Alignment for Kide Science®

with

Teaching Strategies®
Creative Curriculum®

An overview

What does Kide do?

We develop skills - through stories and imaginative play

All Kide Science activities are **story-based inquiry studies**. They advance crucial **scientific-process skills** across the curriculum through playful scenarios.

Whilst we mainly focus upon developing these **inquiry skills,** (supporting the **science & technology** domain) our program also covers a range of other highly important core skills, including social-emotional and movement skills.

In this document we will:

1. Show you how well we align with Creative Curriculum's® Objectives for Development and Learning
2. Give you a list of Kide Science activites which enhance the Creative Curriculum studies with our story-based inquiries

Something missing?

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

How Kide aligns with the **Objectives for Development and Learning** from **Creative Curriculum®**

We either **support** the specific objectives ( ), or we are **working towards** them ( ). This means that we are developing the *fundamental skills* required to achieve the objectives.

	Social-emotional
	1. Regulates own emotions and behaviors
	2. Establishes and sustains positive relationships
	3. Participates cooperatively and constructively in group situations
	Physical
	4. Demonstrates traveling skills
	5. Demonstrates balancing skills
	6. Demonstrates gross-motor manipulative skills
	7. Demonstrates fine-motor strength and coordination
	Language
	8. Listens to and understands increasingly complex language
	9. Uses language to express thoughts and needs
	10. Uses appropriate conversational and other communication skills
	Cognitive
	11. Demonstrates positive approaches to learning
	12. Remembers and connects experiences
	13. Uses classification skills

How Kide aligns with the Objectives for Development and Learning of Creative Curriculum®

	Cognitive
	14. Uses symbols and images to represent something not present
	Literacy*
	15. Demonstrates phonological awareness, phonics skills, and word recognition
	16. Demonstrates knowledge of the alphabet
	17. Demonstrates knowledge of print and its uses
	18. Comprehends and responds to books and other texts
	19. Demonstrates writing skills
	Mathematics**
	20. Uses number concepts and operations
	21. Explores and describes spatial relationships and shapes
	22. Compares and measures
	23. Demonstrates knowledge of patterns
	Science & Technology
	24. Uses scientific inquiry skills
	25. Demonstrates knowledge of the characteristics of living things
	26. Demonstrates knowledge of the physical properties of objects and materials

*Teachers may use our stories and activities as a context for developing phonics and writing skills.
**Number sense is developed throughout our sessions, children measure using counting skills.

How Kide aligns with the Objectives for Development and Learning of Creative Curriculum®

	Science & Technology
	27. Demonstrates knowledge of Earth's environment
	28. Uses tools and other technology to perform tasks
	Social Studies*
	29. Demonstrates knowledge about self
	30. Shows basic understanding of people and how they live
	31. Explores change related to familiar people or places
	32. Demonstrates simple geographic knowledge
	The Arts
	33. Explores the visual arts
	34. Explores musical concepts and expression
	35. Explores dance and movement concepts
	36. Explores drama through actions and language
	English Language Acquisition
	37. Demonstrates progress in listening to and understanding English
	38. Demonstrates progress in speaking English

*Supraland, where our stories are set, has no specific culture, religion or community. However, children are encouraged to relate to the events in their own way, and compare the environments to their real lives. In every lesson children develop their own identity as an investigator.

Kide Science Activity Suggestions

Here we suggest activities which particularly align with the Creative Curriculum® units.

The First Six Weeks: Building Your Classroom Community

- Get to know our characters and where they live. Read Discovering Supraland.
- Recognise each characters' interests and skills, what are your own skills?
- Introduce the skills you will be practicing throughout this year with Kide Science coloring pages
- Start with simple activities e.g.Planning an Escape, Balancing Problems or Who Stole the Salt?

Balls

Egg-straordinary Nest Building (Activity A)
A Frantic Fall
Crab Walk

Measuring

Boxes

Power of the Air (2 activities)
A Frantic Fall
Planes, Trains and Hot Air Balloons

Bread

Dough Dilemma (Activity B)
Magical Dough (Activity B: change cookies for bread)

Buildings

Sugary Problems
Planning an Escape
The Great Inventors of the Secret Forest (Activity B)

Kide Science Suggestions

Clothes

Getting Dressed for Autumn
A Messy Kitchen (Activities A & B)
Hair Standing on End!

Exercise

See our movement lesson bundle including:
Lava Pond
Party Robot

Happy Heartbeat

Gardening

Flowery Business
From Seed to Plant
What Makes a Living Thing?

Beehive

Insects

Hiding in Plain Sight
Busy Bees
Beehive

Light

Spooky Shadows
Pi Hiding
Upside Down (Activity A)

A Colorful Arc (Activity A)

Music Making

Make Some Music (Activities A & B)
Hello, Is Anybody Out There? (Activities A & C)

We have additional activities to search through on our online platform www.teachers.kidescience.com

Kide Science Suggestions

Pets

- Puppy Playtime
- Caring for A Pet Dog
- Habitat Hunting
- All 5 Pikkuli Activities
- Operation Ice Rescue
- What Makes a Living Thing?

Reduce, Reuse, Recycle

Lessons coming soon.

In the meantime, you could use these junk modelling lessons and focus upon recycling:

- Safe Landing
- Carousel
- Lift it up
- The Great Inventors of the Secret Forest

Roads

- Stop and Go
- Hoseli's Magnet Map
- Journey into Imagination
- Planes, Trains and Hot Air Balloons
- Northbound
- Space Adventure (Space paths could be roads)

Sand

- Summer Sandcastles
- Friction on the slopes (Activity A)
- Mystical Magnets (Activity B)

Signs

- Stop and Go
- Where are you, Hoseli?
- Where on Earth are you, Hoseli?
- True Friends
- Trickster Water (Activity B)

Simple Machines

- What a Machine!
- Lift it Up!
- The Assistant to the Assistant Robot
- Hello, is Anybody Out There? (Activities B & C)
- Space Adventure
- Hoseli's Instant Sorbet

We have additional activities to search through on our online platform www.teachers.kidescience.com

Kide Science Suggestions

Trees

What Makes a Living Thing?
Planes, Trains and Hot Air Balloons

From Seed to Plant
Why Don't You Fly Pikkuli?
Flowery Business

Water

Its Raining!
SOS (Activity A)
Pressure in a Puddle (Activity A)
Perfect Hairstyle Solution
Trickster Water
Make it Rain
A Freezing Surprise
The Curious Colorful Rivers

Vanishing Trick (Activity A & B)
Cave Conundrum
Cloudy Skies
Floating Problems
Growing Dino
A Floaty Drink
Operation Ice Rescue
Growing Dino

Wheels

Planes, Trains and Hot Air Balloons
Friction on the Slopes
Stop and Go

Tubes and Tunnels

A Frantic Fall
The Curious Colorful Rivers (Activity A)
Growing Dino

Summer Sandcastles
Colourful Drawing Book

Cameras

We do not currently have camera-themed lessons.
However, we do suggest that investigators take photographs to report back to the story characters.

E.g.
Summer Sandcastles

Getting Dressed for Autumn