Alignment Document New York State Pre-K Learning Standards (2019)

Our program is well aligned with the New York State Pre-K Learning Standards (2019)

We develop inquiry skills **across the curriculum**. Therefore, we align with most of the domains, as shown below. Also see our specific lesson recommendations on the following pages.



Domain 1: Approaches to Learning

- Play and engagement in learning
- Creativity and imagination
- Curiosity and initiative
- Persistence



Domain 2: Physical Development and Health

- Physical development
- Physical fitness
- Physical health and well-being
- Physical safety



Domain 3: Social and Emotional Learning

- Self awareness and self-management skills
- Social awareness and relationship with others
- Decision making skills
- Adaptability



Domain 4A: Communication, Language and Literacy

- Motivation
- Background Knowledge
- Viewing
- Vocabulary
- Representing



Domain 4B: Communication, Language and Literacy*

- (Reading foundations)
- Reading
- (Writing)
- Speaking and listening

^{*} Our lessons are story based. This means that children's comprehension of stories will be developed each lesson. Some of the lessons can be tweaked to include more writing and reading foundations with the children, but these are not the main aim of our sessions.

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Domain 5A: Cognition and Knowledge of the World: Mathematics

- Counting and cardinality
- (Operations and algebraic thinking)
- Measurement and data
- Geometry



Domain 5B: Cognition and Knowledge of the World: Science

- Physical science
- Life sciences
- Earth and space sciences
- Engineering design

Domain 5C: Cognition and Knowledge of the World: Social Studies

- Geography, humans and the environment



Domain 5D: Cognition and Knowledge of the World: The Arts

- (Dance)
- (Media arts)
- Music
- Theater
- Visual arts

Domain 5E: Cognition and Knowledge of the World: Technology, Computer Science, and Digital Literacy



Domain 1: Approaches to learning



Play and engagement in learning

PK.AL.1 Actively engages in play as a means of exploration and learning PK.AL.2 Actively engages in problem solving



Creativity and imagination

PK.AL.3. Approaches tasks and problems with creativity, imagination and/or willingness to try new experiences



All lessons

Every single lesson is an inquiry set in a playful, imaginary world. Children are encouraged to be curious and to try different strategies when things go wrong.



Curiosity and initiative

PK.AL.4. Exhibits curiosity, interest, and willingness to learn new things and have new experiences



Persistence

PK.AL.5. Demonstrates persistence.

Domain 2: Physical Development and Health



Physical Development

PK.PDH.1. Uses senses to assist and guide learning.

PK.PDH.2. Uses sensory information to plan and carry out movements

PK.PDH.3. Demonstrates coordination and control of large muscles

PK.PDH.4. Combines a sequence of large motor skills with and without

PK.PDH.5. Demonstrates eye-hand coordination and fine motor skills

the use of equipment



Recommended lessons:

Crab Walk Lava Pond Party Robot Stop and Go Off Balance



Fine motor skills especially: Colorful Drawing Book A Kingdom Under the Sea Hoseli's Magnet Map Optical Illusions Googly Eves

Physical Fitness

PK.PDH.6. Engages in a variety of physical fitness activities

Our lessons are always hands-on and practical, but only certain lessons focus upon physical fitness.

See our Kids Collab bundle

Physical Health and Well-Being

PK.PDH.7. Demonstrates personal care and hygiene skills PK.PDH.8. Demonstrates awareness and understanding of healthy habits.

Fruity Surprise Getting Dressed for Autumn Germs in Hiding

Physical Safety

PK.PDH.9. Demonstrates awareness and understanding of safety rules

All of our lessons provide excellent opportunities to discuss safety with tools, substances etc

Domain 3: Social and Emotional Learning

Ø	Self-Awareness and Self-Management Skills PK.SEL.1. Regulates responses to needs, feelings and events PK.SEL.2. Recognizes self as an individual having unique abilities, characteristics, feelings and interests	All lessons
⊘	Social Awareness and Relationships with Others PK.SEL.3. Demonstrates and continues to develop positive relationships with significant adults (primary caregivers, teachers, and other familiar adults) PK.SEL.4. Develops positive relationships with their peers PK.SEL.5. Demonstrates pro-social problem-solving skills in social interactions	Especially: Puppy Playtime Caring for A Pet Dog True Friends All 5 Pikkuli Lessons
Ø	Decision-Making Skills PK.SEL.6. Understands and follows routines and rules Adaptability PK.SEL.7. Adapts to change	All lessons

Domain 4A: Communication, Language and Literacy

Ø	Motivation PK.AC.1. Demonstrates motivation to communicate	
Ø	Background Knowledge	
	PK.AC.2. Demonstrates they are building background knowledge	All lessons
		Children are always encouraged to communicate their ideas,
	Viewing	including reporting back to the story characters.
	PK.AC.3 Demonstrates understanding of what is observed	Children broaden their technical
Ø	Vocabulary	and subject-specific vocabulary whilst they develop their skills. The stories introduce creative,
	PK.AC.4. Demonstrates a growing receptive vocabulary PK.AC.5. Demonstrates a growing expressive vocabulary	imaginary vocabulary too.
Ø	Representing	
	PK.AC.6. Demonstrates their ability to represent ideas using a variety of methods	

Domain 4B: Communication, Language and Literacy

Reading Foundations

Print Concepts

PK.ELAL.1. [PKRF.1.]

Phonological Awareness

PK.ELAL.2. [PKRF.2.]

Phonics and Word Recognition

PK.ELAL.3. [PKRF.3.]

Fluency

PK.ELAL.4. [PKRF.4.]



As a shared read, children could be supported to practise reading foundations during the storytime.



Reading

Key Ideas and Details

PK.ELAL.5. [PKR.1.], PK.ELAL.6. [PKR.2], PK.ELAL.7 [PKR.3]

Craft and Structure

PK.ELAL.8 [PKR.4], PK.ELAL.9 [PKR.5], PK.ELAL.10 [PKR.6]

Integration of Knowledge and ideas

PK.ELAL.11 [PKR.7], PK.ELAL.12. [PKR.9]



Each lesson introduces a problem in the form of a story. Develop children's reading comprehension by taking time to understand the story, and therefore the problem they need to solve.

Writing

Text Types and Purposes

PK.ELAL.13 [PKW.1], PK.ELAL.14. [PKW.2], PK.ELAL.15. [PKW.3]

PK.ELAL.16. [PKW.4]

Research to Build and Present Knowledge

PK.ELAL.17. [PKW.6], PK.ELAL. 18. [PKW.7]



Introduce these goals by filling in a learning journal after each session. Some of our adaptation tips also include writing.



Speaking and Listening

Comprehension and collaboration

PK.ELAL.19. [PKSL.1], PK.ELAL.20. [PKSL.2], PK.ELAL.21. [PKSL.3]

Presentation of Knowledge and Ideas

PK.ELAL.22. [PKSL.4], PK.ELAL.23. [PKSL.5], PK.ELAL.24. [PKSL.6]

Language

PK.ELAL.25. [PKL.1], PK.ELAL.26. [PKL.2]

Knowledge of Language

PK.ELAL.27. [PKL.4]

Vocabulary Acquisition and Use

PK.ELAL.28. [PKL.5], PK.ELAL.29 [PKL.6]



All lessons

Domain 5A: Cognition and Knowledge of the World: Mathematics



Counting and Cardinality

Know number names and the count sequence
PK.MATH.1. [NY-PK.CC.1.], PK.MATH.2. [NY-PK.CC.2.]
Counts to tell the number of objects
PK.MATH.3. [NY-PK.CC.3.], PK.MATH.3a. [NY-PK.CC.3a.],
PK. MATH.3b. [NY-PK.CC.3b.] PK.MATH.4a. [NY-PK.CC.4a.],
PK.MATH.4b. [NY-PK.CC.4b]
Compares numbers
PK.MATH.6. [NY-PK.CC.5.], PK.MATH.7. [NY-PK.CC.6.]



Most lessons

Number sense is developed throughout our sessions, as children measure using counting skills.

Especially in:

Lava Pond
A Secret Friend
Crab Walk
Party Robot

Operations and Algebraic Thinking

Understands addition as adding to, and understands subtraction as taking from PK.MATH.8. [NY-PK.OA.1.] Understands simple patterns PK.MATH.9. [NY-PK.OA.2.]



A Secret Friend

Whilst it isn't one of our main focus', addition/subtraction could be included into many lessons by exploring the different items children have counted.



Measurement and Data

Describes and compares measurable attributes
PK.MATH.10. [NY-PK.MD.1.]
Sorts objects and counts the number of objects in
each category
PK.MATH.11. [NY-PK.MD.2.]



Many lessons

Measurement skills are developed throughout our sessions as children measure by counting.

Especially in:

Growing Dino
An Exact Science
Measuring

Children are often encouraged to classify throughout many lessons.



Geometry

Identifies and describes shapes
PK.MATH.12. [NY-PK.G.1.], PK.MATH.13. [NY-PK.G.2.]
Explores and creates two and three-dimensional objects

PK.MATH.14. [NY-PK.G.3.], PK.MATH.15. [NY-PK.G.4.]



Most lessons

Children are reminded to observe the sizes, shapes and features of objects throughout our lessons, especially in these:

Planning an Escape
Kindergarten of Shape Creatures
A Secret Friend
Egg-straordinary Nest Building

Domain 5B: Cognition and Knowledge of the World: Science



Physical Science

PK.SCI.1. [P-PS1-1.] Asks questions and uses observations to test the claim that different kinds of matter exist as either solid or liquid

PK.SCI.2. [P-PS2-1.] Uses tools and materials to design and build a device that causes an object to move faster with a push or a pull

PK.SCI.3. [P-PS4-1.] Plans and conducts investigations to provide evidence that sound is produced by vibrating materials



Most lessons

Especially:
Operation Ice Rescue
A Freezing Surprise

Frantic Fall
Friction on the Slopes

Make Some Music
Hello, Is Anybody Out There?



Life Sciences

PK.SCI.4. [P-LS1-1.] Observes familiar plants and animals (including humans) and describes what they need to survive

PK.SCI.5. [P-LS1-2.] Plans and conducts investigations to determine how familiar plants and/or animals use their external parts to help them survive in the environment

PK.SCI.6. [P-LS3-1.] Develops a model to describe that some young plants and animals are similar to, but not exactly like, their parents.



Most lessons

Especially:

Habitat Hunting

Egg-Straordinary Nest Building

What Makes a Living Thing?

Hiding in Plain Sight

Busy Bees

Flowery Business



Earth and Space Sciences

-PK.SCI.7. [P-ESS1-1.] Observes and describes the apparent motions of the sun, moon, and stars to recognize predictable patterns

PK.SCI.8. [P-ESS2-1.] Asks questions, makes observations, and collects and records data using simple instruments to recognize patterns about how local weather conditions change daily and seasonally.

PK.SCI.9. [P-PS3-1.] Plans and conducts an investigation to determine the effect of sunlight on Earth's surfaces



Many lessons

Especially: all 10 lessons in Kelvin's Weather Adventure



Engineering Design

- PK.SCI.10. [K-2-ETS1-1.] Asks questions, makes observations, and gathers information about a situation people want to change to define a simple problem that can be solved through the development of a new or improved object or tool

PK.SCI.11. [K-2-ETS1-2.] Develops a simple sketch, drawing, or physical model to illustrate how the shape of an object helps it function as needed to solve a given problem

PK.SCI.12. [K-2-ETS1-3.] Analyzes data from tests of two objects designed to solve the same problem to compare the strengths and weaknesses of how each performs



Many lessons

Especially:

Carousel

Planning An Escape

The Great Inventors of the Secret Forest

Floating Problems

Balancing Problems

Frantic Fall

Kindergarten of Shape Creatures

Glue

Cave Conundrum

Our story world, Supraland, hasn't mentioned money just yet!

New York State Pre-K Lesson recommendations

Domain 5C: Cognition and Knowledge of the World: Social Studies				
	Individual Development and Cultural Identity PK.SOC.1. Develops a basic awareness of self as an individual, self within the context of group, and self within the context of community PK.SOC.2. Demonstrates awareness and appreciation of their own culture and other cultures	All lessons Supraland, where our stories are set, has no specific culture, religion or community, children can relate to the events in their own way. Children develop their own identity as an investigator. They work together with their community of classmates to solve problems.		
	Civic Ideals and Practices PK.SOC.3. Demonstrates an understanding of roles, rights, and responsibilities PK.SOC.4. Begins to learn basic civic and democratic principles	Children will develop an understanding of their own role in society as an investigator. They learn the routines of the inquiries and follow safety rules during the experiments.		
	Geography, Humans and the Environment PK.SOC.5 Demonstrates knowledge of the relationship between people, places, and regions	Recommended lessons for map work and describing environments Hoseli's Magnet Map Planes Trains and Hot Air Balloons Journey into Imagination Northbound Habitat Hunting		
	Time, Continuity and Change PK.SOC.6. Develops an understanding of how people and things change over time and how to relate past events to their present and future activities	In each lesson our stories are written in present tense, motivating children to solve problems in that very moment. One lesson which does, however, refer to the past is Digging Dinosaurs In some experiments children can be encouraged to monitor changes over time e.g. From Seeds to Plant Secret Messages Operation Ice Rescue Hoseli's Instant Sorbet		
	Economic Systems PK.SOC.7. Develops a basic understanding of economic concepts within a community.	9 [©] 0 00		

concepts within a community

Domain 5D: Cognition and Knowledge of the World: The Arts

Dance PK.ARTS.1. [DA:Cr1-3.PK] Creates Dance PK.ARTS.2. [DA:Pr4-6.PK] Performs Dance Whilst we don't have specific dance objectives, we do have PK.ARTS.3. [DA:Re7-9.PK] Responds to Dance expressive movement lessons. PK.ARTS.4. [DA:Cn10-11.PK] Connects to Dance E.g. Stop and Go Lava Pond Media Arts PK.ARTS.5. [MA:Cr1-3.PK] Creates Media Arts In some of our lessons we encourage the children to report PK.ARTS.6. [MA:Cr4-6.PK] Produces Media Arts their findings in whichever way PK.ARTS.7. [MA:Re7-9.PK] Responds and Connects to Media Arts they choose, e.g. **Getting Dressed for Autumn** Music PK.ARTS.8. [MU:Cr1-3.PK] Creates Music **Especially:** PK.ARTS.9. [MU:Pr4-6.PK] Performs Music **Happy Heartbeat** PK.ARTS.10. [MU:Re7-9.PK] Responds to Music Make Some Music PK.ARTS.11. [MU:Cn10-11.PK] Connects to Music Theater PK.ARTS.12. [TH:Cr1-3.PK] Creates Theatrical Arts PK.ARTS.13. [TH:Pr4-6.PK] Performs Theatrical Arts All lessons PK.ARTS.14. [TH:Re7-9.PK] Responds to Theatrical Arts Children use drama to be in role PK.ARTS.15. [TH:Cn10-11.PK] Connects to Theatrical Arts as an investigator each lesson **Visual Arts** PK.ARTS.16. [VA:Cr1-3.PK] Creates Visual Arts PK.ARTS.17. [VA:Pr4-6.PK] Presents Visual Arts Many lessons PK.ARTS.18. [VA:Re7-9.PK] Responds to Visual Arts Especially: PK.ARTS.19. [Cn10-11.PK] Connects to Visual Arts Planes, Trains and Hot Air **Balloons** Winter Garden **Habitat Hunting** Spooky Shadows Great Inventors of the Secret **Forest** Safe Landing Fruity Surprise

Domain 5E: Cognition and Knowledge of the World: Technology, Computer Science, and Digital Literacy

Technology tools are useful when used in intentional and developmentally appropriate and responsive ways, when educators work with children to explore different types of technology, when technology is incorporated in authentic ways into different learning centers, and when children have equal access.



We are proud to say that we are screen free for children. Our practical, hands-on approach engages children and builds skills without the need for technology.

However, investigators may choose to present their learning using technology e.g. film a video, take photos or record a voice note.