Kide Science® Correlation
for
Teaching Strategies®
Creative Curriculum®



Kide Science: about us.



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

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

- **Observation**
- **Classification**
- **Communication**
- Measurement
- Predication
- **One of the contract of the co**
- **Conclusion**





Egg-straordinary Nest Building How do birds look after their babies?

Engineering Science Arts Mathematics

3 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 standards documents</u> for more details.

How Kide Science supports the Creative Curriculum®



In this document we will:

- 1. Show you how our lessons support the **Creative Curriculum**® **Learning Objectives**
- 2. Provide you with Kide Science activities which enhance the Creative Curriculum units



Something missing?

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

How Kide supports 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.

0	Social-emotional
Ø	Regulates own emotions and behaviors
Ø	2. Establishes and sustains positive relationships
Ø	3. Participates cooperatively and constructively in group situations
-25	Physical
Ø	4. Demonstrates traveling skills
Ø	5. Demonstrates balancing skills
Ø	6. Demonstrates gross-motor manipulative skills
Ø	7. Demonstrates fine-motor strength and coordination
	Language
Ø	8. Listens to and understands increasingly complex language
Ø	9. Uses language to express thoughts and needs
Ø	10. Uses appropriate conversational and other communication skills
	Cognitive
Ø	11. Demonstrates positive approaches to learning
Ø	12. Remembers and connects experiences
Ø	13. Uses classification skills

	Cognitive
Ø	14. Uses symbols and images to represent something not present
	Literacy*
	15. Demonstrates phonological awareness, phonics skills, and word recognition
A	16. Demonstrates knowledge of the alphabet
Ø	17. Demonstrates knowledge of print and its uses
Ø	18. Comprehends and responds to books and other texts
	19. Demonstrates writing skills
1+1	Mathematics**
A	20. Uses number concepts and operations
Ø	21. Explores and describes spatial relationships and shapes
Ø	22. Compares and measures
	23. Demonstrates knowledge of patterns
	Science & Technology
Ø	24. Uses scientific inquiry skills
Ø	25. Demonstrates knowledge of the characteristics of living things
Ø	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.

Ü	Science & Technology
Ø	27. Demonstrates knowledge of Earth's environment
Ø	28. Uses tools and other technology to perform tasks
	Social Studies*
Ø	29. Demonstrates knowledge about self
	30. Shows basic understanding of people and how they live
	31. Explores change related to familiar people or places
Ø	32. Demonstrates simple geographic knowledge
5/4	The Arts
Ø	33. Explores the visual arts
Ø	34. Explores musical concepts and expression
Ø	35. Explores dance and movement concepts
Ø	36. Explores drama through actions and language
X	English Language Acquisition
Ø	37. Demonstrates progress in listening to and understanding English
Ø	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 <u>Welcome to Supraland, Planning an Escape</u>, <u>Balancing Problems</u> or <u>Who Stole the Salt</u>?

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)

Welcome to Supraland

Kide Science Suggestions

Clothes	
Getting Dressed for Autumn A Messy Kitchen (Activities A & B) Hair Standing on End!	
Exercise	
See our <u>movement lesson bundle including:</u> <u>Lava Pond</u> <u>Party Robot</u>	Happy Heartbeat
Gardening	
Flowery Business From Seed to Plant What Makes a Living Thing?	Beehive Breathing Leaves
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)

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

Kide Science Suggestions

Trees

What Makes a Living Thing?

Breathing Leaves

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

Flowery Business

Vanishing Trick (Activity A & B)

Cave Conundrum

Cloudy Skies

Floating Problems

Growing Dino

A Floaty Drink

Operation Ice Rescue

Colorful Drawing Book

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.a.

Summer Sandcastles

Getting Dressed for Autumn