Alignment for Kide Science®

with

Tennessee Early Learning Developmental Standards

For Pre-K and Kindergarten



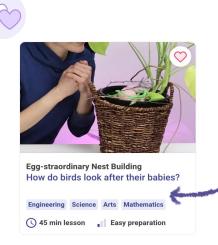
Kide Science: about us.



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**
- Predication
- Interpretation
- Conclusion



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 Aligns with Tennessee Early Learning and Developmental Standards for Pre-Kindergarten & Kindergarten



In this document we will:

- Show you how our lessons support the Guiding Principles for the Tennessee Early Learning Developmental Standards (ELDs)
- 2. Show you how we align with each individual Pre-K and Kindergarten Standard*
- Give you a list of suggested Kide activities which especially support specific standards

* We have based our alignment upon the

Tennessee Early Learning Developmental Standards 2018

And also included Kindergarten revisions from:

Tennessee Academic Standards for Science 2022 Tennessee Revised Math Standards K-8 2021



Something missing?

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

Guiding Principles

Kide Science matches the **Guiding Principles** for the Tennessee Early Learning Developmental Standards



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.



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.



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.



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.



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.



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.



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.



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.

KIDE

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.



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

Critical Thinking:

Actively inquire and reflect about new ideas and activities.



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

Communication:

Actively engage in conversations with adults and peers.



PK.AL.CO.11 / PK.AL.CO.12

Collaboration:

Actively engage in learning with other people.



PK.AL.CB.13 / PK.AL.CB.14

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.



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.



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

Social Awareness:

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



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

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



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

KIDE



Domain: Science

We align with the **Science Domain** of the Tennessee Early Learning Developmental Standards, both for Pre-K and Kindergarten:

- 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.





Domain: Science

Physical Science (PS1): Matter and its interactions

ELDS (PK)	Kindergarten (K)	Kide activity suggestions	
PK.PS1.01a. Describe and categorize objects based or their observable properties.	K.PSI.1. Plan and conduct an investigation using patterns to classify different kinds of materials by their observable properties (i.e. absorbency, color, texture, hardness, and flexibility), by their uses, and by whether they occur naturally or are manufactured.	Hair Standing on End Mystical Magnets Friction on the Slopes Floating Problems Habitat Hunting Beehive What Makes a Living Thing?	
b. 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.	2. Conduct investigations to understand that matter can exist in different states (i.e. solid and liquid) and has properties that can be observed and tested.	Hoseli's Instant Sorbet Operation Ice Rescue A Freezing Surprise Cloudy Skies Hide and Seek (home experiment)	
c. Observe, predict, and describe how objects move using common motion related vocabulary (e.g., straight, fast/slow, up/dowrzigzag)	3. Construct an evidence-based account of how an object made of a small set of pieces (e.g. blocks, snap cubes) can be disassembled and made into a new object.	A Frantic Fall Power of the Air Friction on the Slopes Planes Trains and Hot Air Balloons Spooky Shadows	
d. Observe, predict, and describe how objects can be combined, stacked, or arranged to create a new object.	K.PSI.1. Plan and conduct an investigation using patterns to classify different kinds of materials by their observable properties (i.e. absorbency, color, texture, hardness, and flexibility), by their uses, and by whether they occur naturally or are manufactured.	Many lessons including: <u>Sugary Problems</u> Our <u>Engineering bundle</u>	

Physical Science (PS4):

Waves and Their Applications in Technologies for Information Transfer

ELDS (PK)	Kindergarten (K)	Kide activity suggestions
	K.PS4.01 Record data from an investigation using senses to detect light, sound, and vibrations and communicate observations.	Hello, Is Anybody Out There? Make Some Music! Spooky Shadows Pi Hiding A Colorful Arc A Kingdom Under the Ice





Domain: Science

Life Science:

From molecules to organisms: structures and processes

	ELDS (PK)		Kindergarten (K)	Kide activity suggestions
	PK.LS1.01 a . Identify common attributes of familiar living things.	ob:	LS1.1. Use information from servations to identify the differences tween plants and animals and how ey live and grow.	What Makes a Living Thing? Hiding in Plain Sight
⊘	b. Recognize differences between living organisms and non-living materials.	livi ma	Recognize differences between ing organisms and nonliving aterials and sort them into groups by servable physical attributes	Breathing Leaves What a Machine!
Ø	c. Recognize and describe the function of the five senses of humans.	hui	Explain how animals, including mans, use their five senses to eract with the environment	The Peculiar Party of Mr Hush What's Your Superpower? Eggy Mystery

Life Science (LS3):

Heredity: Inheritance and Variation of Traits

ELDS (PK)	Kindergarten (K)	Kide activity suggestions
	K.LS3.1 Collect and analyze observational data to show that young living things are like, but not exactly like, their parents.	From Seed to Plant Hiding in Plain Sight What Makes a Living Thing? Leaving Your Mark





Domain: Science

Earth Science (ESS2): Earth systems

ELDS (PK)	Kindergarten (K)	Kide activity suggestions
PK.ESS2.01a. Investigate and identify a variety of Earth materials by their observable properties (e.g. soil, rocks, sand, water).	K.ESS2.1 Make observations to gather weather data (i.e. precipitation, wind, temperature, cloud cover) using tools (e.g. thermometer, rain gauge).	Pressure In The Puddle Whirling With The Vortex Summer Sandcastles Cloudy Skies Force of the Wind Foam Eruption
⊘	2. Use simple graphs and pictorial weather symbols to describe weather patterns that occur over time (i.e. hourly, daily).	Lesson bundle: <u>Kelvin's Weather Adventure</u> especially <u>Cloudy Skies</u>
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.).	3. Develop and use models to predict weather and identify patterns in spring, summer, autumn, and winter.	Getting Dressed for Autumn Summer Sandcastles Winter Garden Lesson bundle: Kelvin's Weather Adventure

Earth Science (ESS3): Earth and human activity

	ELDS (PK)	Kindergarten (K)	Kide activity suggestions	
(K.ESS3.01a. Observe, describe, and compare the habitats of plants and animals.	.ESS3.1. Use a model to represent the way the environment meets the basic needs (shelter, food, water) of living things (including humans) and the places they live.	<u>Habitat Hunting</u> <u>Beehive</u> <u>Eqq-straordinary Nest Building</u> <u>Caring for a Pet Dog</u>	
(b. Observe and discuss how humans and animals respond to changes in weather.	2. Explain the purpose of weather forecasting to prepare for, and respond to, severe weather in Tennessee.	The Great Inventors of the Secret Forest Whirling With The Vortex A Freezing Surprise Force of the Wind	
	. 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.).	3. Communicate solutions that will reduce the impact from humans on land, water, air, and other living things in the local environment.	From Seed to Plant Flowery Business What makes a living thing? Habitat Hunting The Great Inventors of the Secret Forest Breathing Leaves	





Domain: Science

Engineering, Technology and Science (ETS1)Engineering design

ELDS (PK)	Kindergarten (K)	Kide activity suggestions
PK.ETS1.01a. Use senses to gather, explore, and interpret information.		All lessons
b. With modeling, prompting, and support, record and organize data using graphs, charts, science journals, etc., to communicate conclusions regarding experiments and explorations.	2. Use drawings and labels to communicate ideas and designs accurately.	All lessons, especially: What makes a living thing? Kindergarten of Shape Creatures Getting Dressed for Autumn
c. Make predictions based on observations and prior explorations.		See our <u>prediction</u> bundle
	Apply an engineering design approach to identify and solve practical problems.	See our <u>engineering</u> bundle

Engineering, Technology and Science (ETS2)

Links among engineering, technology, science, and society

	ELDS (PK)	Kindergarten (K)	Kide activity suggestions
Ø	PK.ETS2.01a. Recognize that tools have specific characteristics that determine their use.	K.ETS2.1. Use appropriate tools (e.g., magnifying glass, rain gauge, basic balance scale) to make observations and answer testable scientific questions	Many lessons, inc. <u>Leaf lesson</u> <u>Pi Hiding</u>
Ø	b. Explore familiar environments through the use of simple tools.		<u>Measurinq</u> <u>Digging up Dinosaurs</u> <u>Sweet Rainbow</u> <u>Mystical Magnets</u>

KiDE

Our program compliments also the rest of the Tennessee ELDS'



Other Domains

We also develop inquiry skills **across the curriculum**. Therefore, we align with standards in many of the remaining domains, as shown below. For our specific lesson recommendations, see the following pages.

Doma	ain: English Language Arts			
Ø	Reading Standards			
Ø	Foundational Literacy Standards			
	Writing Standards			
Ø	Speaking and Listening Standards			
Doma	ain: Mathematics			
Ø	Counting and Cardinality (CC)			
	Operations and Algebraic Thinking (OA)			
	Number and Operations in Base Ten (NBT)			
Ø	Measurement and Data (MD)			
Ø	Geometry: Standard A			
Doma	ain: Social Studies			
	Culture			
Ø	Economics			
Ø	Geography			
	Government and Civics			
	History			

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Other Domains

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Doma	in: Creative Arts
Ø	Visual Arts
	Music
Ø	Creative Movement & Dance
Ø	Theatre / Dramatic Play
	Cultural Differences
Doma	in: Physical Development
Ø	Sensorimotor
Ø	Gross Motor
Ø	Fine Motor
Ø	Personal Health & Safety



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

ELDS (PK)		Kindergarten (K)	Kide activity suggestions
#1 R.KID.1 logical conclusions #2 R.KID.2 central details #3 R.KID.3 analys	All of our lessons introduce a problem in the form of different stories.		
Craft and Structure #4 R.CS.4 interpret words and phrases, analyze how word choices shape meaning #5 R.CS.5 analyze structure inc. sentences, paragraphs, chapters #6 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 story as a shared read	
Integration of Knowledge and Ideas #7 R.IKI.7 assess how point of view/purpose shapes the content (illustrations/text) #8 R.IKI.8 evaluating arguments, validity or reasoning #9 R.IKI.9 comparing and analysing themes/topics within different texts			

Foundational Literacy Standards

Vocabulary Acquisition

ELDS (PK)	Kindergarten (K)	Kide activity suggestions
#7 FL.VA.7 Determine or clarify the me unknown/multiple-meaning words/phr meaningful word parts, and reference	ases by using context,	All of our lessons develop children's vocabulary in practical contexts. See <u>language skills</u> bundle

Speaking and Listening Standards

Comprehension and Collaboration

	ELDS (PK)	Kindergarten (K)	Kide activity suggestions
Ø	clearly #2 SL.CC.2 understanding inf formats	ation nge of conversations, building on ideas formation presented in a range of er's point of view/reasoning/evidence	Children are encouraged to communicate their ideas throughout our lessons, especially when reporting their findings to the story characters. See our communication specific lessons
O	Presentation of Knowledge a #4 SL.PKI.4 describing inform #5 SL.PKI.5 make use of a ra #6 SI.PKI.6 adapt speech to	nation with appropriate detail	





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)

ELDS (PK)	Kindergarten (K)	Kide activity suggestions
Know number names and the counting sequence PK.CC.A.1 / PK.CC.A.2 / PK.CC.A.3 / PK.CC.A.4	Know number names and the counting sequence K.CC.A.1 / K.CC.A.2 / K.CC.A.3 /K.CC.A.4	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 classify items, different totals can be compared. Especially in these lessons:
Count to tell the number of objects PK.CC.B.4 a/b/c / PK.CC.B.5 a/b/c/d	Count to tell the number of objects K.CC.B.5 a/b/c / K.CC.B.6	Counting: A Secret Friend Kindergarten of Shape Creatures Comparing:
Compare numbers PK.CC.C.6 / PK.CC.C.7	Compare numbers K.CC.C.7 / K.CC.C.8	Floating Problems Force of the Wind Friction on the Slopes A Secret Friend Kindergarten of Shape Creatures

Measurement and Data (MD): Standard A

Describe and compare measurable attributes.

	ELDS (PK)	Kindergarten (K)	Kide activity suggestions
€ C	PK.MD.A.1 Describe measurable attributes of a single object, such as length, width, height.	K.MD.A.1 Describe the measurable attributes of an object, such as length (long/short), height (tall/short), or weight (heavy/light).	
			Many lessons
	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.).	K.MD.A.2 Directly compare two objects with a measurable attribute in common, to describe which object has more of/less of the attribute. For example, directly compare the heights of two children and describe one child as taller/shorter.	Especially in: <u>Growing Dino</u> An Exact Science <u>Measuring</u>

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Tennessee Early Learning Lesson Recommendations



Domain: Mathematics

Measurement and Data (MD): Standard C

Classify objects and count the number of objects in each category.

ELDS (PK)	Kindergarten (K)	Kide activity suggestions
PK.MD.C.4 Sort a collection of objects into given categories using more than one attribute.	 K.MD.C.4 Sort a collection of objects into a given category, with 10 or less in each category. Compare the categories by group size. 	Many lessons, especially those in our classification bundle

Geometry: Standard A

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

	ELDS (PK)	Kindergarten (K)	Kide activity suggestions
⊘	PK.G.A.1 Begin to use relative position words in appropriate context, such as above, below, beside, and between.	K.G.A.1 Describe objects in the environment using names of shapes and solids (squares, circles, triangles, rectangles, hexagons, cubes, cones, cylinders, and spheres). Describe the relative positions of these objects using terms such as above, below, beside, in front of, behind, between, and next to.	A Celebration Meal Where Are You Hoseli?
	PK.G.A.2 Correctly name some two-dimensional shapes.	K.G.A.2 Correctly name shapes and solids (squares, circles, triangles, rectangles, hexagons, cubes, cones, cylinders, and spheres) regardless of their orientations or overall size.	Kindergarten of Shape Creatures A Secret Friend Hoseli's Holidays Position: A Celebration Meal
⊘	PK.G.A.3 Begin to explore shapes as two-dimensional or three-dimensional.	K.G.A.3 Identify shapes (squares, circles, triangles, rectangles, and hexagons) as two-dimensional and solids (cubes, cones, cylinders, and spheres) as three-dimensional.	Planning an Escape Egg-straordinary Nest Building Bubbles!
Ø	PK.G.A.4 Begin to describe objects in the environment using names of shapes.		<u>Beehive</u> <u>Peculiar Creatures of the Forest</u>



Domain: Mathematics

Geometry: Standard B

Analyze, compare, create, and compose shapes.

	ELDS (PK)		Kindergarten (K)	Kide activity suggestions
Ø	PK.G.B.4 Describe similarities and differences between two-dimensional shapes.	Ø	K.G.B.4 Describe similarities and differences between two- and three-dimensional shapes/solids, in different sizes and orientations.	Peculiar Creatures of the Forest Planning an Escape
⊘	PK.G.B.5 Model shapes in the world by building and drawing shapes.	Ø	K.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.		K.G.B.6 Compose a figure using simple shapes/solids and identify smaller shapes/solids within the figure.	<u>A Secret Friend</u> <u>Spooky Shadows</u>



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

ELDS (PK)	Kindergarten (K)	Kide activity suggestions
PK.04 Identify how the basic human needs of food, clothing, shelter, and transportation are met.	K.04 Identify and explain how basic human needs of food, clothing, shelter, and transportation are met.	Fruity Surprise Getting Dressed for Autumn Habitat Hunting Stop and Go

Geography

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

ELDS (PK)	Kindergarten (K)	Kide activity suggestions
PK.08 Use directions such as up, down, in front, and behind.	K.08 Use personal directions such as up, down, near, far, left, right, in front of, and behind.	<u>Where Are You Hoseli?</u> <u>Northbound</u>
PK.09 Identify what a map represents	K.09 Explain what a map and globe represent.	Welcome to Supraland Hoseli's Magnet Map Journey into Imagination Northbound Planes Trains and Hot Air Balloons
PK.10 Understand how roads help people get around, and how they are used to organize locations within a city.	K.10 Recall the student's and/or school's street address, city/town, and state.	Stop and Go A Celebration Meal





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.

ELDS (PK)	Kindergarten (K)	Kide activity suggestions
PK.CA.1. Experiment with a variety of media and art materials for tactile experience and exploration.		Many lessons, especially: Planes, Trains and Hot Air Balloons Winter Garden Habitat Hunting
PK.CA.2 Create artistic works with intent and purpose using varying tools, texture, color, and technique		Spooky Shadows Journey into Imagination Welcome to Supraland Cave Paintings
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

	ELDS (PK)	Kindergarten (K)	Kide activity suggestions
€	PK.CA.6. Respond to feelings through dance or creative movement.		See our <u>movement</u> lessons
€ C	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 / Dramatic play

	ELDS (PK)	Kindergarten (K)	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 every single lesson!
Ø	PK.CA.9. Respond and react to theatre and drama presentations.		



KIDE

Tennessee Early Learning Lesson Recommendations



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.

	ELDS (PK)	Kindergarten (K)	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: The Peculiar Party of Mr Hush What's Your Superpower? Eggy Mystery
Ø	PK.PD.2. Demonstrate awareness of spatial boundaries and the ability to work and move within them		<u>Lava Pond</u> <u>Stop and Go</u> <u>Space Adventure</u>

Gross Motor

Demonstrate coordination and control of large muscles.

	ELDS (PK)	Kindergarten (K)	Kide activity suggestions
⊘	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 Especiall <u>y Crab Walk</u>





Domain: Physical Development

Fine Motor

Demonstrate eye-hand coordination and dexterity needed to manipulate objects

	ELDS (PK)	Kindergarten (K)	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: Colorful Drawing Book A Kingdom Under the Sea Make Some Music! Optical Illusions Googly Eyes Sweet Rainbow
	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

	ELDS (PK)	Kindergarten (K)	Kide activity suggestions
⊘	PK.PD.7. Demonstrate personal care and hygiene skills.		Getting Dressed for Autumn Germs in Hiding
Ø	PK.PD.8. Demonstrate awareness and understanding of healthy habits (e.g., sufficient rest, nutritious foods, exercise)		Fruity Surprise See our Movement lesson bundle
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

