea, or story.	<u>Party Robot</u> <u>Stop and Go</u> <u>Lava Pond</u> <u>Flowery Business (Activity C)</u>

2



Domain: Dance (68% correlation)

Big Idea DA.K.F: Innovation, Technology, and the Future			
DA.K.F.1	Creating, interpreting, and responding in the arts stimulate the imagination and encourage innovation and creative risk-taking.		Kide activity suggestions
ø	DA.K.F.1.1	Create free-form dances, using manipulatives, which are personally pleasing and show exploration and imagination.	<u>Party Robot</u> <u>True Friends</u> <u>Flowery Business (Activity C)</u>
DA.K.F.3	The 21st-century skills necessary for success as citizens, workers, and leaders in a global economy are embedded in the study of the arts.		
Ø	DA.K.F.3.1	Follow classroom instructions given by the teacher.	All lessons

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