

# Kindergarten – Animals All Around (07/09/09)

**Vocabulary:** air, alive, amphibians, animal features, birds, egg, feathers, food, fur, gills, growth, lungs, mammals, not-alive, parent, patterns, quills, reptiles, scales, senses, shape, size, water

## Embedded Inquiry

GLE0007.Inq.1 Observe the world of familiar objects using the senses and tools	✓ 0007.Inq.1 Use senses and simple tools to make observations
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## LIFE Science

### 1. Interdependence

GLE 0007.2.1 – Recognize that some things are living and some are not	✓0007.2.1 Categorize objects or images of objects as living or non-living according to their characteristics
GLE 0007.2.2 – Know that people interact with their environment through their senses	✓0007.2.2 Use the senses to investigate and describe an object

## LIFE Science

### 3. Flow of Matter & Energy

GLE 0007.3.1 – Recognize that living things require water, food, and air	
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## LIFE Science

### 4. Heredity

GLE 0007.4.2 – Observe that offspring resemble their parents	✓0007.4.2 Match pictures of seedlings to adult plants and a juvenile to the adult animal ( <i>Pre-visit information</i> )
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## EARTH and SPACE Science

### 7. The Earth

GLE 0007.7.1 – Identify non-living objects found on the surface of Earth	✓ 0007.7.2 Investigate and compare a variety of non-living materials using simple tools
GLE 0007.7.2 Recognize that some objects are manmade and that some occur naturally	

## PHYSICAL Science

### 9. Matter

GLE 0007.9.1 – Describe an object by its observable properties	✓007.9.1 Observe, identify, and compare the properties, of various objects such as color, shape, and size
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## PHYSICAL Science

### 10. Energy

GLE 0007.10.1 Identify the sun as the sources of heat and light	
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# Kindergarten – Animals All Around cont. (07/09/09)

## PHYSICAL Science

### 11. Motion

GLE 0007.11.1 Explore different ways that objects move

## MATH

### 3. Algebra

GLE 0006.3.2 Recognize attributes (color, size, shape) and patterns (bilateral symmetry)

✓ 0006.4.7 Make direct and indirect comparisons between objects (shorter, longer, taller, lighter, heavier)

## MATH

### 5. Data, Probability and Statistics

GLE 0006.5.1 Sort objects and use 1 or more attributes

✓ 0006.5.1 Sort objects into sets and describe how the objects were sorted

GLE 0006.5.2 Re-sort objects using new attributes

✓ 0006.6.2 Sort objects in different ways

# Kindergarten – Festival of Holiday Trees (07/09/09)

**Vocabulary:** family, holiday, seasons

## Embedded Inquiry

GLE0007.Inq.1 Observe the world of familiar objects using the senses and tools	✓ 0007.Inq.1 Use senses and simple tools to make observations
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## LIFE Science

### 1. Interdependence

GLE 0007.2.2 – Know that people interact with their environment through their senses	✓0007.2.2 Use the senses to investigate and describe an object
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## PHYSICAL Science

### 9. Matter

GLE 0007.9.1 – Describe an object by its observable properties	✓007.9.1 Observe, identify, and compare the properties, of various objects such as color, shape, and size
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## Social Studies

### Culture

K.1.02 Discuss cultures and human patterns of places and regions of the world	K.1.02.d Compare family customs and traditions among cultures
K.1.03 Recognize the contributions that individuals and people of various ethnic, racial, religious, and socioeconomic groups have made to the development of civilizations	K.1.03.a Recognize contributions of different cultures around the world K.1.03.b Explain the value of family traditions and customs

## Social Studies

### Geography

K.3.01 Understand how to use maps, globes, and other geographic representations, tools, and technologies to acquire, process and report information from a spatial perspective	K.3.01.a Explain what a globe and map represent
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## MATH

### 3. Algebra

GLE 0006.3.2 Recognize attributes (color, size, shape) and patterns (bilateral symmetry)	
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# Kindergarten – KidsBuild KEVA – Museum to Go only (07/09/09)

**Vocabulary:** above, behind, below, in front, left, rectangle, right, shape, under

## Embedded Inquiry

GLE 0007.Inq.1 Observe the world of familiar objects using the senses and tools	✓ 0007.Inq.1 Use senses and simple tools to make observations
GLE 0007.Inq.2 Ask questions, make logical predictions, plan, investigations, and represent data	✓ 0007.Inq.3 Communicate understanding of simple data using age-appropriate vocabulary

## Embedded Technology & Engineering

GLE 0007.T/E.K.2 Apply engineering design and creative thinking to solve practical problems	✓ 0007.T/E.2 Invent designs for simple products
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## PHYSICAL Science

### 9. Matter

GLE 0007.9.1 – Describe an object by its observable properties	
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## MATH

### 3. Algebra

GLE 0006.3.2 Recognize attributes (color, size, shape) and patterns (bilateral symmetry)	
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# Kindergarten – Let’s Play (07/09/09)

**Vocabulary:** above, air, animal features, automobile, behind, below, food, in front, left, night, outside, rectangle, right, shape, size, water

## Embedded Inquiry

GLE0007.Inq.1 Observe the world of familiar objects using the senses and tools	✓ 0007.Inq.1 Use senses and simple tools to make observations
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## LIFE Science

### 1. Interdependence

GLE 0007.2.1 – Recognize that some things are living and some are not	✓0007.2.1 Categorize objects or images of objects as living or non-living according to their characteristics
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GLE 0007.2.2 – Know that people interact with their environment through their senses	✓0007.2.2 Use the senses to investigate and describe an object
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## LIFE Science

### 3. Flow of Matter & Energy

GLE 0007.3.1 – Recognize that living things require water, food, and air	
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## LIFE Science

### 4. Heredity

GLE 0007.4.2 – Observe that offspring resemble their parents	✓0007.4.2 Match pictures of seedlings to adult plants and a juvenile to the adult animal ( <i>Pre-visit information</i> )
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## PHYSICAL Science

### 9. Matter

GLE 0007.9.1 – Describe an object by its observable properties	✓0007.9.1 Observe, identify, and compare the properties, of various objects such as color, shape, and size
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GLE 0007.9.2 Identify objects and materials as solids or liquids	
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## PHYSICAL Science

### 10. Energy

GLE 0007.10.1 Identify the sun as the sources of heat and light	
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## PHYSICAL Science

### 11. Motion

GLE 0007.11.1 Explore different ways that objects move	✓ 0007.11.1 Use a variety of objects to demonstrate different types of movement
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## MATH

### 2. Number and Operations

	✓0006.2.3 Count backwards from 10 to 1 ✓0006.2.4 Count to 20 by twos
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# Kindergarten – Let's Play cont.

## MATH

### 3. Algebra

GLE 0006.3.2 Recognize attributes (color, size, shape) and patterns (bilateral symmetry)

✓ 0006.3.4 Sort, order and classify objects by attribute and identify objects that do not belong in a particular group

## MATH

### 5. Data, Probability and Statistics

GLE 0006.5.2 Recognize attributes (color, size, shape) and patterns (bilateral symmetry)

✓ 0006.3.4 Sort, order and classify objects by attribute and identify objects that do not belong in a particular group

# Kindergarten – Pebble Puppies (07/09/09)

**Vocabulary:** fossils , mineral, resources, rock, shape, size, soil, sorting, pebble

## Embedded Inquiry

GLE0007.Inq.1 Observe the world of familiar objects using the senses and tools	✓ 0007.Inq.1 Use senses and simple tools to make observations
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## Embedded Technology & Engineering

GLE 0007.T/E.K-2.1 Recognize that both natural materials and human-made tools have specific characteristics that determine their use	✓ 0007.T/E.1 Explain how simple tools are used to extend the senses, make life easier, and solve everyday problems
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## LIFE Science

### 1. Interdependence

GLE 0007.2.1 – Recognize that some things are living and some are not	✓0007.2.1 Categorize objects or images of objects as living or non-living according to their characteristics
GLE 0007.2.2 – Know that people interact with their environment through their senses	✓0007.2.2 Use the senses to investigate and describe an object

## EARTH and SPACE Science

### 7. The Earth

GLE 0007.7.1 Identify non-living objects found on surface of earth	✓ 0007.7.2 Investigate and compare a variety of non-living materials using simple tools
GLE 0007.7.2 Recognize that some objects are manmade and that some occur naturally	

## MATH

### 3. Algebra

GLE 0006.3.2 Recognize attributes (color, size, shape) and patterns (bilateral symmetry)	
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## MATH

### 5. Data, Probability and Statistics

GLE 0006.5.1 Sort objects and use 1 or more attributes	✓ 0006.5.1 Sort objects into sets and describe how the objects were sorted
GLE 0006.5.2 Re-sort objects using new attributes	✓ 0006.5.2 Sort objects in different ways

# Kindergarten – Splash, Flash, Crank, Slide, Alive (07/09/09)

**Vocabulary:** air, amphibians, animal features, bird, egg, feathers, food, fossils, fur, gills, growth, living, lungs, mammals, non-living, offspring, parent, patterns, quills, reptiles, scales, senses, shape, size, survival, water

## Embedded Inquiry

GLE0007.Inq.1 Observe the world of familiar objects using the senses and tools	✓ 0007.Inq.1 Use senses and simple tools to make observations
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## LIFE Science

### 1. Interdependence

GLE 0007.2.1 – Recognize that some things are living and some are not	✓0007.2.1 Categorize objects or images of objects as living or non-living according to their characteristics
GLE 0007.2.2 – Know that people interact with their environment through their senses	✓0007.2.2 Use the senses to investigate and describe an object

## LIFE Science

### 3. Flow of Matter & Energy

GLE 0007.3.1 – Recognize that living things require water, food, and air	
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## LIFE Science

### 4. Heredity

GLE 0007.4.2 – Observe that offspring resemble their parents	✓0007.4.2 Match pictures of seedlings to adult plants and a juvenile to the adult animal ( <i>Pre-visit information</i> )
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## LIFE Science

### 5. Biodiversity and Change

GLE 0007.5.1 Compare the basic features of plants and animals	✓0007.5.3 Match pictures of animal and plant characteristics needed for survival to appropriate environments ✓ 0007.5.2 Create a mural of an ecosystem and compare the characteristics of animals and plants within that environment ( <i>post-visit information</i> )
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## EARTH and SPACE Science

### 6. The Universe

GLE 0007.6.1 Know the different objects that are visible in the day and night sky	
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## EARTH and SPACE Science

### 7. The Earth

GLE 0007.7.1 Identify non-living objects found on surface of earth	✓ 0007.7.2 Investigate and compare a variety of non-living materials using simple tools
GLE 0007.7.2 Recognize that some objects are manmade and that some occur naturally	

# Kindergarten – Splash, Flash, Crank, Slide, Alive cont.

## PHYSICAL Science

### 9. Matter

GLE 0007.9.1 – Describe an object by its observable properties	✓007.9.1 Observe, identify, and compare the properties, of various objects such as color, shape, and size
GLE 0007.9.2 Identify objects and materials as solids or liquids	

## PHYSICAL Science

### 10. Energy

GLE 0007.10.1 Identify the sun as the sources of heat and light	
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## PHYSICAL Science

### 11. Motion

GLE 0007.11.1 Explore different ways that objects move	
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## MATH

### 2. Number and Operations

	✓0006.2.3 Count backwards from 10 to 1 ✓0006.2.4 Count to 20 by twos
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## MATH

### 3. Algebra

GLE 0006.3.2 Recognize attributes (color, size, shape) and patterns (bilateral symmetry)	✓0006.3.4 Sort, order and classify objects by attribute and identify objects that do not belong in a particular group
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## MATH

### 5. Data, Probability and Statistics

GLE 0006.5.1 Sort objects and use 1 or more attributes	✓ 0006.5.1 Sort objects into sets and describe how the objects were sorted
GLE 0006.5.2 Re-sort objects using new attributes	✓ 0006.5.2 Sort objects in different ways

**Kindergarten – S.T.A.R. (07/09/09)**

**Vocabulary:** calendar, day/date, fairy tale, moon, night, shape, sun, year

**Embedded Inquiry**

GLE0007.Inq.1 Observe the world of familiar objects using the senses and tools	✓ 0007.Inq.1 Use senses and simple tools to make observations
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**EARTH and SPACE Science**

**6. The Universe**

GLE0007.6.1 Know the different objects that are visible in the day and night sky.	✓ 0007.6.1 Create a Venn diagram to compare the objects that can be seen in the day and night sky
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**MATH**

**3. Algebra**

GLE 0006.3.2 Recognize attributes (color, size, shape) and patterns (bilateral symmetry)	
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**Language Arts**

**8. Literature**

GLE 0001.8.1 Explore and experience various literary genres	✓ 0001.8.2 Distinguish between fiction and nonfiction
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# Kindergarten – Wetland Wonders (07/09/09)

**Vocabulary:** air, alive, amphibians, animal features, birds, egg, feathers, food, fur, gills, growth, living, lungs, mammals, not-alive, offspring, parent, patterns, quills, reptiles, scales, senses, shape, size, survival, water

## Embedded Inquiry

GLE0007.Inq.1 Observe the world of familiar objects using the senses and tools	✓ 0007.Inq.1 Use senses and simple tools to make observations
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## LIFE Science

### 1. Interdependence

GLE 0007.2.1 – Recognize that some things are living and some are not	✓0007.2.1 Categorize objects or images of objects as living or non-living according to their characteristics
GLE 0007.2.2 – Know that people interact with their environment through their senses	✓0007.2.2 Use the senses to investigate and describe an object

## LIFE Science

### 3. Flow of Matter & Energy

GLE 0007.3.1 – Recognize that living things require water, food, and air	
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## LIFE Science

### 4. Heredity

GLE 0007.4.2 – Observe that offspring resemble their parents	✓0007.4.2 Match pictures of seedlings to adult plants and a juvenile to the adult animal ( <i>Pre-visit information</i> )
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## LIFE Science

### 5. Biodiversity and Change

GLE 0007.5.1 Compare the basic features of plants and animals	✓0007.5.3 Match pictures of animal and plant characteristics needed for survival to appropriate environments ( <i>post-visit information</i> ) ✓ 0007.5.2 Create a mural of an ecosystem and compare the characteristics of animals and plants within that environment ( <i>post-visit information</i> )
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## EARTH and SPACE Science

### 6. The Universe

GLE 0007.6.1 Know the different objects that are visible in the day and night sky	
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## EARTH and SPACE Science

### 7. The Earth

GLE 0007.7.1 Identify non-living objects found on surface of earth	✓ 0007.7.2 Investigate and compare a variety of non-living materials using simple tools
GLE 0007.7.2 Recognize that some objects are manmade and that some occur naturally	

# Kindergarten – Wetland Wonders cont.

## PHYSICAL Science

### 10. Energy

GLE 0007.10.1 Identify the sun as the sources of heat and light	
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## PHYSICAL Science

### 11. Motion

GLE 0007.11.1 Explore different ways that objects move	
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## MATH

### 3. Algebra

GLE 0006.3.2 Recognize attributes (color, size, shape) and patterns (bilateral symmetry)	✓0006.3.4 Sort, order and classify objects by attribute and identify objects that do not belong in a particular group
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# Kindergarten – Zip and Zoom (07/01/09)

**Vocabulary:** above, behind, friction, gravity, in front, inside, left, outside, pull, push, right, shape, size, under

## Embedded Inquiry

GLE0007.Inq.1 Observe the world of familiar objects using the senses and tools	✓ 0007.Inq.1 Use senses and simple tools to make observations
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## LIFE Science

### 1. Interdependence

GLE 0007.2.1 – Recognize that some things are living and some are not	✓0007.2.1 Categorize objects or images of objects as living or non-living according to their characteristics
GLE 0007.2.2 – Know that people interact with their environment through their senses	✓0007.2.2 Use the senses to investigate and describe an object

## PHYSICAL Science

### 9. Matter

GLE 0007.9.1 – Describe an object by its observable properties	✓0007.9.1 Observe, identify, and compare the properties, of various objects such as color, shape, and size
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## PHYSICAL Science

### 10. Energy

GLE 0007.10.1 Identify the sun as the sources of heat and light	
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## PHYSICAL Science

### 11. Motion

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## MATH

### 2. Number and Operations

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## MATH

### 3. Algebra

GLE 0006.3.2 Recognize attributes (color, size, shape) and patterns (bilateral symmetry)	
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## MATH

### 5. Data, Probability and Statistics

GLE 0006.5.1 Sort objects and use 1 or more attributes	✓ 0006.5.1 Sort objects into sets and describe how the objects were sorted
GLE 0006.5.2 Re-sort objects using new attributes	✓ 0006.5.2 Sort objects in different ways