Kide Science_®**Correlation**

for

Tennessee Early Learning Developmental Standards Pre-K



Kide

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
- OPRESIDENT OF PRESIDENT OF P
- Interpretation
- Conclusion



How do birds look after their babies?

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</u> documents for more details.

How does Kide Science Support Tennessee Early Learning and Developmental Standards for Pre-Kindergarten?

In this document we will:

- 1. Show you how we match the **Guiding Principles** for the Tennessee Early Learning Developmental Standards (ELDs)
- 2. Show you a **summary** of how we support the Tennessee Early Learning and Developmental **Standards**.
- 3. Show you how we align with each individual Pre-K Standard* with a list of suggested Kide activities attached.

* We have based our alignment upon the Tennessee Early Learning Developmental Standards 2018



Something missing?

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

Guiding Principles

Kide Science agrees with all of the **Guiding Principles** for the Tennessee Early Learning Developmental Standards

Ø	1.	All children are capable of learning, achieving, and making developmental Progress . The Early Learning Developmental Standards (ELDS) are intended for all children regardless of economic, linguistic, and cultural differences and/or physical, learning, or emotional challenges.
Ø	2.	Children develop at different rates and each child is unique in his or her own development, growth, and acquisition of skills. Individualized, appropriate, and reasonable supports and accommodations must be provided to close the achievement gap and promote school readiness for all children.
Ø	3.	Early experiences have both cumulative and delayed effects on each individual child's development; optimal periods exist for certain types of development and learning.
Ø	4.	Four-year-old children are active, eager learners. A primary approach to learning is through purposeful, inquiry-based play. Optimal learning environments invite children's participation through hands-on, experiential exploration using all five senses. Four-year-olds are concrete learners who learn best through interactions with people and educational materials in multiple, varied contexts.
Ø	5.	Development advances when children have opportunities to practice newly acquired skills and when they experience a challenge just beyond the level of their present mastery, known as the zone of proximal development.
Ø	6.	Multi-dimensional development is essential for optimal brain growth. Children's learning is integrated and occurs simultaneously across all developmental domains, which are interrelated and interactive with one another. Children's brain growth and cognitive development is accelerated when early education is focused and balanced among all eight areas of development included in the revised TN ELDS.
Ø	7.	Children learn in the context of interactions and relationships with family members, caregivers, teachers, other children, and adults in their immediate environment and greater community.
Ø	8.	The family is the most significant contributor to a child's lifelong learning and development. Engaging families in the early education of their children is essential to continuing a child's success in the elementary classroom and later learning.

See how many of your standards we support!

We develop inquiry skills **across many subject areas**. Therefore, we support the standards for many of the domains, as shown below. For our specific lesson recommendations, see our alignment documents.

DOMAINS	We have lesson recommendations for:
Approaches to Learning	100% of the domain
Creativity:	4/4 standards
Self-Regulation	3/3 standards
Critical Thinking	3/3 standards
Communication	2/2 standards
Collaboration	2/2 standards
Social and Personal Competencies	100% of the domain
Self-Awareness	8/8 standards
Self-Management	2/2 standards
Social Awareness	2/2 standards
Relationship Skills	4/4 standards
Science	100% of the domain
Physical Science	1/1 standards
Life Science	1/1 standards
Earth Science	2/2 standards
Engineering, Technology and Science	2/2 standards
Physical Development	100% of the domain
Sensorimotor	2/2 standards
Gross Motor	2/2 standards
Fine Motor	2/2 standards
Personal Health & Safety	3/3 standards

Kide Science and Tennessee ELDS for Pre-K

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DOMAINS	We have lesson recommendations for:
Mathematics	70% of the domain
Counting and Cardinality (CC)	8/8 standards
Operations and Algebraic Thinking (OA)	0/5 standards
Number and Operations in Base Ten (NBT)	0/1 standards
Measurement and Data (MD)	3/4 standards
Geometry: Standard	7/7 standards
English Language Arts*	50% of the domain
Reading Standards	10/10 standards
Foundational Literacy Standards	1/7 standards
Writing Standards	0/10 standards
Speaking and Listening Standards	6/6 standards
Creative Arts	70% of the domain
Visual Arts	3/3 standards
Music	0/2 standards
Creative Movement & Dance	2/2 standards
Theatre / Dramatic Play	2/2 standards
Cultural Differences	0/1 standards
Social Studies	20% of the domain
Culture	0/2 standards
Economics	1/5 standards
Geography	3/3 standards
Government and Civics	0/6 standards
History	0/4 standards

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

Early Learning Developmental Standards

Approaches to Learning (PK.AL)

The main focus of Kide activities is on **inquiry skills** (including communication, collaboration and critical thinking). Each lesson follows the same problem-solving process, so children become confident in using all of the approaches to learning listed below.

Creativity:

Actively engage in learning with curiosity, flexibility, and openness to new ideas.

PK.AL.CR.1 /	PK.AL.CR.2 / PK.AL.CR.3 / PK.AL.CR.4	

Self-Regulation:

Engage in learning to effectively plan and problem solve.

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PK.AL.SR.5 / PK.AL.SR.6 / PK.AL.SR.7

Critical Thinking:

Actively inquire and reflect about new ideas and activities.

O PK.AL.CT.8 / PK.AL.CT.9 / PK.AL.CT.10

Communication:

Actively engage in conversations with adults and peers.

Collaboration:

Actively engage in learning with other people.

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Early Learning Developmental Standards

Social and Personal Competencies (PK.SPC)

The main focus of every Kide activity is on **inquiry skills**. Children solve problems in role as an investigator, which develops their social and personal competencies as they work with other 'investigators' to create solutions.

Self-Awareness:

Demonstrate an awareness of emotions, personal

qualities and interests, personal abilities, and sense of personal responsibility.

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PK.SPC.SA.1 / PK.SPC.SA.2 / PK.SPC.SA.3 / PK.SPC.SA.4 / PK.SPC.SA.5 / PK.SPC.SA.6 / PK.SPC.SA.7 / PK.SPC.SA.8

Self-Management:

Understand and use strategies for managing emotions and behaviors constructively.

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PK.SPC.SM.1 / PK.SPC.SM.2

Social Awareness:

Demonstrate awareness and consideration of other people's emotions, perspectives, and social cues.

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PK.SPC.SCA.1 / PK.SPC.SCA.2

Relationship Skills: Use positive communication skills to interact effectively with others.

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PK.SPC.RS.1 / PK.SPC.RS.2 / PK.SPC.RS.3 / PK.SPC.RS.4

Domain: Science

We align with each of the standards of the **Science Domain** of Tennessee Early Learning Developmental Standards for Pre-K:

- Physical Science (PS)
- Life Science (LS)
- Earth Science (ESS2, ESS3)
- Engineering, Technology and Science (ETS1, ETS2)

See our specific lesson recommendations for each individual standard on the following pages.

Physical Science (PS1) Matter and its interactions

	Standard PK.F	PS1.01	Kide activity suggestions
Ø	PK.PS1.01a	Describe and categorize objects based on their observable properties.	<u>Hair Standing on End</u> <u>Mystical Magnets</u> <u>Friction on the Slopes</u> <u>Floating Problems</u> <u>Habitat Hunting</u> <u>Beehive</u> <u>What Makes a Living Thing?</u>
Ø	PK.PS1.01b	Demonstrate an awareness that matter exist in different states (i.e., solid and liquid) and that matter changes as a result of changes in its environment.	<u>Hoseli's Instant Sorbet</u> <u>Operation Ice Rescue</u> <u>A Freezing Surprise</u> <u>Cloudy Skies</u> <u>Hide and Seek (</u> home experiment)
Ø	PK.PS1.01c	Observe, predict, and describe how objects move using common motion related vocabulary (e.g., straight, fast/slow, up/down, zigzag)	<u>A Frantic Fall</u> <u>Power of the Air</u> <u>Friction on the Slopes</u> <u>Planes Trains and Hot Air</u> <u>Balloons</u> <u>Spooky Shadows</u>
Ø	PK.PS1.01d	Observe, predict, and describe how objects can be combined, stacked, or arranged to create a new object.	Many lessons including: <u>Sugary Problems</u> Our <u>Engineering bundle</u>



Life Science (LS1)

From molecules to organisms: structures and processes

	Standard PK.L	Kide activity suggestions	
Ø	PK.LS1.01 a	Identify common attributes of familiar living things.	<u>What Makes a Living Thing?</u> <u>Hiding in Plain Sight</u>
Ø	PK.LS1.01 b	Recognize differences between living organisms and non-living materials.	Breathing Leaves What a Machine!
Ø	PK.LS1.01 c	Recognize and describe the function of the five senses of humans.	<u>The Peculiar Party of Mr Hush</u> <u>What's Your Superpower?</u> <u>Eggy Mystery</u>

Earth Science (ESS2) Earth systems

	Standard PK.E	Kide activity suggestions	
Ø	PK.ESS2.01a	Investigate and identify a variety of Earth materials by their observable properties (e.g. soil, rocks, sand, water).	<u>Pressure In The Puddle</u> <u>Whirling With The Vortex</u> <u>Summer Sandcastles</u> <u>Cloudy Skies</u> <u>Force of the Wind</u> <u>Foam Eruption</u>
Ø	PK.ESS2.01 b	Observe and discuss changes in weather and seasons using common weather-related vocabulary (e.g., rain, sun, snow, wind, spring, summer, fall/autumn, winter, etc.).	<u>Getting Dressed for Autumn</u> <u>Summer Sandcastles</u> <u>Winter Garden</u> Lesson bundle: <u>Kelvin's Weather Adventure</u>

Domain: Science

Earth Science (ESS3) Earth and human activity

	Standard PK.E	Kide activity suggestions		
Ø	PK.ESS3.01 a	Observe, describe, and compare the habitats of plants and animals.	<u>Habitat Hunting</u> <u>Beehive</u> <u>Egg-straordinary Nest Building</u> <u>Caring for a Pet Dog</u>	
Ø	PK.ESS3.01 b	Observe and discuss how humans and animals respond to changes in weather.	<u>The Great Inventors of the Secret</u> <u>Forest</u> <u>Whirling With The Vortex</u> <u>A Freezing Surprise</u> <u>Force of the Wind</u>	
Ø	PK.ESS3.01 c	Explore ways that humans use water and materials/resources from the Earth (e.g., water to drink, wood to make blocks, soil to grow food, bricks to make homes, plants to make food, etc.).	From Seed to Plant Flowery Business What makes a living thing? Habitat Hunting The Great Inventors of the Secret Forest Breathing Leaves	

Engineering, Technology and Science (ETS1 & ETS2) ETS 1: Engineering design

	Standard PK.E	Kide activity suggestions	
Ø	PK.ETS1.01 a	Use senses to gather, explore, and interpret information.	All lessons
Ø	PK.ETS1.01 b	With modeling, prompting, and support, record and organize data using graphs, charts, science journals, etc., to communicate conclusions regarding experiments and explorations.	All lessons, especially: <u>What makes a living thing?</u> <u>Kindergarten of Shape</u> <u>Creatures</u> <u>Getting Dressed for Autumn</u>
Ø	PK.ETS1.01 c	Make predictions based on observations and prior explorations.	See our <u>prediction</u> bundle

ETS 2: Links among engineering, technology, science, and society

	Standard PK.E	Kide activity suggestions	
Ø	PK.ETS2.01 a	Recognize that tools have specific characteristics that determine their use.	Many lessons, inc. Leaf lesson
Ø	PK.ETS2.01 b	Explore familiar environments through the use of simple tools.	<u>Pi Hiding</u> <u>Measuring</u> <u>Digging up Dinosaurs</u> <u>Sweet Rainbow</u> <u>Mystical Magnets</u>

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Domain: Physical Development

In addition to the more traditional STEAM areas, our cross-curricular programme also has activities to support **SEL** and **movement skills.**

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

Sensorimotor

Use senses to assist and guide learning; using sensory information to plan and carry out movements.

			Kide activity suggestions
Ø	PK.PD.1	Compare, contrast, and describe different sights, smells, sounds,tastes,and textures found in the environment.	Most lessons, especially: <u>The Peculiar Party of Mr Hush</u> <u>What's Your Superpower?</u> <u>Eggy Mystery</u>
Ø	PK.PD.2	Demonstrate awareness of spatial boundaries and the ability to work and move within them	Lava Pond Stop and Go Space Adventure

Cross Motor Demonstrate coordination and control of large muscles.					
			Kide activity suggestions		
Ø	PK.PD.3	Develop body strength, balance, flexibility, and stamina to move self through space in a variety of ways (e.g., running, jumping, skipping).	See our <u>movement</u> lessons		
Ø	PK.PD.4	Explore a variety of equipment and activities that enhance gross motor development and coordinate movements with upper and/or lower body (e.g., balls, slides, locomotive toys, and assistive technology).	See our <u>movement</u> lessons Especially <u>Crab Walk</u>		

Domain: Physical Development

Fine Motor

Demonstrate eye-hand coordination and dexterity needed to manipulate objects

			Kide activity suggestions
Ø	PK.PD.5	Experiment with handheld tools to develop strength, control, and dexterity of small muscles (e.g., paintbrushes, crayons, markers, lacing, clay, etc.).	Many lessons, especially: <u>Colorful Drawing Book</u> <u>A Kingdom Under the Sea</u> <u>Make Some Music!</u> <u>Optical Illusions</u> <u>Googly Eyes</u> <u>Sweet Rainbow</u>
Ø	PK.PD.6	Explore and engage in activities which enhance hand-eye coordination (e.g.,building with blocks, creating with clay, putting puzzles together, and using other manipulatives).	<u>A Secret Friend</u> <u>Spooky Shadows</u> <u>Hoseli's Holidays</u>

Personal Health & Safety				
			Kide activity suggestions	
Ø	PK.PD.7	Demonstrate personal care and hygiene skills.	<u>Getting Dressed for Autumn</u> <u>Germs in Hiding</u>	
Ø	PK.PD.8	Demonstrate awareness and understanding of healthy habits (e.g., sufficient rest, nutritious foods, exercise)	<u>Fruity Surprise</u> See our <u>Movement lesson</u> <u>bundle</u> <u>Happy Heartbeat</u>	
Ø	PK.PD.9	Demonstrate awareness and understanding of safety rules.	All of our lessons provide excellent opportunities to discuss safety with tools, substances etc	
			Stop and Go	

1+1 **Domain: Mathematics**

The main focus of Kide activities is on inquiry skills (including measurement, comparison and classification.) These skills set the foundations to number sense and basic operations

We also support areas of Geometry and Shapes and Math through physical movement.

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

Counting and Cardinality (CC)

			Kide activity suggestions
Ø	PK.CC.A.1 PK.CC.A.2 PK.CC.A.3 PK.CC.A.4	Know number names and the counting sequence	Counting and cardinality can be routinely practiced throughout all of our hands-on activities. Children will do lots of measuring by counting, and when they
Ø	PK.CC.B.4 PK.CC.B.5	Count to tell the number of objects	classify items, different totals can be compared. Especially in these lessons: Counting: <u>A Secret Friend</u> <u>Kindergarten of Shape</u> <u>Creatures</u> Comparing: <u>Floating Problems</u> <u>Force of the Wind</u> <u>Friction on the Slopes</u> <u>A Secret Friend</u> <u>Kindergarten of Shape</u> <u>Creatures</u>
Ø	PK.CC.C.6 PK.CC.C.7	Compare numbers	

Measurement and Data (MD): Standard A Describe and compare measurable attributes					
			Kide activity suggestions		
Ø	PK.MD.A.1	Describe measurable attributes of a single object, such as length, width, height.	Many lessons Especially in:		
Ø	PK.MD.A.2	Compare the attributes of two or more concrete objects and use words to define attributes of the objects (i.e. heavier/lighter, longer/shorter, etc.).	<u>Growing Dino</u> <u>An Exact Science</u> <u>Measuring</u>		

Kide activity suggestions

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Domain: Mathematics

Measurement and Data (MD): Standard C Classify objects and count the number of objects in eac

Classify objects and count the number of objects in each category

			Kide activity suggestions
Ø	PK.MD.C.4	Sort a collection of objects into given categories using more than one attribute.	Many lessons, especially those in our <u>classification</u> bundle

Geometry: Standard A

Identify and describe shapes (squares, circles, triangles, rectangles, hexagons, cubes, cones, cylinders, and spheres)

			Kide activity suggestions
Ø	PK.G.A.1	Begin to use relative position words in appropriate context, such as above, below, beside, and between.	A Celebration Meal Where Are You Hoseli?
Ø	PK.G.A.2	Correctly name some two-dimensional shapes.	Kindergarten of Shape Creatures A Secret Friend Hoseli's Holidays Position: A Celebration Meal
Ø	PK.G.A.3	Begin to explore shapes as two-dimensional or three-dimensional.	<u>Planning an Escape</u> Egg-straordinary Nest Building <u>Bubbles!</u>
Ø	PK.G.A.4	Begin to describe objects in the environment using names of shapes.	<u>Beehive</u> <u>Peculiar Creatures of the</u> <u>Forest</u>

Geometry: Standard B Analyze, compare, create, and compose shapes.

			Kide activity suggestions
Ø	PK.G.B.4	Describe similarities and differences between two-dimensional shapes.	<u>Peculiar Creatures of the</u> <u>Forest</u> <u>Planning an Escape</u>
Ø	PK.G.B.5	Model shapes in the world by building and drawing shapes.	<u>Spooky Shadows</u> <u>Beehive</u>
Ø	PK.G.B.6	Begin to recognize smaller shapes within a larger shape, including that some shapes can be put together to make a new shape.	<u>A Secret Friend</u> <u>Spooky Shadow</u>

Domain: English Language Arts

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 and Reading standards, on the following pages you can find find a list of the ones we do support.

Reading Standards Key Ideas and Details Kide activity suggestions R.KID.1 logical inferences, cite specific textual evidence to support conclusions R.KID.2 central ideas or themes, developments and summarizing key details R.KID.3 analyse how and why individuals, events and ideas develop \bigcirc **Craft and Structure R.CS.4** interpret words and phrases, analyze how word choices shape meaning **R.CS.5** analyze structure inc. sentences, paragraphs, chapters All of our lessons introduce a problem in the form of different stories. **R.CS.6** assess how point of view/purpose shapes the content (author/illustrator) Develop children's reading skills by taking time to understand the \mathbb{C} Integration of Knowledge and Ideas story as a shared read. **R.IKI.7** assess how point of view/purpose shapes the content (illustrations/text) **R.IKI.8** evaluating arguments, validity or reasoning comparing and analysing themes/topics **R.IKI.9** within different texts Range of Reading and Level of Text Complexity **R.RRT.10** read and comprehend complex literary and informational texts

Domain: English Language Arts

Foundational Literacy Standards Vocabulary Acquisition

Ø	Key Ideas and	Details	Kide activity suggestions
	FL.VA.7	Determine or clarify the meaning of unknown/multiple-meaning words/phrases by using context, meaningful word parts, and reference materials.	All of our lessons develop children's vocabulary in practical contexts. See <u>language skills</u> bundle

	ng and Lister hension and (ning Standards Collaboration	
Ø	Comprehensio	n and Collaboration	Kide activity suggestions
	SL.CC.1	participate in a range of conversations, building on ideas clearly	
	SL.CC.2	understanding information presented in a range of formats	
	SL.CC.3	evaluate a speaker's point of view / reasoning / evidence	Children are encouraged to communicate their ideas throughout our lessons, especially
Ø	Presentation of Knowledge and Ideas		when reporting their findings to the story characters.
	SL.PKI.4	describing information with appropriate detail	See our <u>communication</u> specific lessons
	SL.PKI.5	make use of a range of media to present ideas	
	SL.PKI.6	adapt speech to a variety of contents and tasks	

Domain: Creative Arts

The main focus of Kide activities is on **inquiry skills** but in the context of STEAM lessons, including Art and Engineering.

And so, whilst we don't claim to fully match with all of the Creative Arts standards, on the following pages you can find a list of the ones we do support.

Visual Arts

Express self and represent what the student knows, thinks, believes, and feels through visual arts.

			Kide activity suggestions
Ø	PK.CA.1	Experiment with a variety of media and art materials for tactile experience and exploration.	Many lessons, especially: <u>Planes, Trains and Hot Air</u> <u>Balloons</u> <u>Winter Garden</u> <u>Habitat Hunting</u> <u>Spooky Shadows</u> <u>Journey into Imagination</u> <u>Welcome to Supraland</u> <u>Cave Paintings</u>
Ø	PK.CA.2	Create artistic works with intent and purpose using varying tools, texture, color, and technique.	
Ø	PK.CA.3	Present and respond to visual art created by self and others.	In every lesson children are encouraged to celebrate each other's work. They can also share it proudly to the story character.

Creative Movement & Dance			
			Kide activity suggestions
Ø	PK.CA.6	Respond to feelings through dance or creative movement.	See our <u>movement</u> lessons
Ø	PK.CA.7	Perform different characteristics of movements in spontaneous and imaginative ways (e.g., sway, twist, wave, use of 'props').	Especially <u>Party Robot</u>

Theatre	Theatre / Dramatic play			
			Kide activity suggestions	
Ø	PK.CA.8	Participate in a variety of dramatic play activities (teacher-guided or child-initiated) to represent fantasy and real-life experiences.	This standard is the very essence of our pedagogy! Jump into imaginary drama	
Ø	PK.CA.9	Respond and react to theatre and drama presentations.	every single lesson!	

Domain: Social Studies

The main focus of Kide activities is on **inquiry skills** (including critical thinking). Our program also has activities to support topics of map work and technology.

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.

Economics				
			Kide activity suggestions	
Ø	РК.04	Identify how the basic human needs of food, clothing, shelter, and transportation are met.	<u>Fruity Surprise</u> <u>Getting Dressed for Autumn</u> <u>Habitat Hunting</u> <u>Stop and Go</u>	

Geography

Students will demonstrate an understanding of the concept of location, what maps and globes represent, and their geographical location.

			Kide activity suggestions
Ø	PK.08	Use directions such as up, down, in front, and behind.	<u>Where Are You Hoseli?</u> <u>Northbound</u>
Ø	PK.09	Identify what a map represents	<u>Welcome to Supraland</u> <u>Hoseli's Magnet Map</u> <u>Journey into Imagination</u> <u>Northbound</u> <u>Planes Trains and Hot Air</u> <u>Balloons</u>
Ø	PK.10	Understand how roads help people get around, and how they are used to organize locations within a city.	<u>Stop and Go</u> <u>A Celebration Meal</u>