

Standards Correlations

Rhode Island Early Learning and Development Standards (RIELDS)

3-5 Year Olds



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
- ✓ Prediction
- ✓ Interpretation
- ✓ Conclusion



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

Engineering Science Arts Mathematics
⌚ 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 [our other standards documents](#) for more details.

How Kide Science Supports the Standards Name



In this document, we will show you:

1. A summary of how we support the **Rhode Island Early Learning Development Standards*** in relation to:
 - the science domain
 - all other domains
2. Show you how we correlate with each individual **science standard**, with activity suggestions**.
3. Activity suggestions for all **other domains** we correlate with.

**Basing this upon the 2023 Rhode Island Early Learning Development Standards (RIELDS).*

***For children aged 36-48m and 48-60m.*



Something missing?

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



See how many of your standards we support!

The main focus of our program is on developing **inquiry skills**. We do this by investigating science topics in play-based ways.

We also develop inquiry skills across many areas of learning. Therefore, we support the standards for many of the domains, as shown below.

For our lesson recommendations for the standard outcomes, see the following pages in this document.

DOMAIN	We have lesson recommendations for:
Science	
Standards	100%
Example outcomes for these standards	37/43

DOMAIN	We have lesson recommendations for:
Physical Health and Motor Development	
Standards	100%
Example outcomes for these standards	40/65
Social and Emotional Development	
Standards	100%
Example outcomes for these standards	48/51
Language Development	
Standards	100%
Example outcomes for these standards	46/60

DOMAIN	We have lesson recommendations for:
Literacy	
Standards	100%
Example outcomes for these standards	39/75
Cognitive Development	
Standards	100%
Example outcomes for these standards	34/39
Mathematics	
Standards	100%
Example outcomes for these standards	37/48
Social Studies	
Standards	80%
Example outcomes for these standards	20/36
Creative Arts	
Standards	100%
Example outcomes for these standards	12/18

Lesson Recommendations



Science

"From the moment they are born, children share many of the characteristics of young scientists. They are curious and persistent explorers who use their senses to investigate, observe, and make sense of the world around them."

Would you agree with the Rhode Island Early Learning & Development Standards? We certainly do! After all, this is the main focus of our program: to support those developing inquiry skills in play-based ways (including role playing a scientist every single lesson!)

We correlate with ALL of the Rhode Island Science standards, and you can find activity suggestions for each example outcome below.

Component 1: Scientific Practices and Application

Standard 1.a: Children are increasingly able to engage with the inquiry process by developing questions, planning and carrying out investigations, collecting and analyzing data, generating and sharing findings and ideas, and using and applying new knowledge to solve problems.

36-48m Examples	Kide Activity Suggestions
 Ask and wonder about increasingly complex questions to find out more information or to figure out a solution to a problem (e.g., ask or wonder "Why is the sky blue?" or "How can I make a house for a bug with these sticks?")	All lessons
 Use standard and non-standard tools for exploration and data collection (e.g., use a hand lens to look at an insect; use different sized containers for measuring more and less)	Many lessons, for example: Hoseli's Balloon-Party Problem Upside Down (activity 1) Who Stole the Salt?
 Participate in a range of investigations from more playful (e.g., collaboratively build a bridge for toy cars using a variety of materials) to more structured (e.g., contribute predictions, observations, and ideas to a group sink and float investigation)	All lessons
 Compare and sort objects based on one property at a time (e.g., sort blocks by color, size, shape, or texture)	See our classification bundle
 With support, record and represent their observations in a variety of ways (e.g., use their body, art and writing materials, or photos to share their observations of a plant; dictate a description of their plant to the teacher)	All lessons, especially when reporting back to the story character e.g. Getting Dressed for Autumn
 Generate explanations about how or why things happen (which may or may not be scientifically correct) based on evidence from their own experience (e.g., heavy things sink because rocks sink; snails will like pizza because I like pizza)	All lessons

Component 1: Scientific Practices and Application

Standard 1.a: Children are increasingly able to engage with the inquiry process by developing questions, planning and carrying out investigations, collecting and analyzing data, generating and sharing findings and ideas, and using and applying new knowledge to solve problems.

48-60m Examples	Kide Activity Suggestions
 <p>With support, contribute questions, observations, and ideas to a group discussion on a topic of shared interest (e.g., share questions about what worms eat and ideas for what a worm habitat should include and why) and begin to demonstrate curiosity about the world outside of their immediate environment (e.g., question why animals live in the rainforest or arctic or why severe weather events occur in other locations)</p>	<p>All lessons</p> <p>Outside their immediate environment curiosities:</p> <p>Habitat Hunting Space Adventure Planes, Trains and Hot Air Balloons Welcome to Supraland</p>
 <p>With support, use a variety of standard and nonstandard tools for data collection and recording (e.g., to measure the height of a tower, count the number of blocks or use a ruler; make rain gauges and windsocks to collect weather data)</p>	<p>Many lessons, for example:</p> <p>An Exact Science Pressure in the Puddle Balancing Problems Optical Illusions? (activity B) Measuring</p>
 <p>Plan and carry out simple investigations independently or in a small group to answer a cause-and-effect question, test a prediction, or solve a problem (e.g., blow on different objects to find out if or how each one moves; with encouragement, place plants in different conditions and observe, measure, and record their growth)</p>	<p>All lessons</p> <p>e.g.</p> <p>Force of the Wind From Seed to Plant</p>
 <p>Identify increasingly complex relationships in the designed and natural worlds (e.g., explain why a spoon and fork are made differently based on how they are used; describe how a familiar animal's body parts help it move about and find food)</p>	<p>Many lessons e.g.</p> <p>Habitat Hunting What a Machine! Finding Dinosaur Fossils</p>
 <p>Use demonstration, drawings, photos, and models, to record, represent, and communicate their experiences and ideas with others in group discussions</p>	<p>Excellent opportunities across all lessons, for example:</p> <p>Colorful Drawing Book Hoseli's Magnet Map Peculiar Creatures of the Forest</p>
 <p>Increasingly be able to make inferences and construct explanations (which may or may not be scientifically correct) based on a wider range of experiences (e.g., make a drawing that shows where they think rain comes from; talk about what they think a worm's home looks like and why they think so)</p>	<p>All lessons especially our interpretation bundle</p>



Component 2: Physical Science

Standard 2.a: Children gain increasing knowledge of basic concepts related to the properties of objects and materials, forces and motion, and energy (light and sound).

36-48m Examples	Kide Activity Suggestions
 Make and describe observations of properties using words to describe color, size, shape, color, weight, texture.	All lessons, especially Measuring Treasure Hunt A Slimy Surprise White as Snow (phase 1 and 2) Toy Troubles
 Sort a variety of objects into groups according to their physical properties or functions (e.g., sort by color, shape, size, use, or whether a material is natural or human-designed)	Classification bundle, especially: Busy Bees Hiding in Plain Sight Power of the Wind
 Choose objects for play based on one salient property (e.g., choose the tallest block to represent a tower; choose the fastest ball based on color)	Developed through most lessons
 Explore motion of objects with increasing planning and intentionality (e.g., put objects on different inclines to observe how they roll, slide, or stay put; test different objects in water to find out if they sink or float)	Floating Problems Frantic Fall Friction on the Slopes
 Demonstrate increasing understanding of how shadows change, and when and where they appear (e.g., represent differences between themselves and their shadows; observe how their shadows change size, shape, and position at different times of day)	Spooky Shadows Pi Hiding
 With support, gain awareness of the characteristics of sound (e.g., demonstrate differences between loud and soft sounds and high and low sounds using musical instruments or their voices)	Make Some Music Happy Heartbeat Make it Rain



Component 2: Physical Science

Standard 2.a: Children gain increasing knowledge of basic concepts related to the properties of objects and materials, forces and motion, and energy (light and sound).

48-60m Examples		Kide Activity Suggestions
	Make, describe, and compare increasingly detailed observations of objects' properties (e.g., color, size, shape, texture, odor, material, features, use, sound, natural, or human-designed)	All lessons, especially: What's Your Superpower? Eggy Mystery The Peculiar Party of Mr. Hush
	Consider multiple object properties when making predictions and doing investigations (e.g., explain that a wiffle ball will sink because it has holes that will let in the water; predict that the smallest, lightest ball will win the race)	Many lessons, including: Measuring Balancing Problems Frantic Fall Floating Problems The Thirsty Robot
	Demonstrate increased understanding of structure and function in the natural and designed world (e.g., describe why spoons and forks are made differently based on their uses; design their block buildings differently depending on how people use the building)	Beehive Habitat Hunting Finding Dinosaur Fossils What a Machine Planes, Trains and Hot Air Balloons Lift it Up!
	Demonstrate understanding that properties of objects and materials may change when they are heated, cooled, or mixed (e.g., explain how a new color is made by mixing two other colors; predict that water will freeze at a colder temperature)	Many lessons! E.g. see our chemistry bundle Hot and Cold Bottles Operation Ice Rescue
	Demonstrate understanding that applied and natural forces cause things to move or change speed or direction (e.g., place walls along their ramps so toy cars won't roll off; explain that the wind causes leaves to shake)	Frantic Fall Friction on the Slopes Power of the Wind Safe Landing



Component 3: Earth and Space Science

Standard 3.a: Children gain increasing knowledge of the features of earth and space, the components of weather, and how all living things depend on natural resources to survive.

36-48m Examples	Kide Activity Suggestions
 Begin to intentionally incorporate natural objects and materials into play (e.g., build a home for a real or imaginary creature using natural materials; pretend a pile of rocks is a campfire or stove)	Beehive Habitat Hunting Egg-straordinary Nest-Building Caring for a Pet Dog
 Begin to understand that different components of weather can be measured (e.g., rainfall, temperature) and that weather can be predicted (e.g., dark clouds mean rain)	See our activity bundle Kelvin's Weather Adventure
 Demonstrate increasing awareness of objects in the sky and how they appear (e.g., including sun and clouds in representations)	See our activity bundle Kelvin's Weather Adventure Space Adventure Summer Sandcastles Spooky Shadows
 Identify places where natural resources (e.g., water) can be found in their local environment and different ways people and other animals use it (e.g., drinking, bathing, swimming)	Habitat Hunting
48-60m Examples	Kide Activity Suggestions
 Use increasingly complex vocabulary to describe natural elements	See our Outdoor & plants and animals bundle
 Describe changes that occur in the natural environment over increasingly long periods of time (e.g., seasonal changes in temperature, rain, or snowfall across the year)	Getting Dressed for Autumn Magical Winter Garden From Seed to Plant Summer Sandcastles
 Demonstrate a beginning understanding that all plants and animals depend on the environment to survive (e.g., describe the needs of different animals for food, water, and a specific place to live)	Breathing Leaves From Seed to Plant Flowery Business What Makes a Living Thing Caring for a Pet Dog Habitat Hunting



We either **support** the specific objectives (✓) or we are **working towards** them (↗).

Component 4: Life Science

Standard 4.a: Children begin to learn about the characteristics, needs, and life cycles of living things and how they get their needs met within a particular environment.

36-48m Examples		Kide Activity Suggestions
↗	Group animals based on their characteristics and/or where they can be found (e.g., sort animals into categories such as animals with fur or animals that live in the water)	Habitat Hunting
✓	Identify ways in which specific living things grow and develop over time and what they need to live (e.g., describe a plant's growth and that it needs water and sun)	From Seed to Plant Caring for a Pet Dog
✓	Demonstrate an increasing understanding of diversity and variation (e.g., describe or represent similarities and differences among animals' characteristics, needs, and homes with increasing detail)	Habitat Hunting
✓	Demonstrate an increasing understanding of the difference between living and nonliving things (e.g., describe that living things eat, breathe, move, and play or that they need beds and families)	What Makes a Living Thing?



We either **support** the specific objectives (✓) or we are **working towards** them (↗).

Component 4: Life Science

Standard 4.a: Children begin to learn about the characteristics, needs, and life cycles of living things and how they get their needs met within a particular environment.

48-60m Examples	Kide Activity Suggestions
 Describe the characteristics that define living things	Our plants and animals bundle , esp. What Makes a Living Thing?
 Compare, contrast, and/or categorize different types of plants and animals	Peculiar Creatures of the Forest (Activity A) Kindergarten of Shape Creatures Breathing Leaves Busy Bees (Activity A) From Seed to Plant
 Begin to distinguish between wants and needs of living things	What Makes a Living Thing? From Seed to Plant
 Generate ideas about needs that living things and/or all animals share and how their specific needs may be different (e.g., all animals need food, but they eat different foods)	Habitat Hunting What Makes a Living Thing?
 Ask and answer questions about changes in the appearance, behavior, and habitats of living things	Breathing Leaves From Seed to Plant Flowery Business Happy Heartbeat Puppy Playtime Hoseli's Googly Eye Mystery
 Wonder and think about how animals adapt to different weather conditions and where they go when not found in the environment	A Freezing Surprise
 Make inferences about why specific plants or animals live where they do and how they get their needs met in that place	Beehive Habitat Hunting Caring for a Pet Dog



Lesson Recommendations



Physical Health and Motor Development

RIELDS state that *"The healthy development of young children is directly related to practicing healthy behaviors, strengthening large and small muscles, and developing strength and coordination."*

And so, to support this, we have brought our inquiry skills into physical health activities too! We correlate with ALL of the Physical Development Standards, and on the following pages you can find a list of activity suggestions for some of the example outcomes.

We either **support** the specific objectives (✓) or we are **working towards** them (↗).

Component 1: Health and Safety Practices

Standard 1.a: Children engage in structured and unstructured physical activity.

36-48m Examples	Kide Activity Suggestions
✓ Carry bags or objects over short distances	Party Robot Crab Walk
↗ Practice kicking, throwing, and running	Stop and Go Lava Pond Happy Heartbeat
48-60m Examples	Kide Activity Suggestions
✓ Increase their amount of play and activity, using more muscles and for longer periods of time (e.g., at least 60 minutes total each day)	Movement activity bundle



We either **support** the specific objectives (✓) or we are **working towards** them (↗).

Component 1: Health and Safety Practices		
Standard 1.b: Children become increasingly able to identify unsafe situations and gradually learn strategies for responding to them.		
36-48m Examples		Kide Activity Suggestions
↗	Recognize unsafe situations and tell an adult; alert adult when another child is in a dangerous situation	Excellent opportunities across all lessons, especially Stop and Go Fruity Surprise
48-60m Examples		Kide Activity Suggestions
✓	Follow safety rules with adult assistance	Excellent opportunities across all lessons, especially Stop and Go Fruity Surprise





We either **support** the specific objectives (✓) or we are **working towards** them (↗).

Component 1: Health and Safety Practices	
Standard 1.c: Children develop self-help skills.	
36-48m Examples	Kide Activity Suggestions
✓ Help with mealtime routines, such as setting a table	A Celebration Meal
✓ Wash and dry hands with verbal prompts and support	Germs in Hiding
✓ Wash and dry hands with verbal prompts and support	
✓ Put their shoes on but may need assistance tying them	Getting Dressed for Autumn
✓ Choose their own clothes to wear	
48-60m Examples	Kide Activity Suggestions
✓ Help in preparing snacks and meals	Fruity Surprise An Exact Science Mrs Noblegas's Blob Soup Hoseli's Instant Sorbet
✓ Demonstrate independence in personal self-care skills (e.g., washing hands, brushing teeth)	Germs in Hiding
✓ Dress or undress	Getting Dressed for Autumn
✓ Manage zippers, buttons, buckles, and Velcro	
↗ Tell an adult caregiver when tired	Can be discussed during the Movement activity bundle and Happy Heartbeat



Component 2: Gross Motor Development

Standard 2.a: Children develop large-muscle control, strength, and coordination.

36-48m Examples	Kide Activity Suggestions
 Jump off a bottom step or over small objects with two feet	Space Adventure Puppy Playtime
48-60m Examples	Kide Activity Suggestions
 Tell an adult caregiver when tired	Can be discussed during the Movement activity bundle and Happy Heartbeat
 Fill and carry a large container with sand or water across the yard or room	This could be facilitated through Summer Sandcastles Floating Problems



Component 2: Gross Motor Development

Standard 2.b: Children develop traveling skills.

36-48m Examples	Kide Activity Suggestions
Move in, under, and over objects in the environment with ease	Movement activity bundle Habitat Hunting
Walk or run around obstacles and corners	Movement activity bundle Space Adventure
Understand the position or orientation of their body to other objects and people	Movement activity bundle
48-60m Examples	Kide Activity Suggestions
Hop forward on one foot without losing balance	Lava Pond Stop and Go Space Adventure
Walk along a beam or edge	Party Robot
Gallop	Can be developed through Lava Pond Stop and Go Space Adventure Space Adventure
Skip	
Run with control and balance, making quick turns without losing speed and quick stops	
Demonstrate how their body can move forward, backward, left and right	Stop and Go Where Are You, Hoseli? Crab Walk
Demonstrate how their body can move fast or slow	Movement activity bundle



Component 3: Fine Motor Development

Standard 3.a: Children develop small-muscle control, strength, and coordination.

36-48m Examples	Kide Activity Suggestions
Continues to fit together manipulatives and connecting toys (e.g., Legos, bristle blocks)	Spooky Shadows Habitat Hunting Planes, Trains and Hot Air Balloons
Use scissors with purpose	Welcome to Supraland Planes, Trains and Hot Air Balloons A Secret Friend (activity B)
With adult support, pour milk or spoon out fruit	Vanishing Trick Who Stole the Salt? An Exact Science Mrs Noblegas's Blob Soup
With adult support, zips clothes	Getting Dressed for Autumn
48-60m Examples	Kide Activity Suggestions
Fold a piece of paper with accuracy and symmetry	Peculiar Creatures of the Forest A Secret Friend (activity B) A Fallen Star
Use simple tools (e.g., stapler, hole punch, scissors, tape dispenser)	Welcome to Supraland Planes, Trains and Hot Air Balloons A Secret Friend (activity B) Milky Pond Painting It's Raining Beehive
Holds paper and makes precise cuts to cut out a square	Hoseli's Googly Eye Mystery Optical Illusions Growing Dino
Button and zip clothes	Getting Dressed for Autumn



Component 3: Fine Motor Development	
Standard 3.b: Children develop writing and drawing skills.	
36-48m Examples	Kide Activity Suggestions
 Hold a regular pencil writing grip or other adaptive method	There are opportunities to mark make in every lesson. Encourage children to 'write' their findings down to report back to our story characters. Especially in: Colorful Drawing Book Hoseli's Googly Eye Mystery The Many Sides of Black
 Use horizontal and vertical stroke	
 Make a cross with a marker or pencil	
 Draw a circle	
 Write letter or numeral like forms	
48-60m Examples	Kide Activity Suggestions
 Draw recognizable shapes	Secret Messages/Hide and Seek Milky Pond Painting Treasure Hunt Cave Conundrum
 Write some letters and numerals using a writing grip or other adaptive method	Secret Messages A Secret Friend

Lesson Recommendations



Social and Emotional Development

Our inquiry-based activities also support the development of **social and emotional skills**. These appear specifically within our relationship-themed lessons, and they also thread through every single activity we've ever written! By starting each activity with a story, our characters' feelings always provide a context to discuss social and emotional topics. In addition, our hands-on, collaborative approach provides many opportunities for children to learn how to problem solve together with their peers.

We have lesson suggestions for ALL of the Social and Emotional Development Standards. Below you will find lesson suggestions for the specific example outcomes we support.

Component 1: Relationships with Others

Standard 1.a: Children develop trust in and engage positively with adults who are familiar and consistently present in children's lives.

36-48m Examples	Kide Activity Suggestions
Seek approval from adults	All lessons
Engage in back-and-forth conversations with trusted adults	All lessons
Express joy with trusted adult when demonstrating an achievement or mastery in play (e.g., excitement over building a tall block tower; walking across the balance beam with limited assistance)	All lessons, especially in the reporting back phase
48-60m Examples	Kide Activity Suggestions
Maintain well-being and emotional composure when separated from parents or primary caretakers when in familiar settings or with familiar and trusted adults	All lessons
Have a close relationship with a consistent non-parental caregiver, showing interest in the adult's feelings, preferences, and well-being and sharing their experiences (coregulation)	All lessons
Participate in longer and more reciprocal interactions (when interacting with familiar adults in role play, games, or structured activities) and take greater initiative in social interaction (including turn-taking)	All lessons: as the teacher plays alongside the children, a trusted environment is created



Component 1: Relationships with Others

Standard 1.a: Children develop trust in and engage positively with adults who are familiar and consistently present in children's lives.

36-48m Examples	Kide Activity Suggestions
 Share and take turns using materials	All lessons Especially from our Collaboration skills bundle
 Suggest solutions to conflicts, with adult guidance and assistance	Many lessons including True Friends Pikkuli Finds a Friend
 Initiate play and conversations with other children	All lessons
 Participate in pretend play with other children	All lessons with our story characters
 Express how another child or storybook character might feel	Emotional skills bundle
 Notice and show concern for peers' feelings	
 Comfort peers when they are hurt or upset, with adult guidance and assistance	Emotional skills bundle
48-60m Examples	Kide Activity Suggestions
 Make decisions with other children, with adult guidance and assistance	
 Demonstrate consideration for and cooperation with other children	
 Prefer to play with one or two special friends	
 Suggest solutions to conflicts	
 Demonstrate an ability to compromise when working or playing in a group	
 Sustain interactions with friends for increasing periods of time	
 Successfully enter into play when a group of children are already involved	
 Can identify the causes of other children's emotions (e.g., "they are sad because...")	Emotional skills bundle





Component 2: Self-Awareness and Competence

Standard 2.a: Children develop an awareness of themselves as an individual with thoughts, feelings, and perspectives that may differ from others.

36-48m Examples	Kide Activity Suggestions
✓ Differentiate themselves from others based on characteristics they use to describe themselves, such as "shy" or "smart."	What's Your Superpower? Welcome to Supraland What makes a Living Thing (activity C) Along with our Emotional skills bundle
✓ Differentiate themselves from others in terms of specific abilities (e.g., "I am a fast runner," or "I am a good climber.")	What's Your Superpower?
✓ Describes physical attributes among peers and adults	Hoseli's Googly Eye Mystery Happy Heartbeat Getting Dressed for Autumn Party Robot Eggy Mystery
✓ Has a clear sense of people, self, and those who are different	All lessons What's Your Superpower? Welcome to Supraland
48-60m Examples	Kide Activity Suggestions
✓ Describe own and others' personal characteristics (e.g., "My hair is red; your hair is black.")	Hoseli's Googly Eye Mystery Peculiar Creatures of the Forest
✓ Understand that other people have different physical characteristics as well as different thoughts, beliefs, ideas, and feelings.	
✓ Demonstrate an awareness of their own likes and preferences	Developed through all lessons e.g. Welcome to Supraland Fruity Surprise Journey into Imagination The Peculiar Part of Mr Hush (Activity C) Emotional skills bundle



Component 2: Self-Awareness and Competence

Standard 2.b: Children develop the confidence to complete an action successfully or independently.

36-48m Examples		Kide Activity Suggestions
	Choose materials and activities	All lessons e.g. Habitat Hunting Welcome to Supraland Planes, Trains and Hot Air Balloons Winter Garden
	Participate in new experiences with confidence and independence (e.g., selecting more challenging puzzles)	All lessons
48-60m Examples		Kide Activity Suggestions
	Resist help and demonstrate a sense of competence (e.g., insisting on dressing themselves, pouring their own juice, etc.)	All lessons
	Stay with a task until it is completed	
	Move between independence and dependence in a way that meets their needs for both and that is appropriate for the circumstances	



Component 3: Emotional Recognition and Regulation

Standard 3.a: Children develop the ability to identify, express, and manage their emotions

36-48m Examples	Kide Activity Suggestions
Are increasingly able to regulate their impulses in certain situations (e.g., waiting their turn for a favored toy)	All lessons
Can express emotions using words, signs, or other communication methods	Emotional skills bundle
Take pride in their accomplishments	All lessons, especially in the reporting back stage
48-60m Examples	Kide Activity Suggestions
React appropriately to strong emotions most of the time	Emotional skills bundle
Persist at a difficult task with decreasing amounts of frustration	All lessons
Can name emotions using words, signs, or other communication methods	Emotional skills bundle emotions flashcards



Component 3: Emotional Recognition and Regulation

Standard 3.b: Children develop the ability to manage impulses and express emotions appropriately even in challenging situations.

36-48m Examples	Kide Activity Suggestions
 Usually follow rules and expectations in familiar settings	
 Adjust to changes in routines and activities	All lessons
 Ask or wait for adult permission before doing something they are unsure about	
 Use materials with purpose, safety, and respect	Excellent opportunities across all lessons, especially <u>Stop and Go</u> <u>Fruity Surprise</u>
 Can delay having desires met (e.g., agreeing to the use of a timer to indicate their turn for a computer)	
 Stop an engaging activity to transition to another less desirable activity with adult guidance and support	All lessons
48-60m Examples	Kide Activity Suggestions
 With adult assistance, demonstrate control over actions, words, and emotions in response to a situation	
 Follow rules and apply them to new situations and environments (e.g., putting their coat in a cubby at school but hanging it on a peg at home)	
 Participate in group activities for increasing amounts of time	
 Consistently demonstrate the ability to stop an engaging activity to transition to another less desirable activity	All lessons

Lesson Recommendations



Language Development

The main focus of a Kide activity is on inquiry skills (including communication). Every single one of our lessons takes place in a new, imaginary social scenario, meaning that children have a playful, safe environment to understand social rules, communicate their ideas, listen to others, and together build meaning.

Kide has lesson recommendations for ALL of the Language Development Standards. Here you can find the recommendations for each specific example outcome that we correlate with.

Component 1: Receptive/Interpretive Language

Standard 1.a: Children attend to, understand, and respond to increasingly complex language.

36-48m Examples	Kide Activity Suggestions
Demonstrate an understanding of stories, songs, and poems by retelling or relating them to prior knowledge	All lessons
Demonstrate an understanding of conversations by responding to questions and prompts	All lessons, especially from our Communication bundle
Understand increasingly longer and complex sentences, including sentences with two or more phrases or ideas	
Successfully follow three-step directions (e.g., "Please, would you get the sponge, dampen it with water, and clean your tabletop?")	All lessons
48-60m Examples	Kide Activity Suggestions
Demonstrate an understanding of complex statements, questions, and stories containing multiple phrases and ideas	All lessons
Respond appropriately to a specific and varied vocabulary	All lessons, especially from our Language skills bundle
Follow detailed, multistep directions (e.g., "Put away the toys in the correct boxes, wash your hands, then come to the table and find your name.")	All lessons





Component 2: Expressive Language

Standard 2.a: Children use increasingly complex vocabulary, grammar, and syntax to express thoughts and needs.

36-48m Examples		Kide Activity Suggestions
	Communicate clearly enough to be understood by unfamiliar listeners but may make some pronunciation errors	All lessons
	Pronounce new, long, or unusual words if they have modeling and support	
	Demonstrate an understanding of the meaning of words by describing the use of familiar objects, talking about categories of objects, using several words to explain the same idea (e.g., synonyms), and relating words to their opposites	All lessons e.g. Floating Problems Measuring Treasure Hunt
	Determine, with modeling and support, the meanings of unknown words by asking questions or using contextual clues, such as pictures that accompany text	All lessons
	Experiment with using new words in conversation	
	Use longer, more increasingly complex sentences, including complete four- to six-word sentences	All lessons, especially from our Language skills bundle including A Celebration Meal
	Use, with modeling and support, more complex grammar, and parts of speech, including common prepositions, regular plural nouns, correct subject- verb agreement, pronouns, and possessives	
48-60m Examples		Kide Activity Suggestions
	Communicate clearly enough to be understood by unfamiliar listeners, with few pronunciation errors	Opportunities to develop this through all lessons
	Demonstrate an increasing knowledge of the meanings of words and skill in determining the meaning of unknown words	All lessons, especially from our Language skills
	Use increasingly complex, longer sentences, including sentences that combine two or three phrases	All lessons



Component 3: Pragmatics

Standard 3.a: Children understand, follow, and use appropriate social and conversational rules.

36-48m Examples		Kide Activity Suggestions
	Demonstrate an understanding of nonverbal cues (e.g., eye contact, distance from partner, and facial expressions) and the ability to use them	All lessons, especially Googly Eye Mystery
	Use appropriate volume and intonation when speaking in a variety of social situations	
	Follow culturally appropriate/acceptable norms of communication in group settings, with support and modeling	All lessons, especially from our Communication bundle
	Engage, with support and modeling, in conversations of at least three turns, with each exchange relating to and building upon what was said previously	
48-60m Examples		Kide Activity Suggestions
	Follow culturally appropriate/accepted norms of communication in group settings with increasing independence	Opportunities to develop this through all lessons
	Engage, with support and modeling, in conversations of at least five turns, with each exchange relating to and building upon what was said previously	All lessons, especially from our Language skills
	Use language to communicate with others in familiar and unfamiliar social situations for a variety of purposes	All lessons



Component 4: Language Development of Multilingual Learners

Standard 4.a: Multilingual children attend to, understand, and respond to increasingly complex language on a range of topics, including personally meaningful experiences and texts (including digital texts) in English and their home language(s).

Early-stage	Kide Activity Suggestions
Attend to English oral language in both real and pretend activities, relying on the intonation, facial expressions, and/ or gestures of the speaker	All of our lessons have an element of pretend and real, providing lots of opportunity to practice this skill.
Continue to make progress in their home language(s) attend to and participate in English language small- and large-group activities, such as circle time, storybook reading, etc.	Each lesson starts with story time in a circle, and ends in a shared circle too.
Begin to follow simple directions in English, especially when they are accompanied by contextual cues, such as gestures, signs, pointing, and voice modulation	All lessons
Mid-stage	Kide Activity Suggestions
Demonstrate an understanding of English words for objects and actions and of English phrases encountered frequently in both real and pretend activities	All lessons e.g. Getting Dressed for Autumn Planes Trains and Hot Air Balloons
Demonstrate an understanding of English words related to basic concepts (e.g., colors, some animal classifications, foods, etc.)	All lessons, e.g. Fruity Surprise From Seed to Plant Foaming Colors
Respond appropriately to requests in English that involve one-step directions (e.g., "clean up") when personally directed by others (these requests may occur with or without contextual cues)	All lessons
Late-stage	Kide Activity Suggestions
Demonstrate an understanding of a larger set of words in English and their home language(s) (for objects and actions, personal pronouns, and possessives) in both real and pretend activities	Most lessons e.g. Floating Problems Eggy Mystery Treasure Hunt
Demonstrate an understanding of words in English and their home language(s) related to more advanced concepts (e.g., abstract emotions and ideas)	See our Relationships bundle Journey into Imagination
Follow directions that involve a one- or two-step sequence, relying less on contextual cues	All lessons



Component 4: Language Development of Multilingual Learners

Standard 4.b: Multilingual children become increasingly proficient in expressing their thoughts and ideas in English and their home language(s).

Early-stage	Kide Activity Suggestions
 Use nonverbal communication, such as gestures or behaviors, to seek attention, request objects, or initiate a response from others	Developed through all lessons. See how we believe the skill of communication develops
 Use simple English expressions that are phonetically correct but may be inappropriate to the context of the conversation or the situation (pragmatically inappropriate, e.g., missing social, contextual, or self-referential cues)	All lessons
Mid-stage	Kide Activity Suggestions
 Combine nonverbal with some verbal communication to be understood by others	Developed through all lessons. See how we believe the skill of communication develops
 Use telegraphic speech (two-word phrases rather than full sentences, such as "want food")	All lessons
 Use formulaic speech (expressions that are learned whole, e.g., "I don't know")	
 Use English vocabulary that mainly consists of concrete nouns and some verbs and pronouns	
 Converse with others in English using two or three words at a time and may switch back and forth between English and their home language(s)	All lessons, especially from our Communication bundle
 Use some English grammatical markers (e.g., "-ing" or the plural-forming "-s") and apply at times the rules of grammar of the home language to English	All lessons
 Use "what" and "why" questions in English, sometimes with errors	



We either **support** the specific objectives (✓) or we are **working towards** them (↗).

Component 4: Language Development of Multilingual Learners

Standard 4.b: Multilingual children become increasingly proficient in expressing their thoughts and ideas in English and their home language(s).

Late-stage	Kide Activity Suggestions
 Demonstrate increasing reliance on verbal communication in English and their home language(s) to be understood by others	Developed through all lessons
 Use new English vocabulary to share knowledge of concepts, including conversational and academic vocabulary	All lessons, especially from our Language skills bundle
 Sustain a conversation in English and their home language(s) with increasingly complex syntax, adding conjunctions, subject-verb-object patterns, and other more advanced elements of sentence construction	All lessons, especially from our Communication bundle
 Expand their use of different forms of grammar in English (e.g., plurals; possessive pronouns; simple past tense verbs), sometimes with errors	Opportunities to practice this in all lessons
 Use “what,” “why,” “how,” “when,” and “where” questions in more complete forms in English, sometimes with errors	Opportunities to practice this in all lessons

Lesson Recommendations



Literacy

Every Kide activity starts with a story time, which introduces a problem. This shared story provides opportunities to:

- practice listening and comprehension skills
- model independent reading strategies
- motivate children's emergent writing skills

We have lesson recommendations for ALL of the Literacy Standards. And whilst we don't claim to fully match every single example outcome, here you can find a list of the many we do support, with lesson recommendations.

Component 1: Health and Safety Practices

Standard 1.a: Children demonstrate awareness of spoken words, syllables, and sounds (phonemes).

36-48m Examples	Kide Activity Suggestions
 Comprehend and use new words introduced within thematic units, stories, and daily activities	All lessons, especially from our Language skills bundle

Component 2: Print Concepts

Standard 2.a: Children develop letter-sound correspondence and identify letters by sounds (phonemes) and names.*

 This standard is supported through shared reads throughout Kide lessons.*





We either **support** the specific objectives (✓) or we are **working towards** them (↗).

Component 2: Print Concepts

Standard 2.b: Children demonstrate book awareness and knowledge of basic print conventions; they understand that print carries meaning and spoken words are represented by text.

36-48m Examples	Kide Activity Suggestions
 Demonstrate an understanding that print carries meaning and can be read	This can be supported in every lesson, during the shared read of our story letter. See also Secret Messages A Secret Friend (activity B)
 Demonstrate an awareness of various conventions of print (e.g., upper-and lower-case letters, different fonts) and indicate where to start reading on a page and how to progress across and down a page	Supported in every lesson, during the shared read of our story letter.
48-60m Examples	Kide Activity Suggestions
 Identifies and describes the role of an author/ illustrator of a book	Supported in every lesson, during the shared read of our story letter.
 Identify familiar words in books and the environment	
 Make connections between illustrations and text	



Component 3: Comprehension and Interest

Standard 3.a: Children show interest and an understanding of a variety of literacy experiences.

36-48m Examples	Kide Activity Suggestions
 Explore a variety of literary genres, such as fiction, fantasy, informational texts	In each lesson, through our story starter.
 Share opinions about what they did or did not like about a book or story	
 Begin to understand the sequence of a story	
 With support, retell or reenact familiar stories with pictures or props as prompts	All lessons, acting in role as investigators or characters e.g. Egg-straordinary Nest Building Puppy Playtime
 Ask and answer questions about main characters or events in a familiar story	Every single lesson, as children work to solve the story character's problem.
 With modeling and support, make predictions about what might happen next in a story and determine if their predictions were confirmed	Use our story collections to develop this skill. These are bundles of lessons which feature one continuous story.
 Respond to the question "what made you think so?" in response to their ideas about books and stories, with more depth and detail	All lessons
 With prompting and support, ask and answer questions about unfamiliar words in a story or informational text read aloud	



Component 3: Comprehension and Interest

Standard 3.a: Children show interest and an understanding of a variety of literacy experiences.

48-60m Examples	Kide Activity Suggestions
 Demonstrate knowledge of details from familiar stories (e.g., about characters, events, story-related problems, and resolutions)	All lessons
 Engage in higher-order thinking during shared reading experiences, such as making predictions and inferences, determining cause-and-effect relationships, and summarizing stories	Use our prediction and interpretation bundles to develop this skill, remembering to keep referencing the story problem throughout.
 Retell a familiar story in the proper sequence, including major events and cause-and-effect relationships	All lessons
 With guidance and support, relate events and information from stories to their own experiences	
 Ask and answer questions about unfamiliar words in a story, poem, or informational text read aloud	Opportunities to develop this skill throughout all lessons
 Use new vocabulary acquired through reading	All lessons
 Act out characters and events from a story, poem, or informational text read aloud	This is the true essence of Kide Science lessons!

Component 4: Literacy Development for Multilingual Learners		
Standard 4.a: Multilingual children become increasingly engaged in literacy experiences in English and in their home language(s).		
Early-stage		Kide Activity Suggestions
<input checked="" type="checkbox"/>	“Read” familiar books (written in their home language or in English) when encouraged by others and use their home language(s) to talk about the books	Children may wish to try ‘reading’ the story letters themselves, after the adult reads them first.
Mid-stage		Kide Activity Suggestions
<input checked="" type="checkbox"/>	Participate in reading activities, using books written in English when the language is predictable	Our story letters within each lesson can be printed for children to rehearse with, once they have been used in a shared read first.
<input checked="" type="checkbox"/>	Choose to read familiar books written in their home language(s) or in English with increasing independence and to talk about the books in either their home language(s) or English	
<input checked="" type="checkbox"/>	Describe their own experiences related to the topic of a story, sometimes using telegraphic and/or formulaic speech in English	
<input checked="" type="checkbox"/>	Begin to narrate using English that reflects an increasingly larger vocabulary and more complex grammar	
<input checked="" type="checkbox"/>	Retell a story using their home language(s) and some English when read or told the story in English	
Late-stage		Kide Activity Suggestions
<input checked="" type="checkbox"/>	Participate in reading activities, using a variety of genres that are written in English or their home language(s)	Our story letters within each lesson can be printed for children to rehearse with, once they have been used in a shared read first.
<input checked="" type="checkbox"/>	Engage in extended conversations in English about stories	All lessons present an opportunity to do this: as children recount what has happened to our story characters.
<input checked="" type="checkbox"/>	Retell in English the majority of a story read or told in English	





We either **support** the specific objectives (✓) or we are **working towards** them (↗).

Component 5: Emergent Writing	
Standard 5.a: Children use a combination of drawing, dictating, and writing to show knowledge of writing conventions and demonstrate writing as a means of communication.	
36-48m Examples	Kide Activity Suggestions
✓ Dictate ideas, sentences, and stories	Children can dictate their solutions to our story problems, as the teacher scribes. This is especially possible during the reporting back circle time within each lesson.
↗ With modeling and support, write some letters	Excellent opportunities to practice this across many lessons, for example: Pikkuli's Birthday True Friends (Activity B) Secret Messages (Activity A) A Secret Friend (Activity B)
↗ With modeling and support, write some numerals	Secret Messages (Activity A) A Secret Friend (Activity A) Can also be supported through our Number Flashcards
✓ With modeling and support, discuss or answer questions about their writing and drawings	Excellent opportunities across many lessons, for example: Colorful Drawing Book Hoseli's Googly Eye Mystery The Many Sides of Black
✓ Use letter-like symbols to create written materials during play or to express an idea	Children can report their ideas for each lesson using mark making. E.g. Pikkuli's Birthday True Friends (Activity B) Secret Messages (Activity A) A Secret Friend
✓ Understand that writing carries a message and use scribbles, shapes, letter-like symbols, letters, and numerals to write or represent words or ideas	
✓ With assistance and support, engage in writing activities (e.g., labeling a picture)	



Component 5: Emergent Writing

Standard 5.a: Children use a combination of drawing, dictating, and writing to show knowledge of writing conventions and demonstrate writing as a means of communication.

48-60m Examples	Kide Activity Suggestions
 With modeling and support, use writing and/or digital tools to communicate information, tell a story, or answer a question	Excellent opportunities to practice this across many lessons. This is especially possible during the reporting back circle time within each lesson e.g. Getting Dressed for Autumn
 Dictate longer and more complex ideas, sentences, and stories	Facilitated by the teacher in all lessons
 With modeling and support, write numerals one through ten	Getting Dressed for Autumn
 With modeling and support, print some letters of meaningful words, sometimes using letters and sometimes using letter-like forms	Excellent opportunities to practice this across many lessons, for example: Pikkuli's Birthday , True Friends (Activity B) , Secret Messages (Activity A) , A Secret Friend (Activity B)
 Use writing to convey meaning (e.g., writing a note to themselves during play, writing a note to their mother, taking a restaurant "order" in a dramatic play area, writing a grocery list; writing a grocery list on a play cell-phone)	Children can record their ideas as part of a treasure chest of their learning. See more about this here
 Engage in independent writing activities during routine times, (e.g., intentionally writing in their own journal, at developmental level)	True Friends Pikkuli's Birthday
 Generate a plan for writing (e.g., articulate a purpose for writing)	

Lesson Recommendations



Cognitive Development

“Development in the domain of cognition involves the processes by which young children grow and change in their abilities to pay attention to and think about the world around them.” -RIELDS 2023

We focus upon inquiry skills, (e.g. observation, communication, prediction, interpretation,) which are crucial for making sense of the world. They really do develop a child's cognitive development, and this is why they are threaded through **every single one** of our lessons. We support ALL of the Cognitive Development Standards, and below you can find activity suggestions for each example outcome we match with.

Component 1: Logic and Reasoning

Standard 1.a: Children apply strategies and draw upon past knowledge and experiences to meet goals and solve problems.

36-48m Examples	Kide Activity Suggestions
 Use previous experiences to make plans before attempting to solve some problems (e.g., using a wagon to gather toys into one spot rather than trying to carry them all by hand)	Our lessons thread the same themes, concepts and skills throughout, so that children can build up their experiences to inform future problem solving.
 Solve simple problems without trying every possibility (e.g., putting big blocks at the base of a tower and smaller blocks on top to make a tower that doesn't topple)	Developed through all lessons e.g. Toy Troubles
 Explore cause-and-effect relationships by intentionally varying the action to change the reaction (e.g., rolling two different cars down a ramp and observing the different distances traveled)	Many lessons e.g. Friction on the Slopes A Frantic Fall Colorful Drawing Book
 Sort objects and then count and compare the groups formed	See our Classification bundle, especially: Mystical Magnets Floating Problems Hiding in Plain Sight





Component 1: Logic and Reasoning

Standard 1.a: Children apply strategies and draw upon past knowledge and experiences to meet goals and solve problems.

48-60m Examples	Kide Activity Suggestions
 Solve complex problems by planning and carrying out a sequence of actions	All lessons
 Analyze the result of an attempted solution and use the new information to solve a problem (e.g., trying to staple pieces of paper after unsuccessfully trying to tape them together)	All lessons e.g. Balloon Party Problem Great Inventors of the Secret Forest
 Explain their reasoning behind a strategy or choice and why it worked or didn't work	Developed through all lessons e.g. Safe Landing Fruity Surprise



Component 2: Memory and Working Memory

Standard 2.a: Children hold information in their mind and manipulate it to perform tasks.

36-48m Examples	Kide Activity Suggestions
<ul style="list-style-type: none"> ✓ Communicate with some detail about events that happened in the past 	Our lessons often hint at past activities or storylines. These can inspire children to talk about similar experiences they have already had.
<ul style="list-style-type: none"> ✓ With support, retell or re-enact familiar stories, including such details as characters, phrases, and events 	Children can do this every lesson, using our story letters as inspiration
<ul style="list-style-type: none"> ✓ Put several objects or groups in order by a quantitative attribute (number, length, etc.) 	Growing Dino Balancing Problems Halloween: Wake up the Ghost! Crab Walk
<ul style="list-style-type: none"> ✓ Solve simple problems with totals of five or fewer items (e.g., concluding that they have a total of four pencils if they already have three and are given one more) 	A Secret Friend Lava Pond
<ul style="list-style-type: none"> ✓ Successfully follow three-step directions 	Most lessons provide an opportunity to practice this
48-60m Examples	Kide Activity Suggestions
<ul style="list-style-type: none"> ✓ Accurately recount past experiences in the correct order and include relevant details 	Developed through all lessons
<ul style="list-style-type: none"> ✓ Retell a familiar story or activity in the proper sequence, including such details as characters, phrases, and events 	
<ul style="list-style-type: none"> ✓ Remember more minute details from a story or experience and can answer questions more accurately 	
<ul style="list-style-type: none"> ✓ Place four or more objects or groups in order of a quantitative attribute (number, length, etc.) 	Measuring An Exact Science
<ul style="list-style-type: none"> ✓ Solve simple word problems with totals of 10 or fewer items (e.g., concluding that they have nine grapes if they have seven and are given two more) 	A Secret Friend Lava Pond Kindergarten of Shape Creatures Sugary Problems Make It Rain (Activity B)
<ul style="list-style-type: none"> ✓ Successfully follow detailed, multi-step directions 	Most lessons e.g. Lift It Up! Sweet Rainbow Upside Down



Component 3: Attention and Inhibitory Control

Standard 3.a: Children's skills increase in filtering impulses and sustaining attention on a task.

36-48m Examples	Kide Activity Suggestions
<ul style="list-style-type: none"> With adult reminders, wait to communicate information in a group 	Can be developed through the two circle times in each of our lessons
<ul style="list-style-type: none"> Focus on increasingly complex topics for longer periods of time 	All lessons
<ul style="list-style-type: none"> Return to complete a task if interrupted 	
<ul style="list-style-type: none"> Count only those objects in a group that have a specific attribute (e.g., all of the red cars in a picture) 	See our classification bundle e.g. Hiding in Plain Sight Kindergarten of Shape Creatures
<ul style="list-style-type: none"> Build block buildings and include such structural features as arches and ramps 	Spooky Shadows Toy Troubles Habitat Hunting
48-60m Examples	Kide Activity Suggestions
<ul style="list-style-type: none"> Without adult reminders, wait to communicate information in a group 	All lessons
<ul style="list-style-type: none"> Maintain focus on a project for a sustained period of time and over several days 	Seed to Plant Breathing Leaves
<ul style="list-style-type: none"> Return with focus to an activity or project after having been away from it for a period of time 	Projects can be left out to continue throughout the week, especially those in our Engineering bundle
<ul style="list-style-type: none"> Combine shapes into patterns that make new shapes or complete puzzles (e.g., rearranging a collection of circles and variously sized rectangles to make the image of a person) 	Planning an Escape Fruity Surprise Spooky Shdaows Beehive
<ul style="list-style-type: none"> Build complex block buildings, intentionally maintaining such features as symmetry 	Developed through: Spooky Shadows Toy Troubles Habitat Hunting



Component 4: Cognitive Flexibility

Standard 4.a: Children's skills increase at adjusting to changes in demands, priorities, and perspectives.

36-48m Examples	Kide Activity Suggestions
<ul style="list-style-type: none"> Require minimal adult support to transition from one activity to another (e.g., moving from computer to circle time) 	Every lesson generally follows the same routine, so children can independently transition over time.
<ul style="list-style-type: none"> Generate a new approach or change their plan of action if a better alternative is found or suggested (e.g., accepting a suggestion to secure a tower's greater stability by building it on the floor rather than on a thick rug) 	See especially our Engineering bundle
<ul style="list-style-type: none"> Understand that not all children want the same things 	Fruity Surprise What's Your Superpower? Welcome to Supraland What makes a Living Thing (activity C)
48-60m Examples	Kide Activity Suggestions
<ul style="list-style-type: none"> Quickly adjust and adhere to a new rule (e.g., lining up inside the building rather than outside when the weather gets colder, or it rains) 	Some of our lessons change routine, these can be used to develop this standard: See our Outdoor and Movement bundles
<ul style="list-style-type: none"> Sort by more than one attribute (e.g., color and shape) into two or more groups 	See our classification bundle
<ul style="list-style-type: none"> Correctly add an object to an existing series (e.g., of increasing lengths) 	This can be practiced through: Measuring An Exact Science Growing Dino Balancing Problems Halloween: Wake up the Ghost!

Lesson Recommendations



Mathematics

The main focus of a Kide activity is on inquiry skills (which include measurement and classification.) These skills set the foundations for number sense, quantity and basic numerical relationships. The problems we pose children also support the development of Geometry and Spatial skills too. We provide children with many opportunities to make sense of the world and solve mathematical situations they encounter in their everyday lives.

We have activity suggestions for ALL of the Mathematics standards. On the following pages you can find a list of the specific example outcomes we support, with lesson recommendations.

Component 1: Number Sense and Quantity

Standard 1.a: Children develop number recognition and counting skills and learn the relationship between numbers and the quantity they represent.

36-48m Examples	Kide Activity Suggestions
 Quickly name the number in a group of objects, up to four, without counting	Can be embedded into many lessons, e.g., as supplies are collected. Lava Pond A Secret Friend Crab Walk Can be supported through our Number Flashcards
 Verbally count to 20 (or in some way indicate knowledge of the words for the numbers from 1 to 20 in sequence) with occasional errors	It's Raining Lava Pond Hoseli's Journey (activity B) Cave Conundrum (activity A)
 Use strategies to accurately count sets of up to 10 objects	Lava Pond A Secret Friend Crab Walk
 Understand that the last number counted represents the number of objects in a set	Lava Pond Sugary Problems A Secret Friend Hoseli's Journey (activity B) Secret Messages (activity A)
 Associate a quantity with a written numeral up to five	A Secret Friend Secret Messages (activity A)
 Recognize and write some numerals up to 10	Lava Pond A Secret Friend Secret Messages (activity A)

Component 1: Number Sense and Quantity

Standard 1.a: Children develop number recognition and counting skills and learn the relationship between numbers and the quantity they represent.

48-60m Examples		Kide Activity Suggestions
	Use strategies to count large sets of objects (more than 10)	This could be practiced through lessons such as: Hiding in Plain Sight Sugary Problems
	Associate a quantity with a written numeral up to 10	Lava Pond Secret Messages (activity a) A Secret Friend

Component 2: Number Relationships and Operations

Standard 2.a: Children learn to use numbers to compare quantities and solve mathematical situations.

36-48m Examples	Kide Activity Suggestions
 Understand that a whole is a larger quantity than its parts (e.g., when looking at 3 nests with 3 eggs in each, says a big number such as 8 or 10 to describe how many eggs there are)	Sugary Problems A Secret Friend
 Use toys and other objects as tools to solve simple addition and subtraction problems when the total is smaller than five	A Secret Friend
 Use one-to-one correspondence to compare small sets of similar objects	Crab Walk Floating Problems Mystical Magnets
48-60m Examples	Kide Activity Suggestions
 Use counting to compare 2 sets of objects and to determine which set has more, less, or the same than the other	Lava Pond Floating Problems Measuring (activity B) Hiding in Plain Sight Crab Walk Kindergarten of Shape Creatures
 Use toys and other objects as tools to solve simple addition and subtraction problems with totals smaller than 10	A Secret Friend



Component 3: Classification and Patterning

Standard 3.a: Children learn to order and sort objects by common attributes, to identify patterns, and to predict the next sequence in a pattern.

36-48m Examples	Kide Activity Suggestions
 Sort objects by one attribute into two or more groups (e.g., size: big, medium, and small)	See our classification bundle
 Classify everyday objects that go together (e.g., mittens, hats, coats)	
48-60m Examples	Kide Activity Suggestions
 Sort objects by more than one attribute (e.g., color and shape) into two or more groups	See our classification bundle
 Sort sets of objects by one characteristic, then sort by a different characteristic and explain the sorting rules (e.g., "These are all of the red ones, but these are all of the big ones")	



Component 4: Measurement, Comparison, and Ordering

Standard 4.a: Children learn to measure objects by their various attributes to make comparisons.

36-48m Examples	Kide Activity Suggestions
<p> Compare two small sets of objects (five or fewer)</p>	Crab Walk Floating Problems Mystical Magnets
<p> Make a small series of objects (e.g., putting three or four objects in order by length)</p>	Growing Dino Balancing Problems Halloween: Wake up the Ghost! Crab Walk
<p> Recognize differences in measurable attributes by direct comparison measuring (e.g., when trying to pour the same amount of juice into three cups, looking to see if one cup has more than the others)</p>	Kindergarten of Shape Creatures Make Some Music (Activity B) Halloween: Wake up the Ghost! Balancing Problems
<p> Use multiple copies of the same unit to measure (e.g., seeing how many "building blocks high" a pillow fort is)</p>	Optical Illusions (activity B) We often use body measurements as non-standard units: Who Stole the Salt? Hide and Seek
<p> Use comparative language (e.g., "shortest," "heavier," "biggest")</p>	Growing Dino Halloween: Wake up the Ghost! Measuring
48-60m Examples	Kide Activity Suggestions
<p> Order (or seriate) four or more items by decreasing or increasing a relative attribute when differences are perceptually clear (e.g., arranging a rock collection from the largest to the smallest)</p>	Growing Dino Balancing Problems Halloween: Wake up the Ghost! Crab Walk
<p> Use some appropriate tools to measure different attributes (e.g., choosing a scale for weight and a cup for volume)</p>	Many lessons, for example: An Exact Science Measuring Especially check our advanced adaptation tips e.g. Growing Dino What a Machine!
<p> Use measurement language to describe the attributes of objects (e.g., "This is three-blocks long.")</p>	Developed through our Measurement bundle

Component 5: Geometry and Spatial Sense

Standard 5.a: Children learn to identify shapes and their attributes, solve mathematical situations using shapes, and explore the positions of objects in space.

36-48m Examples	Kide Activity Suggestions
 Combine and separate shapes to make designs or pictures (e.g., completing shape puzzles)	Kindergarten of Shape Creatures Bubbles! Planning an Escape
 Build simple examples of buildings, structures, or areas (e.g., their classroom or playground) with three-dimensional shapes, such as building blocks	Spooky Shadows Toy Troubles
 Name familiar two-dimensional shapes in their home language(s) (circle, triangle, square, rectangle), regardless of their size or orientation	Kindergarten of Shape Creatures Bubbles! Spooky Shadows
 Use basic language to describe their location (e.g., "I am under the bed.)	A Celebration Meal
 Correctly follow directions involving their own positions in space (e.g., "move forward," "sit behind," etc.)	Where are you, Hoseli? Space Adventure



Component 5: Geometry and Spatial Sense

Standard 5.a: Children learn to identify shapes and their attributes, solve mathematical situations using shapes, and explore the positions of objects in space.

48-60m Examples	Kide Activity Suggestions
 Describe and compare shapes using their attributes in their home language(s) (e.g., "a triangle has three sides, but a square has four.")	Kindergarten of Shape Creatures Egg-straordinary Nest Building
 Combine and separate shapes to make other shapes (e.g., using two triangles to make a square)	Kindergarten of Shape Creatures Bubbles! Planning an Escape
 Build more complex models of buildings, structures, or areas (e.g., their classroom or play-ground) with three-dimensional shapes, such as building blocks	Habitat Hunting Welcome to Supraland Planes, Trains and Hot Air Balloons Summer Sandcastles
 Correctly name familiar shapes in their home language(s) (e.g., circle, triangle, and square) and less familiar shapes (e.g., hexagon, trapezoid, and rhombus)	Kindergarten of Shape Creatures Bubbles! Spooky Shadows Beehive Planning an Escape
 Correctly name some three-dimensional shapes in their home language(s) (e.g., cube, cone, cylinder)	Egg-straordinary Nest Building Planning an Escape Spooky Shadows Toy Troubles
 Understand and use language or similar words in their home language(s) related to directionality, order, and the position of objects, such as "up," "down," "in front," and "behind"	A Celebration Meal Where are you, Hoseli? A Floaty Drink Frantic Fall Friction on the Slopes Safe Landing Stop and Go



Lesson Recommendations



Social Studies

"Through social studies, children can explore and develop an understanding of their place within and relationship to family, community, environment, and the world."

One of our main aims at Kide Science is to empower our children to act like real Scientists: to see the impact they can have in solving problems for our world. They work together with in their community of scientist friends, building crucial foundational skills for their social studies learning. We support 80% of these standards, and you can find our particular lesson suggestions for the example outcomes below.

Component 1: Civics & Government

Standard 1.a: Children develop awareness that care of the community through personal responsibility, agreed-upon rules, and conflict resolution are important components of a fair and just society.

36-48m Examples	Kide Activity Suggestions
 Describe and demonstrate awareness of group rules and understand that there may be different rules for different contexts (e.g., say "we wash hands after recess" to describe classroom sanitary rules; walking inside, running outside).	Stop and Go Germs in Hiding Opportunities to discuss safety rules throughout each lesson, especially when outdoors e.g. Breathing Leaves
 Take part in the responsibilities of being in a family or group and helping others (e.g., assist peer with cleaning up a learning center)	Children work together as investigators to solve problems, especially in our collaboration bundle
 Begin to participate in problem-solving and decision-making (e.g., tell another child to wait for their turn on the slide)	All lessons





We either **support** the specific objectives (✓) or we are **working towards** them (↗).

Component 1: Civics & Government

Standard 1.a: Children develop awareness that care of the community through personal responsibility, agreed-upon rules, and conflict resolution are important components of a fair and just society.

48-60m Examples	Kide Activity Suggestions
 Demonstrate understanding of the need for rules in the home, classroom, and/or community and what happens when rules are not followed (e.g., understand that outdoor toys must be cleaned up to come inside)	Stop and Go Germs in Hiding Opportunities to discuss safety rules throughout each lesson, especially when outdoors e.g. Breathing Leaves
 Suggest ways to resolve social conflicts independently and in cooperation with others (e.g., tell peer to "use their words" instead of hitting)	Especially in our collaboration bundle
 Begin to explore basic principles of democracy (e.g., participating in class voting, respecting opinions of others, creating rules)	All lessons



We either **support** the specific objectives (✓) or we are **working towards** them (↗).

Component 3: History

Standard 3.a: Children develop an understanding of the passage of time as it relates to historical changes in events, people, and the world.

36-48m Examples	Kide Activity Suggestions
↗ Communicate routine events or activities that happened earlier in time using basic vocabulary but not always accurately, (e.g., today, tomorrow, or yesterday)	Children can refer back to their past Kide lessons and talk about what they did.
✓ Recall information about the immediate past (e.g., tell parents during pick-up what they did at school today; explain how they saw a squirrel on their walk)	
✓ Explore changes that take place over time in the immediate environment (e.g., match pictures of baby animals with adult animals; observe growth of plants in gardens)	Breathing Leaves From Seed to Plant Flowery Business Toy Troubles
48-60m Examples	Kide Activity Suggestions
✓ Understand and accurately communicate daily routines and sequences of events and experiences in the context of time, using appropriate vocabulary (e.g., retells: "Yesterday I went home after lunch but today I'm going home after rest.")	This can be developed through these timed activities: Growing Dino Frantic Fall Friction on the Slopes What A Machine!
✓ Show improving ability to differentiate and discuss past, present, and future events (e.g., recount a family story, share where they will go on vacation)	Through reflecting upon past Kide activities, and planning future ones.
✓ Observe and recognize that everything (people, events, the world) changes over time (e.g., recount the life cycle of a plant or butterfly)	From Seed to Plant Egg-straordinary Nest Building Busy Bees What Makes A Living Thing?

Component 3: History

Standard 3.b: Children gain awareness of themselves and others as members of diverse families, communities, and cultures.

36-48m Examples	Kide Activity Suggestions
 Recognize similarities and differences between themselves and others (e.g., say "Your hair is short, my hair is long")	What's Your Superpower? Welcome to Supraland What makes a Living Thing (activity B) Googly Eye Mystery See also our Relationships bundle
 Engage in pretend play using objects as representations of something else (e.g., use a block as a phone or small rocks as dog food)	Most lessons! E.g. Journey into Imagination Welcome to Supraland Habitat Hunting Planes, Trains and Hot Air Balloons Treasure Hunt
 Identify cultural characteristics and/or traditions of self, family, and community (e.g., retell that "when there is no school, Tia makes pancakes for breakfast" or "we went to the parade")	Through play, all children can bring their own cultural characteristics. This can be specifically introduced through our Celebrations bundle
48-60m Examples	Kide Activity Suggestions
 Use comparative language to describe similarities and differences among people and use themselves as a reference (e.g., say "That boy is bigger than me")	What makes a Living Thing (activity B) Googly Eye Mystery
 Engage in pretend play with other children that is planned and organized around a specific theme or task, often with assigned roles (e.g., play house and determine who is going to be the mommy and the baby; plan a veterinary clinic and the stuffed animals that they will care for)	Our lessons are the most perfect context for this: as we set the scene for new play scenarios each lesson!



Component 4: Geography

Standard 4.a: Children demonstrate knowledge of geographical concepts of location and physical characteristics of the environments in which they live.

36-48m Examples	Kide Activity Suggestions
<input checked="" type="checkbox"/> Use spatial terms to communicate with increasing specificity about the location of objects and familiar locations (e.g., far/close, over/under)	Northbound A Celebration Meal Planes, Trains and Hot Air Balloons
<input checked="" type="checkbox"/> Create art that contains realistic elements (e.g., pointing to one of their drawings and saying, "This is our house.")	Welcome to Supraland Planes, Trains and Hot Air Balloons
<input checked="" type="checkbox"/> Show recognition and/ or interest in some geographic tools and resources such as maps, globes, or GPS.	Northbound Hoseli's Magnetic Map
48-60m examples	Kide Activity Suggestions
<input checked="" type="checkbox"/> Create simple maps of familiar locations and talk about the things that are in certain areas (e.g., a bed or a closet in the bedroom)	Planes, Trains and Hot Air Balloons Habitat Hunting (home task)
<input checked="" type="checkbox"/> Create representations of different landforms and landmarks during play (e.g., using sand to make a mountain; creating a tunnel with blocks that represent the tunnel on the way to school)	Welcome to Supraland White as Snow Foam Eruption Summer Sandcastles
<input checked="" type="checkbox"/> Use geographic tools to identify landmarks in a specific location (e.g., use a globe to look for a pretend location during play)	Northbound Welcome to Supraland



Lesson Recommendations



Creative Arts

We develop inquiry skills through STEAM activities, including Art. Therefore, many of our activities have opportunities to practice ALL of the RIELDS Creative Arts Standards.

In every single Kide activity we encourage children (and adults) to act in role as an investigator to solve creative, imaginary problems. There are no wrong answers, and children need a way to communicate their ideas confidently. The creative arts develops this skill.

See which of our lessons particularly support certain example outcomes below.

We either **support** the specific objectives (✓) or we are **working towards** them (↗).

Component 1: Experimentation and Participation in the Creative Arts

Standard 1.a: Children gain an appreciation for and participate in the creative arts related to music & movement, drama, and the visual arts.

36-48m Examples	Kide Activity Suggestions
✓ Explore musical instruments and use them to produce rhythms and tones	Happy Heartbeat Make Some Music!
✓ Begin to move their bodies with increasing control and expression	Opportunities to develop this through all lessons e.g. Party Robot True Friends Lava Pond Flower Business (Activity C) Stop and Go
✓ Act out the plots and characters found in familiar stories	Egg-straordinary Nest-Building Caring for a Pet Dog
✓ Participate in pretend play with other children	
✓ Identify and sometimes name the content in their work of art (e.g., "I made a dog, and his name is Spot")	See our Arts bundle , especially during the celebration of work in the reporting back circle
✓ Notice and communicate about the content of art, music, and drama (e.g., "I like dogs" to describe a picture of a dog)	
✓ Choose their own art for display in the classroom or for inclusion in a portfolio or book (e.g., bring drawing to their mailbox)	Children can record their artwork as part of a treasure chest of their learning. See more about this here
↗ Begins adding more detail to drawings of people adding arm with fingers and more elaborate faces	Googly Eye Mystery

We either **support** the specific objectives (✓) or we are **working towards** them (↗).

Component 1: Experimentation and Participation in the Creative Arts	
Standard 1.a: Children gain an appreciation for and participate in the creative arts related to music & movement, drama, and the visual arts.	
48-60m Examples	Kide Activity Suggestions
✓ Plan and create new songs and dances or add their own words to songs with support from adults	True Friends Happy Heartbeat Make Some Music Stop and Go Lava Pond Party Robot
✓ Apply vocal skills to instruments to produce more complex rhythms, tones, melodies, and songs	
✓ Move their bodies with increasing skill to express emotions and rhythms	
↗ Write and act out stories based upon familiar topics or characters	All lessons
✓ Intentionally plan and create content in a work of art and show persistence in completing it (e.g., a picture, a playdough sculpture, etc.)	See our Arts bundle
✓ Choose own art for display in the classroom or for inclusion in a portfolio or book and explain their choices and preferences in some detail (e.g., "I used the color red and red is my favorite color.")	Children can record their artwork as part of a treasure chest of their learning. See more about this here

