Pennsylvania Learning Standards for Early Childhood	Parents as Teachers Alignment to Curriculum
 Approaches To Learning Through Play (14) Standard Area AL.1: Constructing and Gathering Knowledge (3) Curiosity and Initiative AL.1.PK.A Explore and ask questions to seek meaningful information about a growing range of topics, ideas and tasks. Utilize senses to explore and learn from the environment Show interest and interact with peers about their work or actions Demonstrate interest in new materials and experiences that are introduced into the classroom Ask questions to understand something (e.g. "How does that work?") Watch peers play and ask to join in 	General Development InformationApproaches to Learning (PER)Parent-Child Interaction: Ages 3 Through6 (PER)Every Child is a One-of-a-Kind Learner(PH)That's Using Your Senses (PH)our Child's Cognitive Development (3PH's)Relevant Activity PagesWonderful Water: Comparing andExploring Physical Properties (AP)Sink or Float: Predicting and ExploringPhysical Properties (AP)I Spy: Describing Objects and PracticingConversation (AP)
 Risk Taking AL.1.PK.B Demonstrate a willingness to participate in new and challenging experiences. Actively explore new materials that are introduced into the classroom Observe peers engaged in an unfamiliar or new activity before joining in. Listen attentively to learn proper technique for a new skill, and then follow through using the learned technique State discomfort at trying something new, but make attempts to try after encouragement Differentiate between appropriate and inappropriate methods for learning information (e.g. understand that jumping from a high wall is a dangerous way to discover its height) 	Raising a Risk-Taker (PH) Designing and Guiding: Balancing Care and Challenge (PH) Nurturing Your Child (PH) Designing and Guiding (PER) What Are We Doing Today? (PH) Every Child is a One-of-a-Kind Learner (PH) Child Development Chart (PH) Your Child's Gross Motor Development (3 PH's) <u>Relevant Activity Pages</u> Do Three Things: Practicing Active Listening and Remembering (AP) Cornstarch Ooze: Cooking and Observing Changes (AP)

 Stages of Play AL.1.PK.C Engage in complex play sequences with two or more children. Use materials and objects to represent other objects Initiate cooperative play with peers by establishing roles and a simple play scenario (e.g. act out a doctor's office scenario, assigning a doctor and patients) Extend play scenarios over more than one day Incorporate personal experiences and themes learned into play scenarios Engage in simple games with rules with adult reminders and support 	Learning Through Play (PER) Developmental Stages of Block Play (PH) Play and Your Child (PH) Pretend Play Experiences: Why, What and How? (PER) 3 to 4 Years: Your Child's Language Development (PH) Brain Development at Ages 3 Through 6 (PER) <u>Relevant Activity Pages</u> Block City: Using Hands and Pretending (AP) Box Play: Building and Pretending (AP)
Standard Area AL.2: Organizing and Understanding Information (5)	General Development Information
 Engagement and Attention AL.2.PK.A Work toward completing a task, even if challenging, and despite interruptions. State when they are being distracted State when they are frustrated by a challenge Move away from distractions in order to complete a task 	General Development InformationWhy Play is Important (PH)Paying Attention and Remembering (PH)Attention and Memory (PER)Responding (PER)Dealing with Distractions (PH)Developmental Topics Tracking ToolRegulation of Emotion and Behavior(PER)Child Development Chart (PH)Relevant Activity PagesThe Echo Game: Listening, Rememberingand Repeating (AP)Grab Bag Observing and Remembering(AP)Memory match Game: Looking,Concentrating and Remembering (AP)
 Task Analysis AL.2.PK.B Independently break simple tasks into steps and complete them one at a time. Attend and follow through on two step directions Explain a routine sequence Relate the steps necessary to complete a task or activity Relate the desired outcome or end goal of a task or activity 	Concentrating and Remembering (AP) General Development Information Child Development Chart (PH) Nurturing (PER) Nurturing Your Child (PH) Supporting Learning (PER) Relevant Activity Pages Elapsed time: Exploring and Understanding Time (AP) Creating a Picture Schedule: Labeling and Understanding Order (AP)

 Persistence AL.2.PK.C Attempt to accomplish challenging tasks by employing familiar and new strategies as needed. Attempt to complete a task in more than one way (e.g. using materials in new ways, trial and error, breaking tasks into steps) before asking for help or stopping due to frustration Stick to a task after stating frustration Show pride in completion of a challenging task 	General Development InformationProcess Versus Product: Becoming aCreative Problem Solver (PH)Making Comparisons and NoticingPatterns (PH)4 to 5 Years: Your Child's Fine MotorDevelopment (PH)Approaches to Learning (PER)Relevant Activity PagesBubble-ology: Problem Solving and
Patterning AL.2.PK.D Recognize and extend simple patterns. Identify patterns in the environment (e.g. stripes on a flag)	Comparing (AP) Don't Blow Down the Joker: Blowing and Controlling Emotions (AP) <u>General Development Information</u> Making and Comparisons and Noticing Patterns (PH) Perceptual Development (PER)
 Clap out rhythmic patterns Practice extending simple repeating patterns using manipulative 	Relevant Activity Pages Pattern Bracelets: String and Making Patterns (AP) Music to my Ears: Making and Shaking Maracas (AP)
 Memory AL.2.PK.E Retain and recall information presented over a short period of time. Relate information and/or experiences from the past Remember and update simple information (e.g. one's place in a story, song or game if interrupted) Engage in memory games Recall details from stories, events, and experiences 	General Development Information Attention and Memory (PER) 5 to 6 Years: Your Child's Cognitive Development (PH) Relevant Activity Pages Memory Map: Exploring and Remembering (AP) The Echo Game: Listening, Remembering and Repeating (AP) The Interview: Remembering and Speaking (AP)
Standard Area AL.3: Applying Knowledge (3)	General Development Information
Creativity AL.3.PK.A Use music, art and/or stories to express ideas, thoughts, and feelings. • Reference 9.1.M.PK.E; 9.1.D.PK.E; 9.1.V.PK.E; 1.4.PK.M; 1.5.PK.E	Encouraging Musical Creativity (PH) Imaginary Friends (PH) Providing Music Lessons for Your Child (PH) The Creative Process (PH) Pretending in the Great Outdoors (PH) Learning Through Play (PER) Your Child's Cognitive Development (3 PH's)
2014 Learning Standards for Early Childbood Pre-Kindergar	Relevant Activity Pages Getting Started With Painting: Mixing Colors and Painting (AP) Journaling Together: Expressing and Sharing Feelings (AP)

 Invention AL.3.PK.B Produce and explain the purpose for a new creation. Engage in a variety of creative activities Describe or draw a desired product (e.g. create a blueprint for a block structure) Answer questions to explain the purpose of a creation Show pride in a creation 	Approaches to Learning (PER) Ready to Learn at School (PH) Child Development Chart (PH) <u>Relevant Activity Pages</u> Awesome Air: Experimenting and Evaluating (Activity Page) Block City: Using Hands and Pretending (AP)
 Representation AL.3.PK.C Use materials and objects to represent new concepts. Use non-conforming objects to create representations of real life objects or activities (e.g. block for a phone, stick for a spoon) Use real life objects to represent make-believe or fantasy objects (e.g. spoon for a magic wand, broom for a flying horse) 	Symbolic Development (PER) 3 to 4 and 4 to 5 years: Your Child's Cognitive Development Pictures Are Worth a Thousand Words (PH) Experimenting with Everyday Objects (PH) Relevant Activity Pages Paper Bag Puppet: Creating and Storytelling (AP) Block Fun: Building and Playing Together (AP) Symbol Story: Making and Reading a Rebus Book (AP)
Standard Area AL.4: Learning Through Experience (3)	General Development Information
 Making Connections AL.4.PK.A Relate knowledge learned from one experience to a similar experience in a new setting. Relate personal (e.g. home, cultural, community) experiences during play, and other school activities Understand that appropriate activities and events may differ from home to school Share new skills or tasks learned or practiced outside of school setting (e.g. "Mommy taught me how to tie my shoe", demonstrate a forward roll that was learned in a weekend 	Symbolic Development (PER) Experimenting With Everyday Objects (PH) How Your Young Child Learns (PH) You Child's Amazing Brain (PH) <u>Relevant Activity Pages</u> Symbol Story: Making and Reading a Rebus Book (AP) Keep It up: Blowing and Making Connections (AP)
 gymnastics class) Practice skills learned in whole group demonstration or role play during center exploration Apply a skill to multiple tasks (e.g. use measuring cups in sensory table, outside, and in cooking activity) 	

Resiliency AL.4.PK.B Recognize that everyone makes mistakes and that using positive coping skills can result in learning from the experience. • Reference 16.1.PK.C	Stress (PH) How to Use Books to Explore Emotions (PH) Helping Your Child Deal With Everyday Stress (PH) Understanding Stress and Its Effects on Children (PER) Nurturing Your Child (PH) What's Special About This Age (3 PH's) <u>Relevant Activity Pages</u> Don't Blow Down the Joker: Blowing and Controlling Emotions (AP) How's Your Motor Running? Moving Your Body and Exploring Emotions (AP)
 Problem Solving AL.4.PK.C Attempt problem solving activities to achieve a positive outcome. Try new ways to complete a familiar task Attempt to complete a task in more than one way (e.g. using materials in new ways, trial and error, breaking tasks into steps) before asking for help or stopping due to frustration Ask questions to clarify problems Discuss the different ways used to accomplish a task or to solve a problem Recall and use a previously successful strategy Change plan if a better strategy presents itself Observe mistakes and note the effectiveness of a difference solution (e.g. "That didn't work because") Demonstrate increasing flexibility in a variety of situations, task, and activities 	Problem Solving (PER) Building Reasoning Skills (PH) Reasoning: An Important Scientific Tool (PER) Learning Through Play (PER) 3 to 4 Years: Your Child's Cognitive Development (PH) The Six-Step Problem-Solving Method (PH) Relevant Activity Pages Cup Stacking: Problem Solving and Balancing (AP)
Language and Literacy Development (46)	
Standard Area 1.1 Foundational Skills (5)	General Development Information
 Book Handling 1.1 PK.A Practice appropriate book handling skills. Orient a book correctly Turn pages in order Use pointers or finger to track print on charts, posters, environmental print or in books Practice tracking from top to bottom and left to right with scaffolding 	Pictures Are Worth a Thousand Words (PH) 3 to 4 Years: Your Child's Cognitive Development (PH) <u>Relevant Activity Pages</u> Symbol Story: Making and Reading a Rebus Book (AP) Hands and Fingers Frenzy: Exercising Small Muscles and Finger Painting (AP)

Early Reading (PER) Learning Letters (PER) Environmental Print in the Kitchen (PER) Child Development Chart (PH) Relevant Activity Pages Book Nook: Making a List and Creating a Reading Area (AP) Let's Make a Book! Writing and Storytelling (AP)
Rhyme Time: Playing With the Sounds of Language (PH) Rhymes And Songs (PH) Getting the Words Out (PH) Listening, Understanding. Talking and Expressing (PER) Patterns in Speech Development (PH) <u>Relevant Activity Pages</u> Stretch Talk: Building and Expanding Vocabulary (AP) Language and Lemonade: Talking and Tasting (AP) Name Game: Playing with Letter Sounds and Rhyming (AP)
Sight Words: One of many Elements in Developing Literacy (PER) Figuring Out Sight Words (PH) Relevant Activity Pages Sight Words: One Word Play: Experimenting With Sounds and Rhyming (AP) Magic Words (AP)
Rhyme and Songs (PH) Designing and Guiding (PH) Developmental Stages of Reading(PH) <u>Relevant Activity Pages</u> Name Game: Playing with Letter Sounds and Rhyming (AP)
General Development Information Pretend Play Experiences: Why, What and How? (PER) Listening, Understanding, Talking and Expressing (PER)

2014 Learning Standards for Early Childhood Pre-Kindergarten CURRICULUM ALIGNMENT ** Yellow high-lighted sections align to the Pennsylvania Kindergarten Entry Inventory**

PĂ PAT Crosswalk 2016

 Know that the details of a text can be used to support a main topic or idea Provide relevant details from a text which support a provided main idea 	Relevant Activity Pages Act It Out: Storytelling and Playing Together (AP) I Spy: Describing Objects and Practicing Conversation (AP) Stick Puppets: Imagining and Telling Stories (AP)
 Key Ideas and Details- Text Analysis 1.2.PK.B Answer questions about a text. Use specific details from the text to answer questions Answer "who" or "what" the text is about Answer "how" and/or "why" questions using specifics from the text 	 Helping Your Child Understand and Use Language (PER) Approaches to Learning (PER) Every Child is a One-of-a-Kind Learner (PA) <u>Relevant Activity Pages</u> Predictable Picture Book: Learning About and Making Books (AP)
 Key Ideas and Details 1.2. PK.C With prompting and support, make connections between information in a text and personal experience. Share personal experience and prior knowledge that is relevant to the text Contribute relevant information to a K (know), W (what child wants to learn), L (what group learned) chart Choose text based on personal interests and experiences 	Reasoning: An Important Scientific Tool (PER) <u>Relevant Activity Pages</u> Print Walk: Finding Print and Playing indoors (AP) Scrap Sculpture: Solving Problems and Creating (AP)
Craft and Structure- Text Structure 1.1 PK.E Identify the front cover, back cover and title page of a book. • Relate that texts are organized in a predictable format • Identify the title page of a book • Identify the front cover of a book • Identify the back cover of a book	Early Reading (PER) Books in Your Home (PH) Ready for Reading (or Not) (PH) <u>Relevant Activity Pages</u> Let's Make a Book! Writing and Storytelling (AP)
 Craft and Structure-Vocabulary 1.2. PK.F With prompting and support, answer questions about unfamiliar words read aloud from a text. Participate in discussions about unfamiliar words Connect prior understandings to unfamiliar words 	Early Reading (PER) Developmental Stages of Reading (PH) <u>Relevant Activity Pages</u> Act It Out: Storytelling and Playing Together (AP) Let's Make a Book! Writing and Storytelling (AP)
 Integration of Knowledge and Ideas 1.2. PK.G With prompting and support, answer questions to connect illustrations to the written word. Retell a simple sequence in a text using picture support Match pictures to ideas, objects, or steps in a sequence Describe pictures in a text in detail to answer specific questions about the text 	Learning Letters (PH) Ready for Reading (or Not) (PH) Pretend Play Experiences: Why, What and How? (PER) Listening, Understanding, Talking and Expressing (PER) <u>Relevant Activity Pages</u> Act It Out: Storytelling and Playing

 Integration of Knowledge and Ideas –Analysis Across Texts 1.2.PK.I With prompting and support, identify basic similarities and differences between two texts read aloud on the same topic. Recognize that texts have similar components that can be compared and contrasted (e.g. main ideas, details) Participate in strategies that provide opportunities to compare and contrast texts and/or components of texts (e.g. Venn 	Together (AP) I Spy: Describing Objects and Practicing Conversation (AP) Stick Puppets: Imagining and Telling Stories (AP) Matching. Sorting and Classifying (PER) Making Comparisons and Noticing Patterns (PH) <u>Relevant Activity Pages</u> Monoprints: Creating and Expressing (AP) Venn Diagram: Comparing Features and Sorting (AP)
 diagrams, T-charts) Vocabulary Acquisition and Use 1.2.PK.J Use new vocabulary and phrases acquired in conversations and being read to. Talk about pictures using new vocabulary words or phrases Use new vocabulary in the context of dramatic play, daily routines and classroom conversations Begin to use new vocabulary when asking questions or describing situations or objects 	Early Reading (PER) Listening, Understanding, Talking and Expressing (PER) Helping Your Child Understand and Use Language (PH) <u>Relevant Activity Pages</u> Stretch Talk: Building and Expanding Vocabulary (AP)
 Vocabulary/Acquisition and Use 1.2.PK.K With prompting and support, clarify unknown words or phrases read aloud. Recognize words or phrases that are unfamiliar to them Ask, "What does that mean?" Talk about connections between familiar and unfamiliar words or phrases that mean alough a grass lawn) 	Getting the Words Out (PH) Listening, Understanding, Talking and Expressing (PER) <u>Relevant Activity Pages</u> Stretch Talk: Building and Expanding Vocabulary (AP)
 phrases that mean similar things (e.g. grass, lawn) Range of Reading 1.2.PK.L With prompting and support, actively engage in group reading activities with purpose and understanding. Ask and answer questions about text being read aloud Share relevant prior knowledge about text being read aloud Respond to and build on comments from other children Use ideas gained in group reading activities in other daily routines, learning centers, and activities 	Ready for Reading (or Not) (PH) Sharing Books Through Conversation (PER) Developmental Stages of Reading (PH) Talking More About Books: Recall and Distancing (PH) <u>Relevant Activity y Pages</u> Storytelling Box: Creating and Enacting a Scene (AP)
Standard 1.3: Reading Literature (11)	General Development Information
 Key Ideas and Details-Theme 1.3.PK.A With prompting and support, retell a familiar story in a sequence with picture support. Retell a story in sequential order using various materials 	Early Reading (PH) Talking About Book (PH) Talking More About Books: Recall and Distancing (PH) <u>Relevant Activity Pages</u> Storytelling Box: Creating and Enacting a Scene (AP)

Key Ideas and Details-Text Analysis	Talking More About Books: Recall and
1.2 PK.B	Distancing (PH)
Answer questions about a particular story (who, what, how, when,	Talking About Books (PH)
and where).	
 Use specific details from the story to answer questions 	Relevant Activity Pages
Key Ideas and Details-Literacy Elements	Communicating (PER)
1.3.PK.C	Listening, Understanding, Talking and
With prompting and support, answer questions to identify	Expressing (PER)
characters, settings, and major events in a story.	Ready for Reading (or Not) (PH)
 Demonstrate understanding that "setting" is where a story takes 	
place	Relevant Activity Pages
 Demonstrate understanding that "characters" are people or 	Let's Make a Book! Writing and
animals who have a role in the story	Storytelling (AP)
 Respond to questions and prompts about characters, settings 	
and events during a read aloud	
Craft and Structure Point of View	Reading Together (PH)
1.3.PK.D	Early Reading (PER)
With prompting and support, name the author and illustrator of a	
story.	Relevant Activity Pages
Understand that an author writes the story	Picture Story: Listening and Imagining
 Understand that the illustrator draws the pictures 	
	Act It Out: Storytelling and Playing
	Together (AP)
	Let's Make a Book! Writing and
	Storytelling (AP)
Craft and Structure- Text Structure	Dhyme Time: Dlaying With Sounds of
1.3. PK.E	Rhyme Time: Playing With Sounds of
	Language (PH)
 With prompting and support, recognize common types of text. Understand that different types of texts are used for different 	Relevant Activity Pages
 Onderstand that different types of texts are used for different purposes 	Word Play: Experimenting With Sounds
 Understand that a storybook has characters, setting, and actions 	and Rhyming
associated with words and, most often, illustrations	
 Understand that a poem consists of words arranged in patterns 	
of sound (e.g. rhyming words, alliteration)	
 Tell if a text is storybook or poem 	
 Differentiate between real and make-believe 	
Craft and Structure-Vocabulary	The Importance of Rhymes and Songs
1.3. PK.F	(PER)
Answer questions about unfamiliar words read aloud from a story.	
Participate in discussions about unfamiliar words	Relevant Activity Pages
 Connect prior understandings to unfamiliar words 	Word Play: Experimenting With Sounds
	and Rhyming
Integration of Knowledge and Ideas Sources	Multisensory Experience Center: Oranges,
1.3.PK.G	Oranges, Organs (PH)
Describe pictures in books using detail.	
beening protuine in books doing detail.	Relevant Activity Pages
 Attach action and descriptive words to illustrations (e.g. "That 	
	Storytelling: Imagining, Creating, and
 Attach action and descriptive words to illustrations (e.g. "That 	Communicating Ideas (AP)
 Attach action and descriptive words to illustrations (e.g. "That 	
 Attach action and descriptive words to illustrations (e.g. "That 	Communicating Ideas (AP)
 Attach action and descriptive words to illustrations (e.g. "That 	Communicating Ideas (AP) Family Traditions: Communicating,

Answer questions to compare and contrast the adventures and	Play Is Learning (PH)
experiences of characters in familiar stories.	Palayant Activity Deres
Understand that characters within the same story or characters	Relevant Activity Pages
from different stories can be compared and contrasted	Sorting: Noticing Differences and
 Participate in strategies that provide opportunities to compare 	Pretending (AP)
and contrast the experiences of characters (e.g. Venn diagrams,	Spot the Difference: Concentrating and
T-charts, dramatic play)	Remembering (AP)
Vocabulary Acquisition & Use Strategies	Looking at Development: 31/2 to 5 ½
1.3.PK.I	Months (PER)
With prompting and support, clarify unknown words or phrases	The Rhymes and Songs Add-a-Page book
read aloud.	A-H through T-W (PH)
 Recognize words or phrases that are unfamiliar to them 	·····
 Ask, "What does that mean?" 	Relevant Activity Pages
	Music and Me (AP)
phrases that mean similar things (e.g. grass, lawn)	Nursery Rhymes (AP)
	Sing a Song (AP)
Vocabulary Acquisition and Use	Helping Your Children Understand and
1.3.PK.J	use Language (PH)
Use new vocabulary and phrases acquired in conversations and	Learning Through Play (PER)
being read to.	
 Talk about pictures using new vocabulary words or phrases 	Relevant Activity Pages
 Use new vocabulary in the context of dramatic play, daily 	Books of Words: Learning Words and
routines and classroom conversations	
	Reading (AP)
 Begin to use new vocabulary when asking questions or 	
describing situations or objects	
Range of Reading	Discovering, Understanding,
1.3.PK.K	Experimenting, Adjusting (PH)
With prompting and support, actively engage in group reading	Pretend Play With Your Child (PH)
activities with purpose and understanding.	Cognitive Development: 8 to 14 Months
• Ask and answer questions about story or poem being read aloud	(PER)
 Share relevant prior knowledge about text being read aloud 	Sharing Books Through Conversation
	(PER)
Use ideas gained in group reading activities in other daily	Reading Together (PH)
routines, learning centers, and activities	
Standard Area 1.4 Writing (14)	General Development Information
Informative/Explanatory	Stages of Drawing and Writing (PH)
1.4.PK.A	Listening, Understanding, Talking and
Draw/dictate to compose informative /explanatory texts examining a	Expressing (PER)
topic.	
Use illustration/dictation to convey meaning about a particular	Relevant Activity Pages
topic	Drawing and Writing: Making Marks and
Create a picture about a nonfiction topic and talk about it with the tageher	Learning About Language (AP)
teacher	Scribbling With Crayons: Taking Turns
	and Creating (AP)
Informative / Explanatory Focus	
1.4.PK.B	Getting the Words Out (PH)
With prompting and support, draw/dictate about one specific topic.	Experience That Enhance School
 Create a picture about a nonfiction topic and talk about it with the teacher 	Readiness (PH)
	Relevant Activity Pages
	Language and Lemonade: Talking and
	Tasting (AP)

 14.PK C With prompting and support, generate ideas to convey information. Brainstorm ideas for pictures and stories Tell teacher what she/he will draw Get Up and Move Dice: Cutting, Writing and Doing Action Words (AP) Early Reading (PER) Understand that words are connected to print Work with teacher to create words or sentences that relate to drawing Informative / Explanatory Conventions 1.4.PK.F Emerging toSpall simple words phonetically. Write symbols, letters, or letter-like shapes Attempt to reproduce own name and/or simple words, with most letters correct Write yambols, letters, or letter-like shapes Attempt to reproduce own name and/or simple words, with most letters correct Narrative 4.PK.M Use illustration/dictation to convey meaning about an experience or event. Use illustration/dictation to convey meaning about an experience or event. Use illustration/dictation to convey meaning about an experience or event and talk about it with the teacher Create a picture shout an experience or event and talk about it with the teacher Generate ideas for writing Understand that "who" a story will be about. Generate ideas for writing Understand that "who" a story will be about, and follow through when drawing about or dictating the story Relevant Activity Pages Let's Make a Book! Writing and Support, Centent 14.PK.O With prompting and support, describe experiences and events. When prompting and support, describe experiences and events. With prompting and support, describe experiences and events. With prompting and support, describe experiences and events. With promptid, provide details (e.g. descriptive wor		
With prompting and support, generate ideas to convey information. Relevant Activity Pages Tell teacher what she/he will draw Get Up and Move Dice: Cutting, Writing and Doing Action Words (AP) Informative/ Explanatory Organization 14.PK.D 14.PK.D Understand that words are connected to print Work with teacher to create words or sentences that relate to drawings Tell teacher what she/he will create words or sentences that relate to drawings hold to drawing show the to create words or sentences that relate to drawings Relevant Activity Pages Informative / Explanatory Conventions Learning Letter (PH) 14.PK.F Understand hat words phonetically. Understanding How Your Child Learns to Write (PH) Write symbols, letters, or letter-like shapes Attempt to reproduce own name and/or simple words, with most letters correct Learning Letter (PH) Narrative 1.4.PK.M Early Writing (PER) 1.4.PK.M Dictate narratives to describe real or imagined experiences or event Relevant Activity Page 1.4.PK.N Early Writing (PER) Relevant Activity Page 1.4.PK	Informative / Explanatory Organization	Sharing Books Through Conversation
 Brainstorn ideas for pictures and stories Tell teacher what she/he will draw Tell teacher what she/he will draw Tell teacher what she/he will draw Get Up and Move Dice: Cutting, Writing and Doing Action Words (AP) Understand that words are connected to print Understand that words are connected to print Work with teacher to create words or sentences that relate to drawings Informative / Explanatory Conventions 1.4.PK.F Write symbols, letters, or letter-like shapes Attempt to reproduce own name and/or simple words, with most letters correct Use illustration/dictation to convey meaning about an experience or events. Use illustration/dictation to convey meaning about an experience or event Create a picture about an experience or event and talk about it with the teacher Narrative Focus Aterstand that 'who' as ony will be about on event animal, or animated object that the story will be about mongh when asked 'who' or 'what'' a story will be about for exemption on the drawing about on experiences and whon's animal, or animated object that the story will be about for exemption on the charactery of the charactery to further develop a story wareness and Mapping Places (AP) Playing Games (PER) Varrative Content Varrative Content Vare that happen to the referenced 'who' Respond when asked 'who' or 'what'' a story is about, and follow through when drawing about or dictating the story When prompting and support, describe experiences and events. When prompting and support, describe experiences and even		(PER)
 Tell teacher what she/he will draw Get Up and Move Dice: Cutting, Writing and Doing Action Words (AP) Informative/ Explanatory Organization 1.4.PK.D With prompting and support, make logical connections between drawing and dictation. Understand that words are connected to print Work with teacher to create words or sentences that relate to drawings Informative / Explanatory Conventions 1.4.PK.F Emerging toSpell simple words phonetically. Withe symbols, letters, or letter-like shapes Attempt to reproduce own name and/or simple words, with most letters correct Narrative 1.4.PK.M Use illustration/dictation to convey meaning about an experience or event. Use illustration/dictation to convey meaning about an experience or event Create a picture about an experience or event and talk about it with the teacher Narrative Focus 4.PK.N Playing Games (PER) Relevant Activity Page Labeling and Writing (AP) Materstand that "who" a story will be about. Generate ideas for writing Understand that "who" a story will be about refers to the sequenced events that happen to the referenced "who" Respond when asked "who" or "what" a story vill be about refers to the sequenced events that happen to the referenced "who" Respond when asked "who" or "what" a story vill be about refers to the sequenced events that happen to the referenced "who" Respond when asked "who" or "what" a story vill be about refers to the sequenced events that happen to the referenced "who" Respond when asked "who" or "what" a story vill be about refers to the sequenced events that happen to the referenced "who" When prompting and support, describe experiences and events.		
Informative/ Explanatory Organization and Doing Action Words (AP) ⁻ 1.4.PK.D Early Reading (PER) With prompting and support, make logical connections between drawings Early Reading (PER) • Understand that words are connected to print • Understand that words are connected to print • Understand that words are connected to print • Understand that words are connected to print • Understand that words are connected to print • Understand that words are connected to print • Understand that words phonetically. • Understanding How Your Child Learns to Write (PH) 1.4.PK.F Emerging toSpell simple words phonetically. • Learning Letter (PH) • Write symbols, letters, or letter-like shapes • Write (PH) • Learning Letter (PH) 1.4.PK.M Early Maxing Rainbows: Repeated Writing and Tracing (AP) • That's My Namel Spelling and Writing (AP) Narrative • Use illustration/dictation to convey meaning about an experience or events. • Use illustration/dictation to convey meaning about an experience or event and talk about it with the teacher Playing Games (PER) Narrative Focus 1.4.PK.M Early Making Rainbows: Repeated Writing and Story will be about refers to the sequenced events that happen to the referenced "who" Playing Games (PER) Narrative Focus 1.4.PK.M Playing Games (PER)		
Informative/ Explanatory Organization 1.4.PK.D With prompting and support, make logical connections between drawing and dictation. • Understand that words are connected to print • Work with teacher to create words or sentences that relate to drawings Informative / Explanatory Conventions 1.4.PK.F Emerging toSpell simple words phonetically. • Write symbols, letters, or letter-like shapes • Attempt to reproduce own name and/or simple words, with most letters correct • Use illustration/dictation to convey meaning about an experience or event. • Use illustration/dictation to convey meaning about an experience or event. • Use illustration/dictation to convey meaning about an experience or event. • Use illustration/dictation to convey meaning about an experience or event. • Use illustration/dictation to convey meaning about an experience or event. • Use illustration/dictation to convey meaning about an experience or event. • Understand that "who" a story will be about. • Generate ideas for writing • Understand that "who" a story will be about. • Generate ideas for writing • Understand that "who" a story will be about refers to the sequenced events that happen to the referenced "who" • Respond when asked "who" or "what" a tory is about, and follow through when drawing about or dictating the story Narrative Content 1.4.P.K.D • When promptied, provide details (e.g. descriptive words, feelings and thoughts of the character) to further develop a story • When promptied, provide details (e.g. descriptive words, feelings • When promptied, provide details (e.g. descriptive words,	I ell teacher what she/he will draw	
 1.4.PKD With prompting and support, make logical connections between drawing and dictation. Understand that words are connected to print Work with teacher to create words or sentences that relate to drawings Informative / Explanatory Conventions 1.4.PK.F Emerging toSpell simple words phonetically. Write symbols, letters, or letter-like shapes Attempt to reproduce own name and/or simple words, with most letters correct Narrative 1.4.PK.M Divide symbols, letters, or letter-like shapes Attempt to reproduce own name and/or simple words, with most letters correct Narrative Use illustration/dictation to convey meaning about an experience or events. Use illustration/dictation to convey meaning about an experience or event Create a picture about an experience or event and talk about it with the teacher Narrative Foccus L4.PK.M Establish "who" and "what" the narrative will be about. Generate ideas for writing Understand that "who" a story will be about refers to the sequenced events that happen to the referenced "who" Respond when asked "who" or "what" a story is about, and follow through when drawing about or dictating the story Narrative Content L4.PK.M Extension of the charactery to further develop a story 		
With prompting and support, make logical connections between drawing and dictation. Relevant Activity Pages Act It Out: Storytelling and Playing Together (AP) • Understand that words are connected to print • Work with teacher to create words or sentences that relate to drawings Relevant Activity Pages Act It Out: Storytelling and Playing Together (AP) Informative / Explanatory Conventions 1.4.PK.F Learning Letter (PH) Understand that words phonetically. • Write symbols, letters, or letter-like shapes • Attempt to reproduce own name and/or simple words, with most letters correct Learning Letter (PH) Understand that writing (AP) Narrative 1.4.PK.M Relevant Activity Page That's My Name! Spelling and Writing (AP) Making Rainbows: Repeated Writing and Tracing (AP) Narrative 1.4.PK.M Use illustration/dictation to convey meaning about an experience or event • Use illustration/dictation to convey meaning about an experience or event Relevant Activity Page Experimenting With Writing: Making Notes and Experimenting With Writing: Making Notes and Experimenting With Writing: Making Notes and the acher Narrative • Understand that "who" a story will be about. Playing Games (PER) • Generate ideas for writing • Understand that "what" a tory will be about refers to the sequenced events that happen to the referenced "who" • Respond when asked "who" or "what" a story is about, and follow through when drawing about or dictating the story Narrative Content 1.4.P		
drawing and dication. Activity Pages Understand that words are connected to print Work with teacher to create words or sentences that relate to drawings Informative / Explanatory Conventions 14.PK.F Emerging toSpell simple words phonetically. Learning Letter (PH) • Write symbols, letters, or letter-like shapes Learning Letter (PH) • Attempt to reproduce own name and/or simple words, with most letters correct Relevant Activity Page Narrative That's My Name! Spelling and Writing (PER) Narrative Learning Letter (PH) 1.4.PK.M Dictate narratives to describe real or imagined experiences or events. Relevant Activity Page • Use illustration/dictation to convey meaning about an experience or event Early Writing (PER) • Let's Make a boot an experience or event Create a picture about an experience or event and talk about it with the teacher • Generate ideas for writing Understand that "who" a story will be about refers to the person, animal, or animal dobipic		Developmental Stages of Reading (PH)
 Understand that words are connected to print Work with teacher to create words or sentences that relate to drawings Informative / Explanatory Conventions 1.4.PK.F Emerging toSpell simple words phonetically. Write symbols, letters, or letter-like shapes Attempt to reproduce own name and/or simple words, with most letters correct Write symbols, letters, or letter-like shapes Attempt to reproduce own name and/or simple words, with most letters correct Write symbols, letters, or letter-like shapes Attempt to reproduce own name and/or simple words, with most letters correct Warative 1.4.PK.M Dictate narratives to describe real or imagined experiences or events. Use illustration/dictation to convey meaning about an experience or event Create a picture about an experience or event and talk about it with the teacher Narrative Focus 1.4.PK.N Establish "who" and "what" the narrative will be about. Generate ideas for writing Understand that "what" a story will be about Understand that "what" a story will be about through when drawing about or dictating the story Narrative Content 4.4.PK.O What's in Our Community? Creating Awareness and Mapping Places (AP) What's in Cur Content 4.4.PK.O When prompted, provide details (e.g. descriptive words, feelings and thoughts of the character) to further develop a story 		
 Work with teacher to create words or sentences that relate to drawings Informative / Explanatory Conventions 1.4.PK,F Write symbols, letters, or letter-like shapes Attempt to reproduce own name and/or simple words, with most letters correct Narrative / Attempt to reproduce own name and/or simple words, with most letters correct Narrative / Attempt to reproduce own name and/or simple words, with most letters correct Narrative / 1.4.PK.M Dictate narratives to describe real or imagined experiences or events. Use illustration/dictation to convey meaning about an experience or event Create a picture about an experience or event and talk about it with the teacher Narrative Focus 1.4.PK.N Establish "who" and "what" the narrative will be about. Generate ideas for writing Understand that "what" a story will be about refers to the sequenced events that happen to the referenced "who" Respond when asked "who" or "what" a story is about, and follow through when drawing about or dictating the story Narrative Content 1.4.PK.O With prompting and support, describe experiences and events. When prompted, provide details (e.g. descriptive words, feelings and thoughts of the character) to further develop a story 		
drawings Informative / Explanatory Conventions 1.4.PK,F Emerging toSpell simple words phonetically. Learning Letter (PH) • Write symbols, letters, or letter-like shapes Attempt to reproduce own name and/or simple words, with most letters correct Understanding How Your Child Learns to Write (PH) • Attempt to reproduce own name and/or simple words, with most letters correct Relevant Activity Page • Attempt to reproduce own name and/or simple words, with most letters correct Relevant Activity Page • Narrative 1.4.PK.M 1.4.PK.M Dictate narratives to describe real or imagined experiences or event. • Use illustration/dictation to convey meaning about an experience or event Early Writing (PER) • Use illustration/dictation to convey meaning about an experience or event in the teacher Experimenting With Writing: Making Notes and Discovering Textures (AP) • Use illustration/dictation to convey meaning about an experience or event in durating order (AP) Playing Games (PER) • Atter K.N Establish "who" and "what" the narrative will be about. Playing Games (PER) • Understand that "what" a story will be about refers to the sequenced events that happen to the referenced "who" Relevant Activity Page • Understand that "what" a story will be about trefers to the sequenced events that happen to the referenced "who" Relevant Activity Page		
Informative / Explanatory Conventions 1.4.PK.F Emerging toSpell simple words phonetically. • Write symbols, letters, or letter-like shapes • Attempt to reproduce own name and/or simple words, with most letters correct • Attempt to reproduce own name and/or simple words, with most letters correct • Attempt to reproduce own name and/or simple words, with most letters correct • Attempt to reproduce own name and/or simple words, with most letters correct • Attempt to reproduce own name and/or simple words, with most letters correct • Attempt to reproduce own name and/or simple words, with most letters correct • Attempt to reproduce own name and/or simple words, with most letters correct • Attempt to reproduce own name and/or simple words, with most letters correct • Attempt to reproduce own name and/or simple words, with most letters correct • Attempt to reproduce own name and/or simple words, with most letters correct • Learning Letter (PH) • Learning Letter (PH) • Learning Letter (PH) • Attempt to reproduce own name and/or simple words, with most letters (PH) • Create a picture about an experiences or events. • Use illustration/dictation to convey meaning about an experience or event • Create a picture about an experience or event and talk about! • Create a picture about an exper		Together (AP)
 14.PK.F Write symbols, letters, or letter-like shapes Attempt to reproduce own name and/or simple words, with most letters correct Attempt to reproduce own name and/or simple words, with most letters correct Attempt to reproduce own name and/or simple words, with most letters correct Attempt to reproduce own name and/or simple words, with most letters correct Attempt to reproduce own name and/or simple words, with most letters correct Attempt to reproduce own name and/or simple words, with most letters correct Attempt to reproduce own name and/or simple words, with most letters correct Attempt to reproduce own name and/or simple words, with most letters correct Attempt to reproduce own name and/or simple words, with most letters correct Attempt to reproduce own name and/or simple words, with most letters correct Attempt to reproduce own name and/or simple words, with most letters correct Attempt to reproduce own name and/or simple words, with most letters correct Attempt to reproduce own name and/or simple words, with most letters correct Attempt to reproduce own name and/or simple words, with most letters correct Attempt to reproduce own name and/or simple words, with most letters or the sequenced events hat happen to the referenced "who" Respond when asked "who" or "what" a story will be about refers to the sequenced events that happen to the referenced "who" Respond when asked "who" or "what" a story is about, and follow through when drawing about or dictating the story Narrative Content A.PK.O With prompting and support, describe experiences and events. When prompted, provide details (e.g. descriptive words, feelings and thoughts of the character) to further develop a story 		
 Emerging toSpell simple words phonetically. Write symbols, letters, or letter-like shapes Attempt to reproduce own name and/or simple words, with most letters correct Write (PH) Early Writing (PER) Relevant Activity Page That's My Name! Spelling and Writing (AP) Making Rainbows: Repeated Writing and Tracing (AP) Dictate narratives to describe real or imagined experiences or events. Use illustration/dictation to convey meaning about an experience or event Create a picture about an experience or event and talk about it with the teacher Narrative Focus 1.4.PK.N Establish "who" and "what" the narrative will be about. Generate ideas for writing Understand that "what" a story will be about refers to the sequenced events that happen to the referenced "who" Respond when asked "who" or "what" a story is about, and follow through when drawing about or dictating the story Narrative Content 1.4.PK.O With prompting and support, describe experiences and events. When prompted, provide details (e.g. descriptive words, feelings and thoughts of the character) to further develop a story 		
 Write symbols, letters, or letter-like shapes Attempt to reproduce own name and/or simple words, with most letters correct Attempt to reproduce own name and/or simple words, with most letters correct Relevant Activity Page That's My Name! Spelling and Writing (AP) Narrative 1.4.PK.M Use illustration/dictation to convey meaning about an experience or event Create a picture about an experience or event and talk about it with the teacher Narrative Focus 1.4.PK.N Establish "who" and "what" the narrative will be about. Generate ideas for writing Understand that "what" a story will be about refers to the sequenced events that happen to the referenced "who" Respond when aked "who" or "what" a story is about, and follow through when drawing about or dictating the story Narrative Content With prompting and support, describe experiences and events. When prompted, provide details (e.g. descriptive words, feelings and thoughts of the character) to further develop a story 		
 Attempt to reproduce own name and/or simple words, with most letters correct Attempt to reproduce own name and/or simple words, with most letters correct Relevant Activity Page That's My Name! Spelling and Writing (AP) Making Rainbows: Repeated Writing and Tracing (AP) Barly Writing (PER) Early Writing (PER) Early Writing Page Use illustration/dictation to convey meaning about an experience or events. Use illustration/dictation to convey meaning about an experience or event Create a picture about an experience or event and talk about it with the teacher Narrative Focus 1.4.PK.N Establish "who" and "what" the narrative will be about. Generate ideas for writing Understand that "what" a story will be about refers to the person, animal, or animated object that the story will be about trefers to the sequenced events that happen to the referenced "who" Respond when asked "who" or "what" a story will be about, through when drawing about or dictating the story Narrative Content 1.4.PK.O With prompting and support, describe experiences and events. When prompted, provide details (e.g. descriptive words, feelings and thoughts of the character) to further develop a story 		
letters correct Relevant Activity Page That's My Name! Spelling and Writing (AP) That's My Name! Spelling and Writing (AP) Narrative 1.4.PK.M Dictate narratives to describe real or imagined experiences or events. Early Writing (PER) Use illustration/dictation to convey meaning about an experience or event Create a picture about an experience or event and talk about it with the teacher Relevant Activity Page Narrative Focus Create a picture about an experience or event and talk about it with the teacher Relevant Activity Page Narrative Focus 1.4.PK.N Establish "who" and "what" the narrative will be about. Eately Writing and Story will be about refers to the person, animal, or animated object that the story will be about refers to the sequenced events that happen to the referenced "who" Playing Games (PER) Narrative Content 1.4.PK.O Supporting Your Child's Writing (PH) Narrative Content 1.4.PK.O Supporting Your Child's Writing (PH) Narrative Content Supporting Your Child's Writing (PH) On Time (PH)		Early Writing (PER)
That's My Name! Spelling and Writing (AP) Narrative 1.4.PK.M Dictate narratives to describe real or imagined experiences or events. • Use illustration/dictation to convey meaning about an experience or event • Create a picture about an experience or event • Create a picture about an experience or event • Create a picture about an experience or event and talk about it with the teacher Narrative Focus 1.4.PK.N Establish "who" and "what" the narrative will be about. • Generate ideas for writing • Understand that "what" a story will be about refers to the person, animal, or animated object that the story will be about refers to the sequenced events that happen to the referenced "who" • Respond when asked "who" or "what" a story is about, and follow through when drawing about or dictating the story Narrative Content 1.4.PK.O When prompted, provide details (e.g. descriptive words, feelings and thoughts of the character) to further develop a story		
 (AP) Making Rainbows: Repeated Writing and Tracing (AP) Narrative 1.4.PK.M Dictate narratives to describe real or imagined experiences or events. Use illustration/dictation to convey meaning about an experience or event Create a picture about an experience or event and talk about it with the teacher Narrative Focus 1.4.PK.N Establish "who" and "what" the narrative will be about. Generate ideas for writing Understand that "who" a story will be about refers to the sequenced events that happen to the referenced "who" Respond when asked "who" or "what" a story is about, and follow through when drawing about or dictating the story Narrative Content 1.4.PK.O When prompted, provide details (e.g. descriptive words, feelings and thoughts of the character) to further develop a story 	letters correct	
Narrative Tracing (AP) Narrative Early Writing (PER) 1.4.PK.M Dictate narratives to describe real or imagined experiences or events. Early Writing (PER) • Use illustration/dictation to convey meaning about an experience or event Experimenting With Writing: Making Notes and Discovering Textures (AP) • Use illustration/dictation to convey meaning about an experience or event Tectate a picture about an experience or event and talk about it with the teacher Narrative Focus 1.4.PK.N Establish "who" and "what" the narrative will be about. Playing Games (PER) • Understand that "who" a story will be about refers to the person, animal, or animated object that the story will be about Playing Games (PER) • Understand that "what" a story will be about refers to the sequenced events that happen to the referenced "who" Relevant Activity Pages • Understand that "what" a story will be about refers to the sequenced events that happen to the referenced "who" Relevant Activity Pages • Understand that "what" a story will be about refers to the sequenced events that happen to the referenced "who" Supporting Your Child's Writing (PH) 1.4.PK.O Narrative Content 1.4.PK.O Supporting Your Child's Writing (PH) 1.4.PK.O When prompted, provide details (e.g. descriptive words, feelings and thoughts of the character) to further develop a story Supporting Your C		
Narrative 1.4.PK.MTracing (AP)Dictate narratives to describe real or imagined experiences or events.Early Writing (PER)• Use illustration/dictation to convey meaning about an experience or eventRelevant Activity Page Experimenting With Writing: Making Notest and Discovering Textures (AP) Creating a Picture Schedule: Labeling and Understanding Order (AP)Narrative Focus 1.4.PK.NPlaying Games (PER)• Understand that "who" and "what" the narrative will be about. • Generate ideas for writing • Understand that "who" a story will be about refers to the sequenced events that happen to the referenced "who" • Respond when asked "who" or "what" a story is about, and follow through when drawing about or dictating the storyPlaying Games (PER)Narrative Content 1.4.PK.OStorytelling (AP) What's in Our Community? Creating Awareness and Mapping Places (AP)Narrative Content 1.4.PK.OSupporting Your Child's Writing (PH) On Time (PH)When prompted, provide details (e.g. descriptive words, feelings and thoughts of the character) to further develop a storySupporting Your Child's Writing (PH) On Time (PH)		
Narrative 1.4.PK.MEarly Writing (PER)Dictate narratives to describe real or imagined experiences or events.Early Writing (PER)• Use illustration/dictation to convey meaning about an experience or eventExperimenting With Writing: Making Notes and Discovering Textures (AP) Creating a Picture Schedule: Labeling and Understanding Order (AP)• Narrative Focus 1.4.PK.NPlaying Games (PER)• Generate ideas for writing • Understand that "who" a story will be about. • Generate ideas for writing • Understand that "who" a story will be about refers to the person, animal, or animated object that the story will be about • Understand that "who" or "what" a story will be about refers to the sequenced events that happen to the referenced "who" • Respond when aked "who" or "what" a story is about, and follow through when drawing about or dictating the storyRelevant Activity Pages Let's Make a Book! Writing and Storytelling (AP) What's in Our Community? Creating Awareness and Mapping Places (AP)Narrative Content 1.4.PK.OSupporting Your Child's Writing (PH) On Time (PH)With prompting and support, describe experiences and events. • When prompted, provide details (e.g. descriptive words, feelings and thoughts of the character) to further develop a storySupporting Your Child's Writing (PH) On Time (PH)		
 1.4.PK.M Dictate narratives to describe real or imagined experiences or events. Use illustration/dictation to convey meaning about an experience or event Create a picture about an experience or event and talk about it with the teacher Narrative Focus 1.4.PK.N Establish "who" and "what" the narrative will be about. Generate ideas for writing Understand that "who" a story will be about refers to the sequenced events that happen to the referenced "who" Respond when asked "who" or "what" a story is about, and follow through when drawing about or dictating the story Narrative Content 1.4.PK.O When prompting and support, describe experiences and events. When prompting and support, describe experiences and events. When prompted, provide details (e.g. descriptive words, feelings and thoughts of the character) to further develop a story 		
Dictate narratives to describe real or imagined experiences or events.Relevant Activity Page Experimenting With Writing: Making Notes and Discovering Textures (AP) Creating a Picture Schedule: Labeling and Understand the teacherNarrative Focus 1.4.PK.NPlaying Games (PER)0. Understand that "who" and "what" the narrative will be about. 		Early Writing (PER)
 events. Use illustration/dictation to convey meaning about an experience or event Create a picture about an experience or event and talk about it with the teacher Narrative Focus 4.4.PK.N Establish "who" and "what" the narrative will be about. Generate ideas for writing Understand that "who" a story will be about refers to the person, animal, or animated object that the story will be about Understand that "what" a story will be about refers to the sequenced events that happen to the referenced "who" Respond when asked "who" or "what" a story is about, and follow through when drawing about or dictating the story Narrative Content A.P.K.O With prompting and support, describe experiences and events. When prompted, provide details (e.g. descriptive words, feelings and thoughts of the character) to further develop a story 		
 Use illustration/dictation to convey meaning about an experience or event Create a picture about an experience or event and talk about it with the teacher Narrative Focus A.PK.N Establish "who" and "what" the narrative will be about. Generate ideas for writing Understand that "who" a story will be about refers to the person, animal, or animated object that the story will be about Understand that "what" a story will be about refers to the sequenced events that happen to the referenced "who" Respond when asked "who" or "what" a story is about, and follow through when drawing about or dictating the story Narrative Content A.PK.O With prompting and support, describe experiences and events. When prompted, provide details (e.g. descriptive words, feelings and thoughts of the character) to further develop a story 	- · ·	
 or event Create a picture about an experience or event and talk about it with the teacher Narrative Focus 1.4.PK.N Establish "who" and "what" the narrative will be about. Generate ideas for writing Understand that "who" a story will be about refers to the person, animal, or animated object that the story will be about refers to the sequenced events that happen to the referenced "who" Respond when asked "who" or "what" a story is about, and follow through when drawing about or dictating the story Narrative Content 1.4.PK.O With prompting and support, describe experiences and events. When prompted, provide details (e.g. descriptive words, feelings and thoughts of the character) to further develop a story 		
 Create a picture about an experience or event and talk about it with the teacher Narrative Focus 1.4.PK.N Establish "who" and "what" the narrative will be about. Generate ideas for writing Understand that "who" a story will be about refers to the person, animal, or animated object that the story will be about refers to the sequenced events that happen to the referenced "who" Respond when asked "who" or "what" a story is about, and follow through when drawing about or dictating the story Narrative Content 1.4.PK.O With prompting and support, describe experiences and events. When prompted, provide details (e.g. descriptive words, feelings and thoughts of the character) to further develop a story 		
with the teacherPlaying Games (PER)Narrative Focus1.4.PK.NEstablish "who" and "what" the narrative will be about.Playing Games (PER)• Generate ideas for writingUnderstand that "who" a story will be about refers to the person, animal, or animated object that the story will be aboutLet's Make a Book! Writing and Storytelling (AP)• Understand that "what" a story will be about refers to the sequenced events that happen to the referenced "who"What's in Our Community? Creating Awareness and Mapping Places (AP)• Warrative Content1.4.PK.OSupporting Your Child's Writing (PH)1.4.PK.OWith prompting and support, describe experiences and events.Supporting Your Child's Writing (PH)• When prompted, provide details (e.g. descriptive words, feelings and thoughts of the character) to further develop a storySupporting Your Child's Writing (PH)		
 Narrative Focus A.PK.N Establish "who" and "what" the narrative will be about. Generate ideas for writing Understand that "who" a story will be about refers to the person, animal, or animated object that the story will be about Understand that "what" a story will be about refers to the sequenced events that happen to the referenced "who" Respond when asked "who" or "what" a story is about, and follow through when drawing about or dictating the story Narrative Content A.PK.O When prompted, provide details (e.g. descriptive words, feelings and thoughts of the character) to further develop a story 		Understanding Order (AP)
 1.4.PK.N Establish "who" and "what" the narrative will be about. Generate ideas for writing Understand that "who" a story will be about refers to the person, animal, or animated object that the story will be about Understand that "what" a story will be about refers to the sequenced events that happen to the referenced "who" Respond when asked "who" or "what" a story is about, and follow through when drawing about or dictating the story Narrative Content 1.4.PK.O With prompting and support, describe experiences and events. When prompted, provide details (e.g. descriptive words, feelings and thoughts of the character) to further develop a story 		
Establish "who" and "what" the narrative will be about.Relevant Activity Pages• Generate ideas for writingLet's Make a Book! Writing and• Understand that "who" a story will be about refers to the person, animal, or animated object that the story will be aboutStorytelling (AP)• Understand that "what" a story will be about refers to the sequenced events that happen to the referenced "who"What's in Our Community? Creating• Respond when asked "who" or "what" a story is about, and follow through when drawing about or dictating the storyAwareness and Mapping Places (AP)Narrative ContentSupporting Your Child's Writing (PH)1.4.PK.OSupporting Your Child's Writing (PH)With prompting and support, describe experiences and events.Supporting Your Child's Writing (PH)• When prompted, provide details (e.g. descriptive words, feelings and thoughts of the character) to further develop a storySupporting Your Child's Writing (PH)		Playing Games (PER)
 Generate ideas for writing Understand that "who" a story will be about refers to the person, animal, or animated object that the story will be about Understand that "what" a story will be about refers to the sequenced events that happen to the referenced "who" Respond when asked "who" or "what" a story is about, and follow through when drawing about or dictating the story Narrative Content A.PK.O When prompted, provide details (e.g. descriptive words, feelings and thoughts of the character) to further develop a story 		
 Understand that "who" a story will be about refers to the person, animal, or animated object that the story will be about Understand that "what" a story will be about refers to the sequenced events that happen to the referenced "who" Respond when asked "who" or "what" a story is about, and follow through when drawing about or dictating the story Narrative Content A.PK.O When prompting and support, describe experiences and events. When prompted, provide details (e.g. descriptive words, feelings and thoughts of the character) to further develop a story 		
 animal, or animated object that the story will be about Understand that "what" a story will be about refers to the sequenced events that happen to the referenced "who" Respond when asked "who" or "what" a story is about, and follow through when drawing about or dictating the story Narrative Content A.PK.O When prompting and support, describe experiences and events. When prompted, provide details (e.g. descriptive words, feelings and thoughts of the character) to further develop a story 		
 Understand that "what" a story will be about refers to the sequenced events that happen to the referenced "who" Respond when asked "who" or "what" a story is about, and follow through when drawing about or dictating the story Narrative Content A.PK.O When prompting and support, describe experiences and events. When prompted, provide details (e.g. descriptive words, feelings and thoughts of the character) to further develop a story 		
 sequenced events that happen to the referenced "who" Respond when asked "who" or "what" a story is about, and follow through when drawing about or dictating the story Narrative Content A.PK.O With prompting and support, describe experiences and events. When prompted, provide details (e.g. descriptive words, feelings and thoughts of the character) to further develop a story 		
 Respond when asked "who" or "what" a story is about, and follow through when drawing about or dictating the story Narrative Content A.PK.O With prompting and support, describe experiences and events. When prompted, provide details (e.g. descriptive words, feelings and thoughts of the character) to further develop a story 	•	Awareness and Mapping Places (AP)
through when drawing about or dictating the story Supporting Your Child's Writing (PH) Narrative Content Supporting Your Child's Writing (PH) 1.4.PK.O On Time (PH) With prompting and support, describe experiences and events. On Time (PH) • When prompted, provide details (e.g. descriptive words, feelings and thoughts of the character) to further develop a story		
Narrative Content Supporting Your Child's Writing (PH) 1.4.PK.O On Time (PH) With prompting and support, describe experiences and events. On Time (PH) • When prompted, provide details (e.g. descriptive words, feelings and thoughts of the character) to further develop a story		
 1.4.PK.O With prompting and support, describe experiences and events. When prompted, provide details (e.g. descriptive words, feelings and thoughts of the character) to further develop a story 		
 With prompting and support, describe experiences and events. When prompted, provide details (e.g. descriptive words, feelings and thoughts of the character) to further develop a story 		
 When prompted, provide details (e.g. descriptive words, feelings and thoughts of the character) to further develop a story 		On Time (PH)
and thoughts of the character) to further develop a story		
Tell teacher what she/he has drawn/written about		
Narrative Organization Scientific Knowledge: Concepts in the		
1.4.PK.P World (PER)		
Recount a single event and tell about the events in the order in Learning About Concepts (PH)		Learning About Concepts (PH)
which they occurred.		
Understand that stories can be told about a single event Relevant Activity Page		
 Understand that a single event is made up of a series of smaller Picture Story: Listening and Imagining 	 Understand that a single event is made up of a series of smaller 	Picture Story: Listening and Imagining

 events that are in a sequence (before, next, end) Respond with a logical sequence of events when asked "what" their story is about 	(AP)
 Narrative Conventions of Language 1.4.PK.R Emerging to: Spell simple words phonetically. Write symbols, letters, or letter like shapes Attempt to reproduce own name and/or simple words, with most letters correct 	Early Writing (PER) Understanding How Your Child Learns to Write (PH) Developmental Stages of Writing (PH) <u>Relevant Activity Page</u> Grocery Store: Writing and Pretending (AP) Print Walk: Finding Print and Playing Indoors (AP)
Production and Distribution of Writing Process 1.4.PK.T	Understanding How Your Child Learns to Write (PH)
 With guidance and support from adults and peers, respond to questions and suggestions, add details as needed. Understand that drawings and dictations can convey meaning to an audience Understand that stories may have to be changed to make meaning more clear Share work with others Participate in discussions about their work When prompted, make changes to work based on feedback 	Developmental Stages of Writing (PH) Supporting Your Child's Writing (PH)
 Conducting Research 1.4.PK.V Ask questions about topics of personal interest to gain information; with teacher guidance and support, locate information on the chosen topic. Ask adults for explanations or information using why, how, where and when questions (e.g. "Why do leaves turn colors?", "Why doesn't Jamal like pizza?") Use a variety of resources (e.g. adults and peers, books, digital media, maps, recipes, experts) to find new information 	3 to 4 Years: Your Child's Cognitive Development (PH) <u>Relevant Activity Pages</u> Wonderful Water: Comparing and Exploring Physical Properties (AP) The Interview: Remembering and Speaking (AP) Strolling Side-by-Side: Walking and Connecting (AP)
Credibility, Reliability, and Validity of Sources 1.4.PK.W With guidance and support, recall information from experiences or	Talking More About Books: Recall and Distancing (PH) Child Development Chart (PH)
 books. Respond to prompts which require reference to prior experiences Relate prior experiences and learning to a current topic 	Relevant Activity Pages The Interview: Remembering and Speaking (AP) Creating a Picture Schedule: Labeling and Understanding Order (AP)
Range of Writing 1.4.PK.X	Supporting Your Child's Writing (PH) Understanding How Your Child Learns to
 Emerging to: Write routinely over short time frames. Engage in writing opportunities including journaling Ask teacher to "write down the words" of his/her story or to his/her drawing Ask to revisit previous work 	Write (PH) <u>Relevant Activity Pages</u> Experimenting With Writing: Making Notes and Discovering Textures (AP) Letter Tube: Matching and Naming Letters

	(AP)
Standard Area 1.5 Speaking and Listening (6)	General Development Information
Comprehension and Collaboration- Collaborative Discussion	Sharing Books Through Conversation (PER)
Participate in collaborative conversations with peers and adults in small and larger groups.	Talking About Books (PH)
Communicate using detail related to topic being discussed	Relevant Activity Pages
 Pose questions related to topic being discussed 	Awesome Air: Experimenting and
Allow wait time before responding	Evaluating (AP)
Engage in turn taking	I Spy: Describing Object and Practicing
5 5 5	Conversation (AP)
Comprehension and Collaboration Critical Listening	The Creative Process (PH)
I.5.PK.B	Learning Through Play (PÉR)
Answer questions about key details in a text read aloud or	The Day We Stayed Indoors (PH)
nformation presented orally or through other media.	Your Child's Cognitive Development
 Respond to a question with an answer or details related to 	(3 PH's)
the topic being discussed	Relevant Activity Pages
	Me And My Shadow: Finding and
	Exploring Changes (AP)
	Mysterious Magnets: Exploring Magnetic
	and Attraction and Sorting (AP)
Comprehension and Collaboration Evaluating	Playing Organized Sports (PH)
.5.PK.C	Experience That Enhance School
Respond to what a speaker says in order to follow directions, seek lelp, or gather information.	Readiness (PH)
Follow two-step directions	Relevant Activity Pages
 Act upon or respond to simple statements and questions 	Do Three Things: Practicing Active
showing understanding of intent	Listening and Remembering (AP)
5 5	Circle Jump: Noticing Colors and Making
	Big Movements (AP)
Presentation of Knowledge and Ideas Purpose, Audience, and	Communicating (PER)
.5.PK.D	Communicating with Your Child (PER)
Ise simple sentences; share stories, familiar experiences, and nterests, speaking clearly enough to be understood by most	What's Special About This Age? (3 PH's
ludiences.	Relevant Activity Pages
• Talk about stories, experiences, and interests using some detail	Story Stones: Creating and Telling Storie
• Use appropriate volume to be heard by group, paying attention	(AP)
to inside and outside voices	Story Order: Reading and Sequencing
 Use appropriate pacing when speaking 	Books (AP)
Presentation of Knowledge and Ideas Context	Communicating (PER)
.5.PH.E	Communicating with Your Child (PER)
Ise simple sentences; express thoughts, feelings, and ideas,	Patterns in Speech Development (PH)
peaking clearly enough to be understood by most audiences.	When Your Child's Teacher Doesn't
Talk about personal thoughts, feelings, and ideas	Speak Your Language (PH)
• Use appropriate volume to be heard by group, paying attention	Bilingual Language Development (PER)
to inside and outside voices	5 5 5 <u>5</u>
Use appropriate pacing when speaking	Relevant Activity Pages
	Awesome Air: Experimenting and
	Evaluating (AP)
	I Spy: Describing Object and Practicing
	Conversation (AP)

** Yellow high-lighted sections align to the Pennsylvania Kindergarten Entry Inventory** PA PAT Crosswalk 2016

 1.5.PK.G Demonstrate command of the conventions of standard English when speaking based on pre-kindergarten level and content. Speak in complete sentences that contain more than three words Use past tense Use plurals including those which do not end in "s" Use pronouns Use a variety of prepositions 	Kindergarten? (PH) Developmental Delays and Disabilities (PER) When Your Child Is Not "On Target" (PH) Listening, Understanding, Talking and Expressing (PER) Your Child's Language Development (3 PH's) Relevant Activity Pages
Mathematical Thinking and Expression (12)	I Spy: Describing Object and Practicing Conversation (AP) Language and Lemonade: Talking and Tasting (AP)
Standard Area 2.1: Numbers and Operation (4)	General Development Information
Counting and Cardinality 2.1 PK.A.1 Know number names and the count sequence. • Name numerals up to 10 • Rote count up to 20 • Match a numeral to a set of 0-10 objects • Represent a number of objects with a written numeral 0-10 • Differentiate numerals from letters	Math Words to Know (PER) Numbers: Counting, Ordering and Measuring Quantity (PER) <u>Relevant Activity Pages</u> Fishing for Faces: Naming and Mimicking Expressions (AP)
 Counts on when a specific number is provided Counting and Cardinality 2.1 PK.A.2 Count to tell the number of objects. Subtilize (visually quantify) to determine how many: attach a numerical value to a set of objects without counting up to 6 Use one-to-one correspondence when counting to 10 State the total number of objects counted, demonstrating understanding that the last number named tells the number of objects counted Use counting and numbers as part of play and as a means for 	Counting (PH) Using Activity Pages Around Cognitive Development (PER) <u>Relevant Activity Pages</u> Crazy Coins: Counting and Sorting (AP) All Gone Game: Understanding One-to- One Correspondence and Counting (AP)
determining quantity Counting and Cardinality: Comparing 2.1 .PK.A.3 Compare numbers. • Create sets of objects with same and different amounts • Identify whether the number of objects in one group is greater than, less than or equal to the number of objects in another group up to 10	Sorting It Out (PH) Learning About Concepts (PH) <u>Relevant Activity Pages</u> Crazy Coins: Counting and Sorting (AP) High-low: Guessing and Developing Number Sense (AP)
 Compare two numbers between 1 and 5 when presented as written numerals Practice use of mathematical vocabulary to compare numbers of objects Mathematical Processes 2.1.PK.MP Use mathematical processes when quantifying, comparing, 	Memory Match Game: Looking, Concentrating and Remembering (AP) Making Comparisons and Noticing Patterns (PH) Everyday Math (PH)
 representing, and modeling numbers. Engage in numerical play Persist in numerical play (Reference AL.2.PK.C) 2014 Learning Standards for Early Childhood Pre-Kindergar 	Dishing Out Math Experiences (PH) Relevant Activity Pages

 Talk and listen to peers during numerical pay Talk and listen to peers during numerical representation (e.g. fingers, tally marks, dots)Use simples forms of numerical representation (e.g. fingers, tally marks, dots)Use simples forms of numerical representation (e.g. fingers, tally marks, dots)Use and Algebraic Thinking Z.2 PKA.1 Understand addition as putting together and adding to, and understand subtraction as taking apart and taking from. Represent addition and subtraction with objects. fingers, metal explanations, expressions, or equations, werbal explanations, expressions, or equations, adding to, taking away, taking apart, taking from) Join sets of objects Separate sets of objects Add objects to a set and tell a number story about it Operations and Algebraic Thinking Z.2.PK.MP Use mathematical play (Reference AL, 2.PK C) Problem solve during mathematical play Fagage in mathematical play (Reference AL, 2.PK C) Problem solve during mathematical play Fatk and listen to peers during mathematical play Talk and listen to peers during mathematical play Describe objects in the environment using names of shapes Recognize and describe the attributes of geometric figures Describe to and compase shapes. Analyze, compare, creat, and compose shapes. Analyze, and compare two-and three-dimensional (lying in a plane, "flat") or three-dimensional (solid) 2.3.PKA.2		
 Talk and listen to peers during numerical play Use common forms of numerical representations (e.g. fingers, tally marks, dots)Use simples forms of numerical representations (e.g. pictures, objects, fingers) Standard Area 2.2: Algebraic Chncepts (2) Operations and Algebraic Thinking 2.2. PKA.1 Understand addition as putting together and adding to, and understand subtractions at king apart and taking from. Explain adding and subtracting sets of objects up to and including six, using basic math vocabulary (e.g. putting together, adding to, taking away, taking apart, taking from) Join sets of objects Separate sets of objects Separate sets of objects Separate sets of objects Add objects to a set and fell a number story about it Operations and Algebraic Thinking Z.PK.MP Use mathematical play Talk and listen to peers during mathematical play Standard Area 2.3: Geometry (3) Geometric Identification Z.3.FKA.2 Analyze and compare two-and three-dimensional shapes, in different sizes and compare two-and three-dimensional (tying in a plane, "flat") or three-dimensional (solid) Standard Area (solid) Castribus the workers and space (PH) Prosibe beider is minatimise, differences A.L. PKC) Describe objects in the environment using names of shapes and space (PH) Prosibe objects in the environment using names of shapes and space (PH) Prosibe objects is the environment using names of shapes and space (PH) Prosibe objects is the environment using names of shapes and space (PH) Prosibe beid	······································	Egg Carton Mancala: Counting and
 Use common forms of numerical representations (e.g. fingers, tally marks, dots)Use simples forces of the representations (e.g. pictures, objects, fingers) Standard Area 2.2. Algebraic Concepts (2) General Development Information For 6 Years: Your Child's Cognitive Development (PH) Understand addition as putting together and adding to, and understand subtraction as taking apart and taking from. Represent addition and subtraction sets of objects up to and including six, using basic math vocabulary (e.g. putting together, adding to, taking away, taking apart, taking from) Join sets of objects Soparate sets of objects Add objects to a set and tell a number story about it Operations and Algebraic Thinking Separate sets of objects Add objects to a set and tell a number story about it Operations and Algebraic Thinking Separate sets of objects Forgage in mathematical play (Reference AL 2. PK.C) Problem solve during mathematical play (Reference AL 2. PK.C) Problem solve during mathematical play (Reference AL 2. PK.C) Problem solve during mathematical play (Reference AL 2. PK.C) Problem solve during mathematical play (Reference AL 2. PK.C) Problem solve during mathematical play (Reference AL 2. PK.C) Problem solve during mathematical play (Reference AL 4. PKC) When prompted, communicate thinking while engaged in mathematical play (Reference AL 4. PKC) Wenche bigets in the environment using names of shapes Describe objects in the environment using names of shapes Describe objects in the environment using names of shapes and Space (PH) Playing Games to Learn About Shapes and Space (PH) Playing Games to Learn About Shapes and Space (PH) Playing Games to Learn About S		Problems Solving (AP)
 tally marks, dots)Use simples forms of numerical representations (e.g. pictures, objects, fingers) Standard Area 2.2: Algebraic Concepts (2) General Development Information S to 6 Years: Your Child's Cognitive Development (PH) Understand addition as putting together and adding to, and understand addition as taking apart and taking from. Represent addition and subtraction with objects, fingers, mental images, drawings, sounds (e.g. claps), acting out situations, werbal explanations, expressions, or equations Explain adding and subtracting sets of objects and cincluding six, using basic math vocabulary (e.g. putting together, adding to, taking away, taking apart, taking from) Join sets of objects Separate sets of objects Separate sets of objects Separate sets of objects Add objects to a set and tell a number story about it Operations and Algebraic Thinking Z.PK.MP Werstim mathematical play Persist in mathematical play Talk and listen to peers during mathematical play Talk and listen to peers during mathematical play Talk and listen to peers during mathematical play Use common forms of numerical representation (e.g. fingers, tally marks, dots) Standard Area 2.3: Geometry (3) Geometric Identification S.J.PKA.2 Analyze and compare two-and three-dimensional (lying in a plane, "flat') or three-dimensional (solid) Calary Activity Pages Notcing Differences: Sorting and Grouping Objects (AP) Paing Games to Learn About Shapes and Space (PH) Paing Games to Learn About Shapes and Space (PH) Paing Games to compose shapes. Analyze, compare, create, and compose shapes. Analyzes and compare two-and three-dimensional shapes frim diff		
 (e.g. pictures, objects, fingers) Standard Area 2.2: Algebraic Concepts (2) Operations and Algebraic Thinking 2.2. PK.A.1 Represent addition and subtraction with objects in pressmental mages, drawings, sounds (e.g. claps), acting out situations, werbal explanations, expressions, or equations Explain adding and subtraction with objects up to and including six, using basic math vocabulary (e.g. putting together, adding to, taking away, taking apart, taking from) Join sets of objects Separate sets of objects Add objects to a set and tell a number story about it Operations and Algebraic Thinking Separate sets of objects Engage in mathematical pay (Reference AL. 2. PK.C) Problem solve during mathematical pay (Reference AL. 4. PK.C) Problem solve during mathematical pay Tatak and listen to peers during mathematical pay Tatak and listen to peers during mathematical pay Tatak and listen to peers during mathematical pay Describe the relative positions of objects in the environment using names of shapes Describe the positive positions of objects in the environment using terms such as above, below, beside, in front of, behind, and next to describe ther is imilarities, differences. Describe the jetaitive positions of objects sing terms such as above, below, beside, in front of, behind, and next to describe ther is imilarities, differences. Analyze and compare two-and three-dimensional (lying in a plane, "flat') or three-dimensional (soid) Z.3.PKA.2 Analyze, compare, create, and compose shapes. Model shapes in the world by building shapes from components and drawing shapes Use geoboards to create shapes with rubber bands Use geoboards to create shapes with rubber bands Use geoboa		
Standard Area 2.2: Algebraic Concepts (2) General Development Information Operations and Algebraic Thinking 5 to 6 Years: Your Child's Cognitive 2.2. PKA.1 Everyday Math (PH) Understand addition as putting together and adding to, and understand subtraction as taking apart and taking from. Everyday Math (PH) • Represent addition and subtraction set sking apart, taking form) Join sets of objects Provident addition and subtracting sets of objects up to and including six, using basic math vocabulary (e.g. putting together, adding to, taking away, taking apart, taking from) Join sets of objects • Add objects to a set and tell a number story about it Describe objects Soft the Difference: Concentrating and Remembering (AP) Viewend Adigetraic Thinking Engage in mathematical play Matching, Sorting ad Classifying (PER) 2.2.PKAMP Eagage in mathematical play (Reference AL.2.PK.C) Matching, Sorting ad Classifying (PER) Yerbain add drave a 2.3 Geometry (3) General Development Information Geometric Identification Problem solve during mathematical play Heiping Your Child Learn about Shapes and space (PH) Paceoribe the relative positions of objects using terms such as above, below, beside, in front of, behind, and next to describe ther similarities, differences, parts and drawing shapes Creating Collections: Buttons Boxes and Eyond (PH) 2.3.PKA.1 Creating Collection		
 Operations and Algebraic Thinking 2.2. PKA.1 Metry stand addition as putting together and adding to, and understand subtraction as taking apart and taking from. Represent addition and subtraction with objects, fingers, mental images, drawings, sounds (e.g. claps), acting out situations, werbal explanations, expressions, or equations Explain adding and subtracting sets of objects up to and including six, using basic math vocabulary (e.g. putting together, adding to, taking away, taking apart, taking from) Join sets of objects Add objects to a set and tell a number story about it Operations and Algebraic Thinking Z.PK.MP When prompted, communicate thinking while engaged in mathematical play Talk and listen to peers during mathematical play Use common forms of numerical representation (e.g. fingers, tally marks, dots) Sto 6 Years: Your Child's Cognitive Development (PH) Relevant Activity Pages Matching, Sorting ad Classifying (PER) Relevant Activity Pages Hanging Out the wash: Matching and Beyond (PH) Relevant Activity Pages Hanging Out the wash: Matching and Ordering (AP) Wether prompted, communicate thinking while engaged in mathematical play Talk and listen to peers during mathematical play Use common forms of numerical representation (e.g. fingers, tally marks, dots) Ceneral Development Information Helping Your Child Learn about Shapes and Space (PH) Helping Your Child Learn About Shapes and Space (PH) Helping Your Child Learn Shapes and Space (PH) Helping Your Child Learn Shapes and space		General Development Information
 2.2. PKA.1 Understand addition as putting together and adding to, and understand subtraction as taking apart and taking from. Represent addition and subtraction with objects, fingers, metal images, drawings, sounds (e.g. (aps), acting out situations, verbal explanations, expressions, or equations Explain adding and subtracting sets of objects up to and including six, using basic math vocabulary (e.g. putting together, adding to taking away, taking apart, taking from) Join sets of objects Add objects to a set and tell a number story about it Operations and Algebraic Thinking 2.2.PK.MP Use mathematical play Froblem solve during mathematical play (Reference AL.2.PK.C) Problem solve during mathematical play (Reference AL.2.PK.C) When prompted, communicate thinking while engaged in mathematical play Tak and listen to peers during mathematical play Use common forms of numerical representation (e.g. fingers, tally marks, dots) Standard Area 2.3: Geometry (3) Geometric Identification 2.3.PKA.1 Identify shapes as two-dimensional (lying in a plane, "flat") or three-dimensional (solid) Z.3.PKA.2 Analyze and compare two-and three-dimensional (lying in a plane, "flat") or three-dimensional (solid) Z.3.PKA.2 Manayze and compare two-and three-dimensional shapes, in different sizes and orientations, using informal language for model shapes in the world by building shapes from components and drawing shapes Use geoboards to create shapes with rubber bands 	• • • • •	
 Understand addition as putting together and adding to, and understand subtraction as taking apart and taking from. Represent addition and subtraction with objects, fingers, mental images, drawings, sounds (e.g. claps), acting out situations, verbal explanations, expressions, or equations Explain adding and subtracting sets of objects up to and including to, taking apart, taking from) Join sets of objects Add objects to a set and tell a number story about it Operations and Algebraic Thinking Z.PK.MP Watching, Sorting ad Classifying (PER) Creating Collections: Button Boxes and Beyond (PH) Relevant Activity Pages Matching, Sorting ad Classifying (PER) Creating Collections: Button Boxes and Beyond (PH) Relevant Activity Pages Hanging Out the wash: Matching and Ordering (AP) Standard Area 2.3: Geometry (3) Geometric Identification Jark and listen to peers during mathematical play Use common forms of numerical representation (e.g. fingers, tally marks, dots) Standard Area 2.3: Geometry (3) Geometric Identification Jark A.1 Describe objects in the environment using names of shapes Describe objects in front of, behind, and next to ole therity shapes a two-dimensional (lying in a plane, "flat") or three-dimensional (solid) Za.PK.A2 Analyze and compare two-and three-dimensional shapes, in different sizes and orientations, using informal language to describe their similarities, differences, parts and other attributes and drawing shapes Use geoboards to create shapes with rubber bands Use geoboards to create shapes with r		
 understand subtraction is taking apart and taking from. Represent addition and subtraction with objects, fingers, mental images, drawings, sounds (e.g. claps), acting out situations, verbal explanations, expressions, or equations Explain adding and subtracting sets of objects up to and including six, using basic math vocabulary (e.g. putting together, adding to, taking away, taking apart, taking from) Join sets of objects Separate sets of objects Add objects to a set and tell a number story about it Operations and Algebraic Thinking 2.2.PK.MP Use mathematical play Persist in mathematical play Persist in mathematical play Persist in mathematical play (Reference AL.2.PK.C) Whohen prompted, communicate thinking while engaged in mathematical play Talk and listen to peers during mathematical play Use common forms of numerical representation (e.g. fingers, tally marks, dots) Standard Area 2.3: Geometry (3) Geometric Identification 2.3.PKA-1 Identify and describe hapes. Describe objects in the environment using names of shapes a above, below, beside, in front of, behind, and next to three-dimensional (solid) S.PKA-2 Analyze and compare two-and three-dimensional shapes, in different sizes and orientations, using informal language to describe their similarities, differences, parts and other attributes and drawing shapes Use geoboards to create shapes with rubber bands Use geoboards to create shapes with rubber		• • • •
 Represent addition and subtraction with objects, fingers, mental images, drawings, sounds (e.g. claps), acting out situations, verbal explain adding and subtracting sets of objects up to and including six, using basic math wocabulary (e.g. putting together, adding to, taking away, taking apart, taking from) Join sets of objects Add objects to a set and tell a number story about it Operations and Algebraic Thinking 2.2.PK.MP Use mathematical processes when representing relationships. Engage in mathematical play Persist in mathematical play (Reference AL.2.PK.C) Problem solve during mathematical play Talk and listen to peers during mathematical play Talk and listen to peers during mathematical play Talk and listen to peers during mathematical play Task and listen to peers during mathematical play Describe the relative positions of objects using terms such as above, below, beside, in front of, behind, and next to there-dimensional (solid) 2.5 PKA.2 Analyze, compare, create, and compose shapes. Analyze and compare two-and three-dimensional shapes, in differences sa and orientations, using informal language to describe their similarities, differences, parts and other attributes of geaboards to create shapes with rubber bands Use g		
 verbal explanations, expressions, or equations Explain adding and subtracting sets of objects up to and including six, using basic math vocabulary (e.g. putting together, adding to, taking away, taking apart, taking from) Join sets of objects Separate sets of objects Add objects to a set and tell a number story about it Operations and Algebraic Thinking 2.2.PK.MP Use mathematical play Persist in mathematical play Persist in mathematical play Persist in mathematical play (Reference AL.2.PK.C) Problem solve during mathematical play (Reference AL.4.PK.C) When prompted, communicate thinking while engaged in mathematical play Talk and listen to peers during mathematical play Use common forms of numerical representation (e.g. fingers, tally marks, dots) Standard Area 2.3: Geometry (3) Geometric Identification 2.3.PKA.1 Identify and describe shapes. Describe the lative positions of objects using terms such as above, below, beside, in front of, behind, and next to there-edimensional (soid) Z.3.PKA.2 Analyze, compare (create, and compose shapes. Analyze and oremare two-and three-dimensional fug spapes Analyze and oremare two-and three-dimensional shapes, in different sizes and orientations, using informal language to describe their similarities, differences, parts and other attributes Model shapes in the world by building shapes from component and drawing shapes Use geoboards to create shapes with rubber bands Use simple shapes to compose larger shapes 	Represent addition and subtraction with objects, fingers, mental	Relevant Activity Pages
 Explain adding and subtracting sets of objects up to and including six, using basic math vocabulary (e.g. putting together, adding to, taking away, taking apart, taking atom building to, taking away, taking apart, taking atom building to taking apart, taking apart, taking atom building taking apart, taking apart, taking atom building to taking apart, taking apart, taking atom building to taking apart, taking apart, taking atom building taking atom building to taking apart, taking apart, taking atom building the taking apart, taking apart, taking atom building the taking apart, taking apart, taking atom building and abart to building and describe the attributes of geometric figures building the realtive positions of objects using terms such as above, below, beside, in front of, behind, and next to building the edimensional (lying in a plane, "flat") or three-dimensional (solid) 2.3.PK A.2 Analyze and compare two-and three-dimensional (lying in a plane, "flat") or three-dimensional (solid) 2.3.PK A.2 Analyze and compare two-and three-dimensional shapes, in different sizes and orientations, using informal language to describe the is millarities, differences, parts and other attributes and drawing shapes Use geoboards to create shapes with rubber bands Use simple shapes to compose larger shapes 		Clap, Tap, Rap: Repeating and Ordering
 including six, using basic math vocabulary (e.g. putting together, adding to, taking away, taking apart, taking from) Join sets of objects Separate sets of objects Add objects to a set and tell a number story about it Operations and Algebraic Thinking 2.2.PK MP Use mathematical processes when representing relationships. Engage in mathematical play Persist in mathematical play (Reference AL.2.PK.C) Problem solve during mathematical play (Reference AL.2.PK.C) Problem solve during mathematical play (Reference AL.2.PK.C) When prompted, communicate thinking while engaged in mathematical play Use common forms of numerical representation (e.g. fingers, tally marks, dots) Standard Area 2.3: Geometry (3) Geometric Identification 2.3.PKA.1 Identify and describe shapes. Describe to elative positions of objects using terms such as above, below, beside, in front of, behind, and next to Identify shapes as two-dimensional (lying in a plane, "flat") or three-dimensional (solid) Z.3.PK.A.2 Analyze and compare two-and three-dimensional shapes, in different sizes and orientations, using informal language to describe the isribilariet, differences, parts and other attributes of describe their similarities, differences, parts and other attributes and drawing shapes Use geoboards to create shapes with rubber bands Use simple shapes to compose larger shapes 		
 adding to, taking away, taking apart, taking from) Join sets of objects Add objects to a set and tell a number story about it Operations and Algebraic Thinking 2.2.PK.MP Use mathematical processes when representing relationships. Engage in mathematical play Persist in mathematical play (Reference AL.2.PK.C) Problem solve during mathematical play (Reference AL.4.PK.C) When prompted, communicate thinking while engaged in mathematical play Talk and listen to peers during mathematical play Use common forms of numerical representation (e.g. fingers, tally marks, dots) Standard Area 2.3: Geometry (3) Geometric Identification 2.3.PKA.1 Describe the relative positions of objects using terms such as above, below, beside, in front of, behind, and next to Identify shapes as two-dimensional (lying in a plane, "flat") or three-dimensional (solid) Creating Collections: Buttons Boxes and Beyond (PH) Relevant Activity Pages Noticing Differences: Sorting and Grouping Objects (AP) Creating Collections: Buttons Boxes and Beyond (PH) Helping Your Child Learn About Shapes and Space (PH) Helping Your Child Learn About Shapes and Space (PH) Helping Your Child Learn About Shapes and Space (PH) Helping Your Child Learn About Shapes and Space (PH) Helping Your Child Learn About Shapes and Space (PH) Helping Your Child Learn About Shapes and Space (PH) Helping Your Child Learn About Shapes and Space (PH) Helping Your Child Learn About Shapes and Space (PH) Helping Your Child Learn About Shapes and Space (PH) Helping Your Child Learn About Shapes and Space (PH) Helping Your Child Learn About Shapes and Space (PH) Helping Your Chil		
 Join sets of objects Separate sets of objects Add objects to a set and tell a number story about it Operations and Algebraic Thinking 2.2.PK.MP Use mathematical processes when representing relationships. Engage in mathematical play Persist in mathematical play (Reference AL.2.PK.C) Problem solve during mathematical play (Reference AL.4.PK.C) When prompted, communicate thinking while engaged in mathematical play Talk and listen to peers during mathematical play Use common forms of numerical representation (e.g. fingers, tally marks, dots) Standard Area 2.3: Geometry (3) Geometric Identification 2.3.PKA.1 Describe objects in the environment using names of shapes Describe objects in the environment using names of shapes Describe objects in the environment using names of shapes Describe objects in the environment using names of shapes Describe objects in the environment using names of shapes Describe objects in the environment using names of shapes Describe objects in the environment using names of shapes Describe objects in the environment using names of shapes Relevant Activity Pages Noticing Differences: Sorting and Grouping Objects (AP) Playing Games to Learn About Shapes and Space (PH) Playing Collections: Buttons Boxes and Beyond (PH) Helping Your Child Learn Shapes and Space (PH) Playing Games to Learn About Shapes and Space (PH) Helping Your Child Learn About Shapes and Space (PH) Helping Your Child Learn About Shapes and Space (PH)<td></td><td></td>		
 Separate sets of objects Add objects to a set and tell a number story about it Operations and Algebraic Thinking 2.2.PK.MP Use mathematical play (Reference AL.2.PK.C) Problem solve during mathematical play (Reference AL.2.PK.C) Problem solve during mathematical play (Reference AL.2.PK.C) When prompted, communicate thinking while engaged in mathematical play Talk and listen to peers during mathematical play Use common forms of numerical representation (e.g. fingers, tally marks, dots) Standard Area 2.3: Geometry (3) Geometric Identification 2.3.PKA.1 Identify and describe shapes. Describe the relative positions of objects using terms such as above, below, beside, in front of, behind, and next to electify shapes as two-dimensional (lying in a plane, "flat") or three-dimensional (solid) Z.3.PKA.2 Analyze and compare two-and three-dimensional shapes, in different sizes and orientations, using informal language to describe their similarities, differences, parts and other attributes and drawing shapes Use geoboards to create shapes with rubber bands Use simple shapes to compose larger shapes 		
 Add objects to a set and tell a number story about it Operations and Algebraic Thinking 2.2.PK.MP Use mathematical processes when representing relationships. Engage in mathematical play Persist in mathematical play (Reference AL.2.PK.C) Problem solve during mathematical play (Reference AL.4.PK.C) When prompted, communicate thinking while engaged in mathematical play Talk and listen to peers during mathematical play Use common forms of numerical representation (e.g. fingers, tally marks, dots) Standard Area 2.3: Geometry (3) Geometric Identification 2.3.PK.A.1 Identify and describe the attributes of geometric figures Describe objects in the environment using names of shapes Recognize and describe the attributes of geometric figures Describe the relative positions of objects using terms such as above, below, beside, in front of, behind, and next to identify shapes as two-dimensional (lying in a plane, "flat") or three-dimensional (solid) 2.3.PK.A.2 Analyze and compare two-and three-dimensional shapes, in different sizes and orientations, using informal language to describe ther isminiarities, differences, parts and other attributes and drawing shapes Use geoboards to create shapes with rubber bands Use simple shapes to compose larger shapes 		Remembering (AP)
Operations and Algebraic Thinking 2.2.PK.MPMatching, Sorting ad Classifying (PER) Creating Collections: Button Boxes and Beyond (PH)Use mathematical processes when representing relationships. • Engage in mathematical play (Reference AL.2.PK.C) • Problem solve during mathematical play (Reference AL.4.PK.C) • When prompted, communicate thinking while engaged in mathematical play • Talk and listen to peers during mathematical play • Use common forms of numerical representation (e.g. fingers, tally marks, dots)Matching, Sorting ad Classifying (PER) Creating Collections: Button Boxes and Beyond (PH)Standard Area 2.3: Geometry (3)General Development Information Helping Your Child Learn about Shapes and Space (PH)Identify and describe shapes. • Describe to bjects in the environment using names of shapes • Recognize and describe the attributes of geometric figures • Describe the relative positions of objects using terms such as above, below, beside, in front of, behind, and next to • Identify shapes as two-dimensional (lying in a plane, "flat") or three-dimensional (solid)Relevant Activity Pages Noticing Differences: Sorting and Grouping Objects (AP)2.3.PK.A.2• Analyze and compare two-and three-dimensional shapes, in different sizes and orientations, using informal language to describe their similarities, differences, parts and other attributes • Model shapes in the world by building shapes from component and drawing shapes • Use geoboards to create shapes with rubber bands • Use simple shapes to compose larger shapesCreating Collections: Buttons Boxes and Beyond (PH) Helping Games to Learn About Shapes and Space (PH) Playing Games to Learn About Shapes and Space (PH)	•	
 2.2.PK.MP 2.2.PK.MP Use mathematical processes when representing relationships. Engage in mathematical play Persist in mathematical play (Reference AL.2.PK.C) Problem solve during mathematical play (Reference AL.4.PK.C) When prompted, communicate thinking while engaged in mathematical play Talk and listen to peers during mathematical play Bescribe objects in the environment using names of shapes Describe the relative positions of objects using terms such as above, below, beside, in front of, behind, and next to three-dimensional (lying in a plane, "flat") or three-dimensional (solid) 2.3.PK.A.2 Analyze and compare two-and three-dimensional shapes, in different sizes and orientations, using informal language to describe their similarities, differe		Matching Sorting of Classifying (DED)
 Use mathematical processes when representing relationships. Engage in mathematical play Persist in mathematical play (Reference AL.2.PK.C) Problem solve during mathematical play (Reference AL.4.PK.C) When prompted, communicate thinking while engaged in mathematical play Talk and listen to peers during mathematical play Use common forms of numerical representation (e.g. fingers, tally marks, dots) Standard Area 2.3: Geometry (3) Geometric Identification 2.3.PK.A.1 Identify and describe shapes. Describe objects in the environment using names of shapes Recognize and describe the attributes of geometric figures Describe the relative positions of objects using terms such as above, below, beside, in front of, behind, and next to Identify shapes as two-dimensional (lying in a plane, "flat") or three-dimensional (solid) 2.3.PK.A.2 Analyze and compare two-and three-dimensional shapes, in different sizes and orientations, using informal language to describe their similarities, differences, parts and other attributes Model shapes in the world by building shapes from components and drawing shapes Use geoboards to create shapes with rubber bands Use simple shapes to compose larger shapes 		
 Engage in mathematical play Persist in mathematical play (Reference AL.2.PK.C) Problem solve during mathematical play (Reference AL.4.PK.C) When prompted, communicate thinking while engaged in mathematical play Talk and listen to peers during mathematical play Use common forms of numerical representation (e.g. fingers, tally marks, dots) Standard Area 2.3: Geometry (3) Geometric Identification 2.3.PK.A.1 Identify and describe shapes. Describe bigets in the environment using names of shapes Describe bigets in the environment using names of shapes Describe bigets in the environment using terms such as above, below, beside, in front of, behind, and next to Identify shapes as two-dimensional (lying in a plane, "ftat") or three-dimensional (solid) Z.3.PK.A.2 Analyze, compare, create, and compose shapes. Analyze and compare two-and three-dimensional shapes, in different sizes and orientations, using informal language to describe their similarities, differences, parts and other attributes Model shapes in the world by building shapes from components and drawing shapes Use geoboards to create shapes with rubber bands Use simple shapes to compose larger shapes 		
 Persist in mathematical play (Reference AL.2.PK.C) Problem solve during mathematical play (Reference AL.4.PK.C) When prompted, communicate thinking while engaged in mathematical play Talk and listen to peers during mathematical play Talk and listen to peers during mathematical play Use common forms of numerical representation (e.g. fingers, tally marks, dots) Standard Area 2.3: Geometry (3) Geometric Identification 2.3.PK.A.1 Identify and describe shapes. Describe objects in the environment using names of shapes Recognize and describe the attributes of geometric figures Describe the relative positions of objects using terms such as above, below, beside, in front of, behind, and next to Identify shapes as two-dimensional (lying in a plane, "flat") or three-dimensional (solid) 2.3.PK.A.2 Analyze, compare, create, and compose shapes. Analyze and compare two-and three-dimensional shapes, in different sizes and orientations, using informal language to describe their similarities, differences, parts and other attributes Model shapes in the world by building shapes from components and drawing shapes Use geoboards to create shapes with rubber bands Use simple shapes to compose larger shapes 		
 Problem solve during mathematical play (Reference AL.4.PK.C) When prompted, communicate thinking while engaged in mathematical play Talk and listen to peers during mathematical play Use common forms of numerical representation (e.g. fingers, tally marks, dots) Standard Area 2.3: Geometry (3) Geometric Identification 2.3.PKA.1 Identify and describe shapes. Describe objects in the environment using names of shapes Recognize and describe the attributes of geometric figures Describe the relative positions of objects using informal language to describe their similarities, differences, parts and other attributes Model shapes in the world by building shapes from components and drawing shapes Use geoboards to create shapes with rubber bands Use simple shapes to compose larger shapes 		Relevant Activity Pages
 When prompted, communicate thinking while engaged in mathematical play Talk and listen to peers during mathematical play Use common forms of numerical representation (e.g. fingers, tally marks, dots) Standard Area 2.3: Geometry (3) Geometric Identification 2.3.PK.A.1 Identify and describe shapes. Describe objects in the environment using names of shapes Recognize and describe the attributes of geometric figures Describe the relative positions of objects using terms such as above, below, beside, in front of, behind, and next to Identify shapes as two-dimensional (lying in a plane, "flat") or three-dimensional (solid) 2.3.PK.A.2 Analyze, compare, create, and compose shapes. Analyze and compare two-and three-dimensional shapes, in different sizes and orientations, using informal language to describe their similarities, differences, parts and other attributes Model shapes in the world by building shapes from components and drawing shapes Use geoboards to create shapes with rubber bands Use simple shapes to compose larger shapes 		
 mathematical play Talk and listen to peers during mathematical play Use common forms of numerical representation (e.g. fingers, tally marks, dots) Standard Area 2.3: Geometry (3) Geometric Identification 2.3.PK.A.1 Identify and describe shapes. Describe the enaltive positions of objects using terms such as above, below, beside, in front of, behind, and next to Identify shapes as two-dimensional (lying in a plane, "flat") or three-dimensional (solid) 2.3.PK.A.2 Analyze, compare, create, and compose shapes. Analyze and compare two-and three-dimensional shapes, in different sizes and orientations, using informal language to describe their similarities, differences, parts and other attributes Model shapes in the world by building shapes from components and drawing shapes Use geoboards to create shapes with rubber bands Use simple shapes to compose larger shapes 		
 Use common forms of numerical representation (e.g. fingers, tally marks, dots) Standard Area 2.3: Geometry (3) Geometric Identification 2.3.PK.A.1 Identify and describe shapes. Describe objects in the environment using names of shapes Recognize and describe the attributes of geometric figures Describe the relative positions of objects using terms such as above, below, beside, in front of, behind, and next to Identify shapes as two-dimensional (lying in a plane, "flat") or three-dimensional (solid) 2.3.PK.A.2 Analyze, compare, create, and compose shapes. Analyze and compare two-and three-dimensional shapes, in different sizes and orientations, using informal language to describe their similarities, differences, parts and other attributes Model shapes in the world by building shapes from components and drawing shapes Use geoboards to create shapes with rubber bands Use simple shapes to compose larger shapes 		
 tally marks, dots) Standard Area 2.3: Geometry (3) Geometric Identification 2.3.PK.A.1 Identify and describe shapes. Describe objects in the environment using names of shapes Becognize and describe the attributes of geometric figures Describe the relative positions of objects using terms such as above, below, beside, in front of, behind, and next to Identify shapes as two-dimensional (lying in a plane, "flat") or three-dimensional (solid) 2.3.PK.A.2 Analyze, compare, create, and compose shapes. Analyze and compare two-and three-dimensional shapes, in different sizes and orientations, using informal language to describe their similarities, differences, parts and other attributes Model shapes in the world by building shapes from components and drawing shapes Use geoboards to create shapes with rubber bands Use simple shapes to compose larger shapes 	 Talk and listen to peers during mathematical play 	
Standard Area 2.3: Geometry (3)General Development InformationGeometric Identification	 Use common forms of numerical representation (e.g. fingers, 	
 Geometric Identification 2.3.PK.A.1 Identify and describe shapes. Describe objects in the environment using names of shapes Recognize and describe the attributes of geometric figures Describe the relative positions of objects using terms such as above, below, beside, in front of, behind, and next to Identify shapes as two-dimensional (lying in a plane, "flat") or three-dimensional (solid) 2.3.PK.A.2 Analyze, compare, create, and compose shapes. Analyze and compare two-and three-dimensional shapes, in different sizes and orientations, using informal language to describe their similarities, differences, parts and other attributes Model shapes in the world by building shapes from components and drawing shapes Use geoboards to create shapes with rubber bands Use simple shapes to compose larger shapes 		
 2.3.PK.A.1 Identify and describe shapes. Describe objects in the environment using names of shapes Recognize and describe the attributes of geometric figures Describe the relative positions of objects using terms such as above, below, beside, in front of, behind, and next to Identify shapes as two-dimensional (lying in a plane, "flat") or three-dimensional (solid) 2.3.PK.A.2 Analyze, compare, create, and compose shapes. Analyze and compare two-and three-dimensional shapes, in different sizes and orientations, using informal language to describe their similarities, differences, parts and other attributes Model shapes in the world by building shapes from components and drawing shapes Use geoboards to create shapes with rubber bands Use simple shapes to compose larger shapes 	• • •	
 Identify and describe shapes. Describe objects in the environment using names of shapes Recognize and describe the attributes of geometric figures Describe the relative positions of objects using terms such as above, below, beside, in front of, behind, and next to Identify shapes as two-dimensional (lying in a plane, "flat") or three-dimensional (solid) 2.3.PK.A.2 Analyze, compare, create, and compose shapes. Analyze and compare two-and three-dimensional shapes, in different sizes and orientations, using informal language to describe their similarities, differences, parts and other attributes Model shapes in the world by building shapes from components and drawing shapes Use geoboards to create shapes with rubber bands Use simple shapes to compose larger shapes 		
 Describe objects in the environment using names of shapes Recognize and describe the attributes of geometric figures Describe the relative positions of objects using terms such as above, below, beside, in front of, behind, and next to Identify shapes as two-dimensional (lying in a plane, "flat") or three-dimensional (solid) 2.3.PK.A.2 Analyze, compare, create, and compose shapes. Analyze and compare two-and three-dimensional shapes, in different sizes and orientations, using informal language to describe their similarities, differences, parts and other attributes Model shapes in the world by building shapes from components and drawing shapes Use geoboards to create shapes with rubber bands Use simple shapes to compose larger shapes 		
 Recognize and describe the attributes of geometric figures Describe the relative positions of objects using terms such as above, below, beside, in front of, behind, and next to Identify shapes as two-dimensional (lying in a plane, "flat") or three-dimensional (solid) 2.3.PK.A.2 Analyze, compare, create, and compose shapes. Analyze and compare two-and three-dimensional shapes, in different sizes and orientations, using informal language to describe their similarities, differences, parts and other attributes Model shapes in the world by building shapes from components and drawing shapes Use geoboards to create shapes with rubber bands Use simple shapes to compose larger shapes 		
 Describe the relative positions of objects using terms such as above, below, beside, in front of, behind, and next to Identify shapes as two-dimensional (lying in a plane, "flat") or three-dimensional (solid) 2.3.PK.A.2 Analyze, compare, create, and compose shapes. Analyze and compare two-and three-dimensional shapes, in different sizes and orientations, using informal language to describe their similarities, differences, parts and other attributes Model shapes in the world by building shapes from components and drawing shapes Use geoboards to create shapes with rubber bands Use simple shapes to compose larger shapes 		
 above, below, beside, in front of, behind, and next to Identify shapes as two-dimensional (lying in a plane, "flat") or three-dimensional (solid) 2.3.PK.A.2 Analyze, compare, create, and compose shapes. Analyze and compare two-and three-dimensional shapes, in different sizes and orientations, using informal language to describe their similarities, differences, parts and other attributes Model shapes in the world by building shapes from components and drawing shapes Use geoboards to create shapes with rubber bands Use simple shapes to compose larger shapes 		Relevant Activity Pages
 Identify shapes as two-dimensional (lying in a plane, "flat") or three-dimensional (solid) 2.3.PK.A.2 Analyze, compare, create, and compose shapes. Analyze and compare two-and three-dimensional shapes, in different sizes and orientations, using informal language to describe their similarities, differences, parts and other attributes Model shapes in the world by building shapes from components and drawing shapes Use geoboards to create shapes with rubber bands Use simple shapes to compose larger shapes 		
 three-dimensional (solid) 2.3.PK.A.2 Analyze, compare, create, and compose shapes. Analyze and compare two-and three-dimensional shapes, in different sizes and orientations, using informal language to describe their similarities, differences, parts and other attributes Model shapes in the world by building shapes from components and drawing shapes Use geoboards to create shapes with rubber bands Use simple shapes to compose larger shapes 		
 2.3.PK.A.2 Analyze, compare, create, and compose shapes. Analyze and compare two-and three-dimensional shapes, in different sizes and orientations, using informal language to describe their similarities, differences, parts and other attributes Model shapes in the world by building shapes from components and drawing shapes Use geoboards to create shapes with rubber bands Use simple shapes to compose larger shapes 		
 Analyze, compare, create, and compose shapes. Analyze and compare two-and three-dimensional shapes, in different sizes and orientations, using informal language to describe their similarities, differences, parts and other attributes Model shapes in the world by building shapes from components and drawing shapes Use geoboards to create shapes with rubber bands Use simple shapes to compose larger shapes 	· · · ·	Creating Collections: Buttons Boxes and
 Analyze and compare two-and three-dimensional shapes, in different sizes and orientations, using informal language to describe their similarities, differences, parts and other attributes Model shapes in the world by building shapes from components and drawing shapes Use geoboards to create shapes with rubber bands Use simple shapes to compose larger shapes 	Analyze, compare, create, and compose shapes.	
 describe their similarities, differences, parts and other attributes Model shapes in the world by building shapes from components and drawing shapes Use geoboards to create shapes with rubber bands Use simple shapes to compose larger shapes 		
 Model shapes in the world by building shapes from components and drawing shapes Use geoboards to create shapes with rubber bands Use simple shapes to compose larger shapes 		
 and drawing shapes Use geoboards to create shapes with rubber bands Use simple shapes to compose larger shapes Noticing Differences: Sorting and 		
 Use geoboards to create shapes with rubber bands Use simple shapes to compose larger shapes Relevant Activity Pages Noticing Differences: Sorting and 		and Space (PH)
Use simple shapes to compose larger shapes Noticing Differences: Sorting and		Delever A di K. D
	 Use simple shapes to compose larger shapes 	
Grouping Objects (AP)		
2.3.PK.MP Helping Your Child Learn Shapes and Space (PH)		
2014 Learning Standards for Early Childhood Pre-Kindergarten CURRICULUM ALIGNMENT		

 modeling, and representing shapes. Engage in geometric play Persist in geometric play (Reference AL.2.PK.C) Problem solve during geometric play (Reference AL.4.PK.C) When prompted, communicate thinking while engaged in geometric play Talk and listen to peers during geometric play Problem solve during geometric play (Reference AL.4.PK.C) Standard Area 2.4: Measurement, Data and Probability (3) Measurement and Data 2.4.PK.A.1 Describe and compare measurable attributes of length and weights of everyday objects. Recognize attributes of objects that can be measured Measure objects using non-standard items (e.g. hands, shoes, yarn, blocks) Practice use of standard measurement tools Practice using measurement vocabulary Sort and order by one attribute Use ordinal number words to describe the position of objects (first, second, last) Compare two objects with a measureable attribute in common to see which object has "more of"/ "less of" the attribute and describe the difference 2.4 PK.A.2 Classify up to 10 objects using one attribute into categories Display the number of objects in each category. Count and compare the quantities of each category to describe which category has "more of"/ "less of" the attribute 	Rough-and-Tumble Play, Pretend Fighting and Aggression (PER) Approaches to Learning (PER) Relevant Activity Pages Does It Roll? Understanding Shapes and Playing Games (AP) General Development Information Learning Math and Measurement in the Kitchen (PH) Sorting It Out (PH) 3 to 4 Years: Your Child's Cognitive Development (PH) 4 to 5 Years: Your Child's Cognitive Development (PH) Relevant Activity Pages How Many Hands? Predicting and Measuring (AP) Everyday Math (PH) Math Words to Know (PH) Relevant Activity Pages Around the House: Sorting and Classifying (AP) Shape Hide and Seek: Identifying and
 2.1.PK.MP Use mathematical processes when measuring; representing, organizing, and understanding data. Engage in activities that include measuring, representing, organizing, and understanding data Persist in activities that include measuring, representing, organizing, and understanding data (Reference AL.2.PK.C) Problem solve in activities that include measuring, representing, organizing, and understanding data (Reference AL.2.PK.C) Problem solve in activities that include measuring, representing, organizing, and understanding data (Reference AL.4.PK.C) When prompted, communicate thinking while engaged in activities that include measuring, representing, organizing, and understanding data Talk and listen to peers during activities that include measuring, representing, organizing, and understanding data 2014 Learning Standards for Early Childhood Pre-Kindergar 	Matching (AP) Perceptual Development (PER) Learning Math and Measurement in the Kitchen (PH) <u>Relevant Activity Pages</u> Making Dough: Measuring and Kneading (AP) Helping Your Child Learn about Shapes and Space (AP)

Scientific Thinking and Expression: Exploring, Inquiry and Discovery	
Standard Area 3.1.A Biological Sciences: Living and Non-living Organisms (5)	General Development Information
Common Characteristics of Life 3.1 PK.A.1 Recognize the difference between living and non-living things. • Sort objects by living and non-living • Categorize common living things into plants and animals	Brain Development at Ages 3 Through 6 (PER) Sorting It Out (PH)
 Energy Flow 3.1. PK.A.2 Identify basic needs of plants (water and light) and animals (food, water and light). Categorize common living things into plants and animals State that living things need air, food and water to survive Observe the effect of darkness and light on growing plants 	Approaches to Learning (PER) Four-Legged Friend (PH) Learning About Concepts (PH) Scientific Knowledge: Concepts in the World (PER)
 Life Cycles 3.1.PK.A.3 Recognize that plants and animals grow and change. Observe and document the growth of a living thing through drawings, writing, and/or photos Describe changes in people and animals over time (e.g. losing teeth, growing out of clothing, beans sprouting) Care for plants and animals in the classroom 	Experimenting With Everyday Objects (PH) Parenting Behaviors: Growing and Changing (PER)
 Form and Function 3.1.PK.A.5 Name basic parts of living things. Tell the parts of a person, an animal or a plant Draw a picture of a person, an animal or plant including most of the major observable features 	Learning About Concepts (PH) Scientific Knowledge: Concepts in the World (PER) <u>Relevant Activity Pages</u> Exploration Hike: Observing Nature and Pretending (AP)
 Science and Inquiry 3.1.PK.A.9 Participate in simple investigations about living and/or non-living things to answer a question or to test a prediction. Ask questions about objects, organisms, and events Use the five senses and simple equipment to gather data Collect objects during a nature walk Describe observations accurately Compare observations with others Make a prediction about the result of the experiment Standard Area 3.1.B Biological Sciences: Genetics (2) Heredity 3.1.PK.B.1 Recognize and compare physical characteristics of living things from same species. Note things that are similar among family members when looking 	Experimenting With Everyday Objects (PH) Executive Function (PER) Executive Function: The Brain's President (PH) How your Young Child Learns (PH) Relevant Activity Pages Exploration Hike: Observing Nature and Pretending (AP) General Development Information Symbolic Development (PER) Making Comparisons and Noticing Patterns (PH) Relevant Activity Pages
 at photographs Identify characteristics of own family (e.g. hair color, eye color and height) Match parent animal with offspring 	Me Poster! Identifying and Celebrating Abilities and Traits (AP)

Science as Inquiry	Experimenting With Everyday Objects
3.1.PK.B.6	(PH)
Participate in simple investigations of physical characteristics of	Executive Function (PER)
living things from same species to answer a question or to test a	Executive Function: The Brain's President
prediction.	(PH)
 Ask questions about objects, organisms, and events 	How your Young Child Learns (PH)
 Use the five senses and simple equipment to gather data 	
Describe observations accurately	
 Compare observations with others 	
 Describe observable patterns in objects 	
 Make a prediction about the results of the experiment 	
 Ask questions about objects, organisms, and events 	
Standard Area 3.1.C Biological Sciences: Evolution (2)	General Development Information
Unifying Themes (Constancy and Change	Learning About Concepts (PH)
3.1.PK.C.3	Scientific Knowledge: Concepts in the
Describe changes that occur in animals.	World (PER)
 Identify changes that occur in animals during the seasons 	Reasoning: An Important Scientific Tool
• Describe that some animals, such as bear, hibernate when it	(PER)
gets cold	
Science as Inquiry	Experimenting With Everyday Objects
3.1.PK.C.4	(PH)
Participate in simple investigations of changes in animals to answer	
a question or to test a prediction.	Relevant Activity Pages
 Ask questions about objects, organisms, and events 	How Many Hands? Predicting and
Use the five senses and simple equipment to gather data	Measuring (AP)
Describe observations accurately	5()
Compare observations with others	
 Describe observable patterns in objects 	
 Make a prediction about the results of the experiment 	
Standard Area 3.2.A Physical Sciences: Chemistry (4)	General Development Information
Properties of Matter	Executive Function: Our Brain's President
3.2.PK.A.1	(PH)
Sort and describe objects according to size, shape, color and	Helping your Child Learn about Shapes
texture.	and Space (PH)
 Recognize the different types of matter (e.g. solid, liquid, gas) 	Second-Hand Smoke (PH)
 Describe objects according to size, shape, color or properties of 	Playing Games with Shapes and Space
matter	(PH)
 Collect items and sort them according to shape, color or other 	()
attributes	
Matter and Energy	Child Development Chart (PH)
3.2.PK.A.3	
Notice change in matter.	Relevant Activity Pages
 Point out when a change in matter occurs 	Cup Stacking: Problems Solving and
 Observe differences in water (e.g. ice cube or snow melting and 	Balancing (AP)
freezing)	How's Your Motor Running? Moving Your
 Notice changes in food substances during cooking 	Body and Exploring Emotions (AP)
Unifying Themes	Bringing All the Senses Together (PH)
3.2.PK.A.5	
Recognize that everything is made of matter.	Relevant Activity Pages
Recognize that matter takes on different shapes depending upon	Bubble Paint: Blowing and Printing (AP)
its type (e.g. solids have a definite shape; liquids take the shape	
of their container; gas lacks shape and is present everywhere)	

 Science as Inquiry 3.2.PK.A.6 Participate in simple investigations of matter to answer a question or to test a prediction. Ask questions about objects Use the five senses and simple equipment to gather data Experiment with changes in matter Experiment with changes in substances when combined Make a prediction about the results of the experiment 	Learning About Concepts (PH) Scientific Knowledge: Concepts in the World (PER) Your Child's Amazing Brain (PH) Process Versus Product: Becoming a Creative Problem Solver (PH)
Standard Area 3.2.B Physical Sciences: Physics (4)	General Development Information
 Force & Motion of Practices & Rigid Bodies 3.2.PK.B.1 Explore and describe the motion of toys and objects. Comment about the motion of a variety of objects during play Demonstrate an understanding of fast, slow, back and forth 	Gross Motor Abilities (PER) Encouraging Gross Motor Mastery and Coordination (PH) <u>Relevant Activity Pages</u> How's Your Motor Running? Moving Your Body and Exploring Emotions (AP)
 Nature of Waves (Sound and Light Energy) 3.2.PK.B.5 Create and describe variations of sound Categorize and create sounds based on different attributes Listen to sounds from outside or inside and identify if it is loud, soft, high, low Listen to sounds and identify the source Make sounds with instruments 	Music in the Air (PH) <u>Relevant Activity Pages</u> Freeze dance: Starting and Stopping (AP) Drawing to Music: Listening and Making Marks (AP)
 Unifying Themes (Energy) 3.2.PK.B.6 Recognize that light from the sun is an important source of energy for living and nonliving systems and some source of energy is needed for all organisms to stay alive and grow. Recognize basic energy types and sources (e.g. light from the sun, wind, water) Describe observations of and comment on basic energy types and sources Identify what plants and animals need to grow 	Playing in the Sun (PH) Building Reasoning Skills (PH) Reasoning: An Important Scientific Tool (PER)
 Identify what plants and animals need to grow Science as Inquiry 3.2.PK.B.7 Participate in simple investigations of energy and motion to answer a question or to test a prediction. Ask questions about objects Use the five senses and simple equipment to gather data Experiment with objects or ideas to obtain a result Make predictions about an outcome (e.g. "What might happen to a kite when the wind blows or slows down?") Describe observations accurately Compare observations with others 	Learning About Concepts (PH) Scientific Knowledge: Concepts in the World (PER) Raising a Risk-Taker (PH) Using the Public Library (PH) Brain Development at Ages 3 Through 6 (PER) Helping Your Child's Brain During Sensitive Periods (PH) Your Child's Amazing Brain (PH)
Standard Area 3.3.A Earth and Space Sciences: Earth Structures,	General Development Information
Processes and Cycles (4) Earth Features and the Processes that Change it 3.3.PK.A.1 Sort different types of earth materials.	Reasoning: An Important Scientific Tool (PER) Experimenting with Everyday Objects (PH)

2014 Learning Standards for Early Childhood Pre-Kindergarten CURRICULUM ALIGNMENT

** Yellow high-lighted sections align to the Pennsylvania Kindergarten Entry Inventory**

	1
 Explore rocks, soil and sand using a hand magnifier 	
 Answer questions about observations of earth matter 	
 Use senses and simple tools to explore earth materials 	
Water	Relevant Activity Pages
3.3.PK.A.4	Sink or Float: Predicting and Exploring
Identify a variety of uses for water.	Physical Properties (AP)
 Identify ways water can be used (e.g. drinking, washing, 	Wonderful Water: Comparing and
watering plants, putting out fires, boating and fishing)	Exploring Physical Properties (AP)
 Explore water during play 	
Weather and Climate	Scientific Knowledge: Concepts in the
3.3.PK.A.5	World (PER)
Identify seasons that correspond with observable conditions and	Learning Concepts (PH)
identify how weather affects daily life.	Helping Your Child Learn About Shapes
Name the four seasons and an observable condition for that	and Space (PH)
season (e.g. falling leaves, snow, rain, buds on trees or green	
grass)	
 Match types of clothing or activities to seasonal weather 	
conditions (e.g. we use an umbrella when it is raining; we wear	
coats, hats, scarves and mittens when it's cold outside)	
 Use a thermometer as a tool for measuring temperature 	
 Talk about current weather events that affect the community 	
Science as Inquiry	Raising a Risk-Taker (PH)
3.3.PK.A.7	Using the Public Library (PH)
Participate in simple investigations of earth structures, processes,	Brain Development at Ages 3 Through 6
and cycles to answer a question or to test a prediction.	(PER)
 Ask questions about objects, organisms, and events 	Helping Your Child's Brain During
Use the five senses and simple equipment to gather data	Sensitive Periods (PH)
 Experiment with different types of earth materials 	Your Child's Amazing Brain (PH)
 Make predictions about an outcome (e.g. "What might happen if 	
we go out in the snow without our boots?")	
 Describe observations accurately 	
 Compare observations with others 	
Standard Area 3.3.B Origin and Evolution of the Universe (2)	General Development Information
	•
Comparisons and Structure	Learning About Concepts (PH)
3.3.PK.B.1	Delevent Activity Denes
Identify objects that can be found in the day or night sky.	Relevant Activity Pages
• Talk about things that can be found in the day or night sky (e.g.	Awesome Air: Experimenting and
moon, sun, stars, clouds)	Evaluating (AP)
 Distinguish between objects found in the day sky and in the night 	
sky	
 Observe and describe different types of clouds 	
Science as Inquiry	Playing in the Sun (PH)
3.3.PK.B.3	Helping Your Child Learn About Shapes
Participate in simple investigations of the objects found in the day	and Space (PH)
	Experimenting With Everyday Objects
or hight sky to answer a question or to test a prediction.	
 or night sky to answer a question or to test a prediction. Ask questions about objects, organisms, and events 	(PH)
 Ask questions about objects, organisms, and events 	
 Ask questions about objects, organisms, and events Use the five senses and simple equipment (e.g. prisms, 	
 Ask questions about objects, organisms, and events Use the five senses and simple equipment (e.g. prisms, binoculars) to gather data 	
 Ask questions about objects, organisms, and events Use the five senses and simple equipment (e.g. prisms, binoculars) to gather data Describe observations accurately 	
 Ask questions about objects, organisms, and events Use the five senses and simple equipment (e.g. prisms, binoculars) to gather data Describe observations accurately Compare observations with others 	
 Ask questions about objects, organisms, and events Use the five senses and simple equipment (e.g. prisms, binoculars) to gather data Describe observations accurately 	

solar phenomena	
Standard Area 4.1 Environment: Ecology (4)	General Development Information
The Environment	Exploration Hike: Observing Nature and
4.1.PK.A	Pretending (AP)
Identify living and non-living things in the immediate and	
surrounding environment.	
 Sort objects from the immediate environment by living and non- 	
living	
Energy Flow	Approaches to Learning (PER)
4.1.PK.C	
Identify that plants need the sun to grow.	Relevant Activity Pages
Participate in experiments that show the effects on plant growth	Awesome Air (AP)
when the sun is removed as a source of energy	Block City (AP)
Biodiversity	Every Child Is a One-of-a-Kind Learner
4.1.PK.D	(PH)
Identify basic needs of living things.	
Reference 3.1.PK.A.2	
Succession	Why Families Need to Celebrate (PER)
4.1.PK.E	Pretend Play Experiences: Why, What and
Identify the change of seasons in the environment.	How? (PER)
 Name the four seasons and an observable condition for that 	
season (e.g. falling leaves, snow, rain, buds on trees or green	Relevant Activity Pages
grass)	Nature Prints: Regulating Pressure and
 Match types of clothing or activities to seasonal weather 	Creating (AP)
conditions	
 Use a thermometer as a tool for measuring temperature 	
Standard Area 4.2 Watersheds and Wetlands (3)	General Development Information
Watersheds	Family Opportunities for Recreation (PER)
4.2.PK.A	
Identify various types of moving water in Pennsylvania.	Relevant Activity Pages
 Identify bodies of water (e.g. rivers, lakes, streams, creeks, 	Wonderful Water: Comparing and
puddles) in the local area	Exploring Properties (AP)
 Differentiate between water that moves and water that is still 	Filling and Draining: Experimenting and
	Observing (AP)
	Small Bodies, Big Thirst (PH)
4.2.PK.B	Small Bodies, Big Thirst (PH) Water Safety (PH)
4.2.PK.B Identify a wetland as an ecosystem in Pennsylvania.	Small Bodies, Big Thirst (PH)
 4.2.PK.B Identify a wetland as an ecosystem in Pennsylvania. Understand that an ecosystem is a community of living things 	Small Bodies, Big Thirst (PH) Water Safety (PH)
 4.2.PK.B Identify a wetland as an ecosystem in Pennsylvania. Understand that an ecosystem is a community of living things and everything that surround them 	Small Bodies, Big Thirst (PH) Water Safety (PH)
 4.2.PK.B Identify a wetland as an ecosystem in Pennsylvania. Understand that an ecosystem is a community of living things and everything that surround them Understand that a wetland is an ecosystem in which the living 	Small Bodies, Big Thirst (PH) Water Safety (PH)
 4.2.PK.B Identify a wetland as an ecosystem in Pennsylvania. Understand that an ecosystem is a community of living things and everything that surround them Understand that a wetland is an ecosystem in which the living things depend on a large amount of water for survival 	Small Bodies, Big Thirst (PH) Water Safety (PH)
 4.2.PK.B Identify a wetland as an ecosystem in Pennsylvania. Understand that an ecosystem is a community of living things and everything that surround them Understand that a wetland is an ecosystem in which the living 	Small Bodies, Big Thirst (PH) Water Safety (PH)
 and everything that surround them Understand that a wetland is an ecosystem in which the living things depend on a large amount of water for survival Participate in classroom activities about wetlands 	Small Bodies, Big Thirst (PH) Water Safety (PH) Staying Safe While Out and About (PER)
 4.2.PK.B Identify a wetland as an ecosystem in Pennsylvania. Understand that an ecosystem is a community of living things and everything that surround them Understand that a wetland is an ecosystem in which the living things depend on a large amount of water for survival Participate in classroom activities about wetlands 	Small Bodies, Big Thirst (PH) Water Safety (PH) Staying Safe While Out and About (PER)
 4.2.PK.B Identify a wetland as an ecosystem in Pennsylvania. Understand that an ecosystem is a community of living things and everything that surround them Understand that a wetland is an ecosystem in which the living things depend on a large amount of water for survival Participate in classroom activities about wetlands Aquatic Ecosystems 4.2.PK.C 	Small Bodies, Big Thirst (PH) Water Safety (PH) Staying Safe While Out and About (PER) Family Opportunities for Recreation (PER) Learning Through Play (PER)
 4.2.PK.B Identify a wetland as an ecosystem in Pennsylvania. Understand that an ecosystem is a community of living things and everything that surround them Understand that a wetland is an ecosystem in which the living things depend on a large amount of water for survival Participate in classroom activities about wetlands Aquatic Ecosystems 4.2.PK.C Describe an aquatic (water) and terrestrial (land) habitat. 	Small Bodies, Big Thirst (PH) Water Safety (PH) Staying Safe While Out and About (PER)
 4.2.PK.B Identify a wetland as an ecosystem in Pennsylvania. Understand that an ecosystem is a community of living things and everything that surround them Understand that a wetland is an ecosystem in which the living things depend on a large amount of water for survival Participate in classroom activities about wetlands Aquatic Ecosystems 4.2.PK.C Describe an aquatic (water) and terrestrial (land) habitat. Understand that a habitat is where a living thing finds its basic 	Small Bodies, Big Thirst (PH) Water Safety (PH) Staying Safe While Out and About (PER) Family Opportunities for Recreation (PER) Learning Through Play (PER) Paying Attention and Remembering (PH)
 4.2.PK.B Identify a wetland as an ecosystem in Pennsylvania. Understand that an ecosystem is a community of living things and everything that surround them Understand that a wetland is an ecosystem in which the living things depend on a large amount of water for survival Participate in classroom activities about wetlands Aquatic Ecosystems 4.2.PK.C Describe an aquatic (water) and terrestrial (land) habitat. Understand that a habitat is where a living thing finds its basic needs for survival 	Small Bodies, Big Thirst (PH) Water Safety (PH) Staying Safe While Out and About (PER) Family Opportunities for Recreation (PER) Learning Through Play (PER) Paying Attention and Remembering (PH) Relevant Activity Pages
 4.2.PK.B Identify a wetland as an ecosystem in Pennsylvania. Understand that an ecosystem is a community of living things and everything that surround them Understand that a wetland is an ecosystem in which the living things depend on a large amount of water for survival Participate in classroom activities about wetlands Aquatic Ecosystems 4.2.PK.C Describe an aquatic (water) and terrestrial (land) habitat. Understand that a habitat is where a living thing finds its basic needs for survival Describe different places animals can live 	Small Bodies, Big Thirst (PH) Water Safety (PH) Staying Safe While Out and About (PER) Family Opportunities for Recreation (PER) Learning Through Play (PER) Paying Attention and Remembering (PH) Relevant Activity Pages Exploration Hike: Observing Nature and
 4.2.PK.B Identify a wetland as an ecosystem in Pennsylvania. Understand that an ecosystem is a community of living things and everything that surround them Understand that a wetland is an ecosystem in which the living things depend on a large amount of water for survival Participate in classroom activities about wetlands Aquatic Ecosystems 4.2.PK.C Describe an aquatic (water) and terrestrial (land) habitat. Understand that a habitat is where a living thing finds its basic needs for survival Describe different places animals can live Match animals to an aquatic (water) or terrestrial (land) habitat 	Small Bodies, Big Thirst (PH) Water Safety (PH) Staying Safe While Out and About (PER) Family Opportunities for Recreation (PER) Learning Through Play (PER) Paying Attention and Remembering (PH) Relevant Activity Pages Exploration Hike: Observing Nature and Pretending (AP)
 4.2.PK.B Identify a wetland as an ecosystem in Pennsylvania. Understand that an ecosystem is a community of living things and everything that surround them Understand that a wetland is an ecosystem in which the living things depend on a large amount of water for survival Participate in classroom activities about wetlands Aquatic Ecosystems 4.2.PK.C Describe an aquatic (water) and terrestrial (land) habitat. Understand that a habitat is where a living thing finds its basic needs for survival Describe different places animals can live 	Small Bodies, Big Thirst (PH) Water Safety (PH) Staying Safe While Out and About (PER) Family Opportunities for Recreation (PER) Learning Through Play (PER) Paying Attention and Remembering (PH) Relevant Activity Pages Exploration Hike: Observing Nature and

2014 Learning Standards for Early Childhood Pre-Kindergarten CURRICULUM ALIGNMENT

** Yellow high-lighted sections align to the Pennsylvania Kindergarten Entry Inventory** PA PAT Crosswalk 2016

Standard Area 4.3 Natural Resources (2)	General Development Information
Jse of Natural Resources	The Benefits of Breakfast (PER)
I.3.PK.A	Understanding How the Young Child
dentify how the environment provides for the needs of people in	Learns (PER)
heir daily lives.	Delevent Activity Dence
 Understand that the things we use can be made from things found in the environment 	Relevant Activity Pages Venn Diagram: Comparing Features and
	Sorting (AP)
 Match simple items used by people to its natural resource (e.g. milk to cow, wood for building to tree, wool to sheep) 	Solung (AF)
vailability of Natural Resources	Reasoning: An Important Scientific Tool
.3.PK.B	(PER)
dentify natural resources available to people in their daily life.	Experimenting With Everyday Objects
Understand that natural resources are materials that come from	(PER)
the environment and are used by people	· · · ·
 Discuss and use natural items collected from the immediate 	Relevant Activity Pages
environment	Scrap Sculpture: Solving Problems and
	Creating (AP)
tandard Area 4.4 Agriculture and Society (3)	General Development Information
ood and Fiber Systems	Four-Legged Friends (PH)
.4.PK.A	Delevent Activity Dense
 dentify what plants and animals need to grow. Reference 3.1.PK.A.2 	Relevant Activity Pages
• Reference 3.1.PK.A.2	Animals on the Move: Imitating and Expressing (AP)
Applying Sciences to Agriculture	Experiences That Enhance School
.4. PK.C	Readiness (PH)
Recognize that plants and animals grow and change.	
Reference 3.1. PK.A.3	
echnology Influences on Agriculture	Approaches to Learning (PER)
.4.PK.D	Ready to Learn at School (PH)
dentify basic tools used in gardening at home and at school.	
 Discuss and answer questions about gardening 	
Use basic gardening tools	
Standard Area 4.5 Humans and the Environment (4)	General Development Information
Sustainability	Sleep: Why, How and How Much? (PH)
.5.PK.A dentify what people need to survive.	Small Bodies, Big Thirst (PH) Families and Housing (PER)
State that people are living things	Families and Housing (FER)
 Label human needs as air, food, water, shelter, clothing 	
ntegrated Pest Management	Poisoning (PH)
.5.PK.B	Experimenting With Everyday Objects
dentify things in the natural environment that can be harmful to	(PH)
eople, pets and other living things.	
 Recognize and avoid unsafe things and situations within the 	
immodiate patural environment	
immediate natural environment	
• Discuss plants, insects and animals that could be harmful; share	
 Discuss plants, insects and animals that could be harmful; share personal experiences when relevant 	
Discuss plants, insects and animals that could be harmful; share personal experiences when relevant ollution	Scientific Knowledge: Concepts in the
Discuss plants, insects and animals that could be harmful; share personal experiences when relevant Pollution .5.PK.C	World (PER)
 Discuss plants, insects and animals that could be harmful; share personal experiences when relevant Pollution S.PK.C dentify ways people pollute the environment. 	
 Discuss plants, insects and animals that could be harmful; share personal experiences when relevant Pollution .5.PK.C dentify ways people pollute the environment. Identify how litter can have a negative impact on the environment 	World (PER)
 Discuss plants, insects and animals that could be harmful; share personal experiences when relevant Pollution .5.PK.C dentify ways people pollute the environment. Identify how litter can have a negative impact on the environment Participate in experiments that show how litter can impact the 	World (PER)
 Discuss plants, insects and animals that could be harmful; share personal experiences when relevant Pollution .5.PK.C dentify ways people pollute the environment. Identify how litter can have a negative impact on the environment Participate in experiments that show how litter can impact the environment 	World (PER)
 Discuss plants, insects and animals that could be harmful; share personal experiences when relevant 'ollution .5.PK.C dentify ways people pollute the environment. Identify how litter can have a negative impact on the environment Participate in experiments that show how litter can impact the 	World (PER) Learning About Concepts (PER)

PA PAT Crosswalk 2016

Waste	Small Bodies, Big Thirst (PH)
4.5.PK.D Describe how everyday human activities generate waste.	
 Sort waste into those things that can be recycled and those things that cannot 	
 Practice recycling as part of classroom routine Standard Area 15.4 Computer and Information Technology (8) 	General Development Information
Influence of Emerging Technologies	Electronic Entertainment and Plugged-In
15.4.PK.A	Families (PER)
Identify various technologies used in the classroom and at home.	Balancing Play and Screen Time (PH)
 Label technology with appropriate vocabulary when using or 	Dealing with Distractions (PH)
shown (e.g. telephone, cell phone, computer, TV, camera, tablet,	Making the Most of Digital Play (PH)
e-reader, Smart board)	Your Plugged-In Child (PH)
 Discuss personal experiences with technology 	
Digital Citizenship	On Time (PH)
15.4.PK.B	Approaches to Learning (PER)
Demonstrate responsible use of technology and equipment.	Setting Up Rules (PH)
• Perform basic tasks using technological equipment (e.g. turning	
on a computer, taking a picture with a digital camera, pushing	Relevant Activity Pages
play button on a tape recorder)	Pause Button: Stopping and Breathing
 Use technology and components for intended purpose 	(AP)
 Follow established rules (e.g. time limit, handling with care, 	
putting away) when using technology	
 Choose technologies that are appropriate for an identified task 	
Hardware	Dealing with Distractions (PH)
15.4.PK.C	Your Plugged-In Child (PH)
With prompting and support, identify peripheral devices of	
computer system including input and output devices.	
• Label computer components (e.g. mouse, printer, keyboard,	
screen) with appropriate terms when using	
Input Technologies	Parent-Child Interaction: Ages 3 Through
15.4.PK.D	6 (PER)
Demonstrate the correct use of simple input technologies (e.g.	Delevent Activity Dence
mouse, touch screen, microphone, etc.).	Relevant Activity Pages
 Perform basic tasks using simple input technologies (e.g. mouse, touch screen, microphone, etc.) 	The Interview: Remembering and
 Use input technologies for intended purpose 	Speaking (AP)
 Follow established rules (e.g. time limit, handling with care, 	
putting away) when using input technologies	
Software/Applications	Making the Most of Digital Play (PH)
15.4.PK.G	Your Plugged-In Child (PH)
With help and support, select and use various software /	
applications for an intended purpose.	
Describe a purpose for use of software/application	
 Choose software/application from choices provided by the 	
teacher	
Digital Media	Balancing Play and Screen Time (PER)
15.4.PK.K	Electronic Entertainment and Plugged-In
With help and support, identify similarities and differences between	Families (PER)
text, graphics, audio, animation, and video.	
 Describe various types of media, what technology is used to 	
convey it, and some components (e.g. words, images, video) of it	
Describe preferences for various types of media	
2014 Learning Standards for Early Childhood Pre-Kindergar	

Technology Research	Pictures Are Worth a Thousand Words
15.4.PK.L	(PH)
With help and support, use web browser to locate content-specific websites.	Symbolic Development (PER)
Generate or choose a topic to learn about	
 Follow teacher or peer directions to use web browser to locate 	
information specific to chosen topic	
Emerging Technologies in Careers	What Are We Doing Today? (PH)
15.4.PK.M	An Outlook on Education and Employment
With help and support, identify various technologies used in the	(PH)
workplace	((' ' ')
• Attempt to use model and real medical equipment as it is used at	
the doctor's office during play	
 Identify the types of tools and materials used in construction 	
 Talk about various types of vehicles used in the workplace (e.g. 	
construction vehicles, fire fighting vehicles, boats, airplanes)	
 Practice using hammers and nails or screws and screwdrivers in 	
a construction center	
Social Studies Thinking: Connecting to Communities	
5. Civics and Government (7)	
Standard Area 5.1 Principles and Documents of Government (2)	General Development Information
Rule of Law	What Are Logical Consequences? (PH)
5.1 .PK.A	A Look at Classroom Behaviors Strategies
State rules and their consequences.	(PH)
Describe classroom rules	Behavior and Discipline at School (PER)
Explain a consequence for breaking a classroom rule	
Symbols	Pictures Are Worth a Thousand Words
5.1.PK.F	(PH)
Identify basic American symbols (e.g., American Flag).	Symbolic Development (PER)
Discuss images, pictures or items that are symbols of America	
Identify the American Flag	Relevant Activity Pages
 Replicate the American Flag using art materials 	Symbol Story: Making and Reading a
	Rebus Book (AP)
Standard Area 5.2 Rights and Responsibilities of Citizenship (3)	General Development Information
Civic Rights and Responsibilities	Self-Concept ad Awareness (PER)
5.2.PK.A	Helping Your Child Build a Sense of Self
Identify self-membership of a group such as the class or family.	(PH)
Display awareness of role as member of a group	
Participate in group decision-making	Relevant Activity Pages
•	I NIS IS Me! (AP)
	u
	Farents as Feacemakers (PH)
 Suggest simple solutions to conflict which are most often based 	
upon own needs and desires	
 Participate in classroom and family responsibilities Talk about responsibilities at home Work cooperatively with other children to achieve an outcome Conflict and Resolution 5.2.PK.B Identify a problem and discuss possible solutions with adult assistance. *see also 16.2. PK.D Identify one or two solutions to a problem Attempt to solve a conflict with a peer Work with a peer to develop a solution to a problem (e.g. ways to share the play dough when there isn't enough) Suggest simple solutions to conflict which are most often based 	Me Poster (AP) This is Me! (AP) Learning to Handle Stress through Role Play (PH) Sibling Relationships (PER) That's Not Fair (PH) Parents as Peacemakers (PH)

Leadership and Public Service 5.2.PK.C	Designing and Guiding: Balancing Care
Emerging to: Identify classroom projects/activities that support leadership and service.	and Challenge (PH) A Look at Classroom Behavior Strategies (PH)
 Show interest in leadership opportunities 	Setting Up Rules (PH)
Choose a leader for a classroom project	
Ask to be the line leader	
Request to help teacher	
Standard Area 5.3 How Government Works (2)	General Development Information
Government Services	Building Relationships with Professionals
5.3.PK.C	(PH)
 Identify community workers through their uniforms and equipment. Match descriptions of people's work in a community with picture illustrating the job 	Meeting With the School Services Team (PH)
 Act out roles of community workers in dramatic play Relay personal experiences to describe the work that community workers do 	
Conflict and the Court System	Emotion, Understanding and Expression
5.3.PK.F	(PER)
 Identify appropriate behaviors for responsible classroom citizens. Use inside voices while indoors and outside voices when outdoors 	My Child's Feelings (PH) Attachment (PER) Responding (PER)
 Cooperate in both large and small group activities that are facilitated by adult 	
 Follow rules and routines in classroom 	
 Respond with empathy to others who are upset 	
 Recognize when someone needs help and offer assistance Respect another's attempts to complete tasks independently 	
6. Economics (8)	
Standard Area 6.1 Scarcity and Choice (3)	General Development Information
Scarcity and Choice	Sharing a Room (PH)
6.1.PK.A	Responding (PER)
 Emerging to: Identify how scarcity influences choice. Understand that some resources are limited 	Approaches to Learning (PER)
 Notice when materials are running low (e.g. we need more paper in the art area) 	
 Offer to share materials when materials are scarce (e.g. one shovel in sensory table) 	
 Show preference for one material/center, but choose a different material/center when materials are scarce or center is full 	
Limited	4 to 5 Years: Your Child's Language
6.1.PK.B	Development (PH)
 Emerging to: Identify family wants and needs. Identify what people need to survive 	Self-Concept and Awareness (PER)
 Demonstrates awareness of one's own preferences 	Relevant Activity Pages
 Identify personal wants 	Me Poster (AP) This is Me! (AP)
Incentives and Choice	Learning Through Play (PH)
6.1.PK.D	Reasoning: An Important Scientific Tool
Identify a choice based on individual interest.	(PER)
 Make a choice and explain the reason for the choice Provide a reason for choosing to play in a particular center that 	Building Reasoning Skills (PH)

shows interest in specific materials or people	
Standard Area 6.2 Market and Economic Systems (2)	General Development Information
Advertising and Media 5.2.PK.C	Pictures Are Worth a Thousand Words (PH)
Emerging to: Identify advertisements that encourage us to buy hings.	Environmental Print in the Kitchen (PH)
 Recognize logos (environmental print) from local businesses Discuss advertisements (e.g. radio, print, TV) 	
Price Determination	Learning Through Play (PER)
5.2.PK.D	Navigating Your Food Shopping Options
Explain how money is used.	(PH)
 Identify that money is used to buy things 	
State that money can be saved	Relevant Activity Pages
Use pretend money while engaging in dramatic play activities	Crazy Coins: Counting and Sorting (AP)
 Practice exchanging play money for goods 	Grocery Store: Writing and Pretending (AP)
Standard 6.3 Functions of Government (1)	General Development Information
Government's Role in International Trade	Name Game: Playing with Letter Sounds
5.3.PK.D	and Rhyming (AP)
dentify products produced locally.	Learning Letters (PH)
Name items that come from farms, factories, and/or businesses	
within the community	Relevant Activity Pages
Talk about products that can be found around their home	That's My Name! Spelling and Writing (AP)
Standard Area 6.5 Income, Profit and Wealth (2)	General Development Information
Factors Influencing Wages 0.5.PK.A	Understanding How the Young Child
Differentiate between work and play.	Learns (PER) How Your Young Child Learns (PH)
 Respond that adults work to earn money 	Supporting Your Child's Learning (PH)
 Relate that work involves performing an activity that is chosen 	Supporting rour onite's Learning (111)
and directed by someone else, and has a specific goal	
 Relate that play is a self-selected activity that may or may not 	
have a specific purpose	
Types of Businesses	Using the Public Library (PH)
5.5.PK.C	
dentify local businesses.	Relevant Activity Pages
• Participate in role play that is related to a local business (e.g. pet	What's in Our Community? Creating
store, hair salon, restaurant)	Awareness and Mapping Places (AP)
Describe where customers go to acquire specific goods or	
services (e.g. food purchased at grocery store, hammer and	
nails purchased at hardware store) 7. Geography (3)	
Standard Area 7.1 Basic Geographic Literacy (2)	General Development Information
Geographic Tools	Symbolic Development (PER)
7.1.PK.A	Pictures Are Worth a Thousand Words
Explain how a map is a representation of places.	(PH)
 Use a simple map Use available materials (e.g. blocks) to represent buildings, 	Relevant Activity Pages
 Ose available materials (e.g. blocks) to represent buildings, roads or houses 	Memory Map: Exploring and
 Include representations of roads, bodies of water and buildings 	Remembering (AP)
in play	
 Discuss tools used to locate places 	
2014 Learning Standards for Early Childhood Pre-Kinderga	

** Yellow high-lighted sections align to the Pennsylvania Kindergarten Entry Inventory** PA PAT Crosswalk 2016

 Use the term "map" 	
Location of Places and Regions 7.1.PK.B	Let's Play Pretend (PH) Attention and Memory (PER)
Emerging to: Describe the location of places in the home, school,	Paying Attention and Remembering (PH)
and community to gain an understanding of relative location	Helping Your Child Understand and Use
 Describe the location of items/areas in the classroom and at 	Language (PH)
home	
 Use directionality, size and position (e.g. left, right, first, last, 	
little, big, top, bottom) to describe location	
 Place pictures of common household items in the proper rooms 	
of a floor plan	
Listen to directions and retrieve items Standard Area 7.2 Deviced Characteristics of Places and Pagians (1)	Constal Development Information
Standard Area 7.2 Physical Characteristics of Places and Regions (1)	General Development Information
Physical Characteristics 7.2. PK. A	Families and Housing (PER)
Describe the characteristics of home and frequently visited	Polovant Activity Pages
locations to gain an understanding of physical features.	Relevant Activity Pages What's in Our Community? Creating
 Describe simple characteristics of home (e.g. type of dwelling, 	Awareness and Mapping Places (AP)
• Describe simple characteristics of nome (e.g. type of dwelling, where located, what surrounds it)	Awareness and Mapping Flaces (AF)
 Identify familiar places in the neighborhood 	
 Describe simple characteristics of business or community 	
structures (e.g. type of dwelling, where located, what surrounds	
it)	
8. History (2)	
Standard Area 8.1 Historical Analysis and Skills Development (2)	General Development Information
Continuity and Change Over Time	On Time (PH)
8.1.PK.A	What Are We Doing Today? (PH)
Identify a sequence of events through a day.	
 Demonstrate an understanding of past, present, and future (e.g. 	Relevant Activity Pages
today is, yesterday wasand tomorrow will be, recall	Menu Planning: Choosing Foods and
information from the immediate past, sequence pictures of self	Preparing a List (AP)
from birth to present)	Creating a Picture Schedule: Labeling and
• Describe the daily routine (e.g., what happens first, before lunch,	Understanding Order (AP)
after lunch, at end of day)	
 Show anticipation for regularly scheduled events 	
 Use words to describe time (e.g. yesterday, today, tomorrow, 	
o'clock)	
Research	Electronic Entertainment and Plugged-In-
8.1.PK.C	Families (PER)
Understand that information comes from many sources such as	Early Reading (PER)
books, computers, and newspapers.	Environmental Print in the Kitchen (PH)
 Label types of media and what information can be gained (e.g. 	
recipes from a cookbook, prices from an advertisement)	
 Locate information on identified topics using media (e.g. music, backs, mana, T) (programming, powerser, magazing) 	
books, maps, TV programming, newspapers, magazines,	
movies, Internet, applications, advertising)	

** Yellow high-lighted sections align to the Pennsylvania Kindergarten Entry Inventory** PA PAT Crosswalk 2016

Creative Thinking and Expression: Communicating through the Arts (14)	
Standard Area 9.1.M Production and Performance: Music and Movement (4)	General Development Information
Elements and Principles 9.1.M.PK.A Know and use basic elements and principles of music and movement.	Encouraging Musical Creativity (PH) Music in the Air (PH) Rhymes and Songs (PH)
 Practice rhythms in different forms of music and dance Explore rhythm instruments Use rhythm instruments as intended Participate in teacher-guided music and movement activities Participate in group movement activities demonstrating an awareness of shared space Demonstrate an understanding of "fast," "slow," "loud," and "soft." 	Relevant Activity Pages Freeze Dance: Starting and Stopping (AP)
Demonstration 9.1.M.PK.B Respond to different types of music and dance through participation and discussion. • Participate in teacher-guided music and movement activities • Sing familiar songs, chants, and finger plays • Dance to different types of music	Encouraging Musical Creativity Encouraging Fine Motor Coordination and Mastery (PH) Your Child in Motion (PH) How's Your Motor Running? Moving Your Body and Exploring Emotions (AP)
Discuss music and movement experiences Representation 9.1.M.PK.E	Movin' and Groovin': Dancing and Exploring Movement (AP) Your Child in Motion (PH) Rhyme Time: Playing with the Sounds of
 Use imagination and creativity to express self through music and dance. Initiate music and movement activities Select music and movement area during free choice Improvise songs and rhythmic patterns Change words or tune of familiar songs to make new songs Use body to represent form in space, finger plays, or stories 	Language (PH) <u>Relevant Activity Pages</u> Word Play: Experimenting With Sounds and Rhyming (AP)
Technologies 9.1.M.PK.J Use a variety of technologies for producing or performing works of art.	Providing Music Lessons for Your Child (PH) Encouraging Musical Creativity (PH)
 Explore musical instruments Use instruments to accompany music Use instruments as intended Use age appropriate digital media applications to create music Use a variety of props to enhance movement activities (e.g. scarves, bean bags, ribbons) Use recording devices (e.g. voice recorder, video recorder) to capture music and/or movement performances 	
Standard Area 9.1.D Production and Performance: Dramatic and Performance Play (2)	General Development Information
Demonstrations 9.1.D.PK.B Recreate a dramatic play experience for an audience.	Sensation, Perception and Action: Your Child's Body in Motion (PH)
 Create various voice inflections and facial expressions in play 	Relevant Activity Pages

2014 Learning Standards for Early Childhood Pre-Kindergarten CURRICULUM ALIGNMENT ** Yellow high-lighted sections align to the Pennsylvania Kindergarten Entry Inventory**

PA PAT Crosswalk 2016

 Change voice inflections when recreating various characters Direct peers or follow peers' instructions about dramatic play schemes Act out stories with guidance of the adult 	Banjo Magic: Strumming and Singing Rhymes (AP) Rhyme Time: Making a Lift-the-Flap Book and Reading (AP)
 Representation 9.1.D.PKE Use imagination and creativity to express self through dramatic play. Use nonconforming objects to create representations of real life objects or activities Represent fantasy and real-life experiences through pretend play Imitate roles of people, animals, or objects observed in life experiences Use props and costumes during dramatic play Create props from available materials Standard Area 9.1.V Production and Performance: Visual Arts (4) 	Learning Through Play (PER) Every Child Is a One-of-a Kind Learner (PH) Ready to Learn at School (PER) General Development Information
 Elements and Principles 9.1.V.PK.A Know and use basic elements of visual arts. Participate in teacher-guided visual arts activities Choose art center during free choice Demonstrate an understanding of "color," "shape," and "line" Create a picture using different colors, varying the intensity of atraken and combining colore 	Relevant Activity Pages Scissors Station: Cutting and Snipping Practice (AP) Scrap Art: Developing Eye-Hand Coordination and Making a Collage (AP) Getting Started With Paint: Mixing Colors and Painting (AP)
strokes and combining colors Demonstration	Relevant Activity Pages
 9.1.V.PK.B Combine a variety of materials to create a work of art. Participate in teacher-guided visual arts activities Choose art center during free choice Use a variety of materials (e.g. chalk, paint, crayons, pencils, markers, wood, play dough) Draw to explore and extend themes in the classroom 	Paint Me a Story: Painting and Storytelling (AP) Color Drop: Matching and Maneuvering (AP) Drawing to Music: Listening and Making Marks (AP)
 Representation 9.1.V.PK.E Use imagination and creativity to express self through visual arts. Participate in teacher-guided visual arts activities Choose art center during free choice Draw self-portrait Create a work of art to represent a real or imagined object, animal, or person Use a growing number of details and make more realistic representations Choose different art materials to represent different types of thoughts or feelings 	Developmental Sequences in Art (PH) Learning Through Play (PER) Every Child Is a One-of-a Kind Learner (PH) Ready to Learn at School (PER)
Technologies 9.1.V.PK.J Use a variety of technologies for producing works of art. • Explore a variety of art materials and tools	Learning Through Play (PER) Every Child Is a One-of-a Kind Learner (PH) Ready to Learn at School (PER)
 Participate in teacher-guided visual arts activities 	

-	
Use art materials and tools as intended	Picking Up Pompoms: Squeezing and
 Manipulate materials in a variety of ways (e.g. pounding, 	Sorting (AP)
squeeze, cutting, rolling)	
Use age appropriate digital media applications to create works of	
art	
 Use recording devices (e.g. digital camera, video recorder) to capture works in progress and finished works of art 	
Standard Area 9.2 Historical and Cultural Context of Works in the Arts (1)	General Development Information
Perspective	Encouraging Muscial Creativity (PH)
9.2. PK.D	Culture: Where it All Comes From (PH)
Explain that instruments or art forms represent cultural	
perspectives.	
 Explore instruments from different cultures Participate in discussions about where various instruments and 	
art forms originate	
 Identify cultures represented by various art forms 	
Standard Area 9.3 Critical Response to Works of Art (2)	General Development Information
Identification	Brain Development as Ages 3 Through 6
9.3. PK.F	(PER)
Recognize and name a variety of art forms.	Developmental Sequences in Art (PH)
 Identify a photo, painting, drawing, dance, and songs 	
Critical Response	Brain Boosts for Early Learning (PH)
9.3.PK.G	
Formulate and share an opinion about others' art products.	
 Observe, applaud or comment on the works of others Share an applican about art work when asked "What do you think 	
 Share an opinion about art work when asked, "What do you think this is about?" 	
Standard Area 9.4 Aesthetic response to Works in the Arts (1)	
Emotional Response	Responding (PER)
9.4.PK.B	Emotions, Understanding and Expression
Demonstrate an emotional response to viewing or creating various	(PER)
art works.	
 Respond through body language, facial expression or oral 	
language	
 Respond through humming, swaying, tapping foot to others' work Respond at appropriate times (laugh, sigh) at others' 	
performance	
performance	
Health and Wellness and Physical Development: Learning About My	
Body (13) Standard Area 10.1 Concepts of Health (4)	General Development Information
Interaction of Body Systems	Rhymes and Songs (PH)
10.1.PK.B	
Identify and locate body parts.	Relevant Activity Pages
• Participate in body identification games and songs (e.g. Hokey	Creative Movement: Exploring Movement
Pokey)	and Dancing (AP)
 Point to specific body parts when asked 	Movin' and Groovin': Dancing and
Draw pictures that include some body parts	Exploring Movement (AP)
Participate in discussions about the functions of specific body	
parts	
Nutrition	Nutrition, Food Groups and Portion Sizes
10.1. PK. C Identify foods that keep our body healthy.	(PER) Your Child's Nutritional Needs (PH)
2014 Learning Standards for Early Childhood Pre-Kinderga	
** Yellow high-lighted sections align to the Pennsylvania	
PA PAT Crosswalk 2016	

 Identify healthy and non-healthy foods 	The Benefits of Breakfast (PH)
• Classify foods by their food groups (e.g. fruits, vegetables, dairy)	Your Child's Nutritional Needs (PH)
 Make healthy food choices 	Family Food Choices (PH)
Alcohol, Tobacco and Chemical Substances	Poisoning (PH)
10.1.PK.D	The School Nurse (PH)
Identify and discuss the purposes of medicine.	
 Identify that medicine can be used to stay healthy 	
Discuss times when medicine may be needed	
 Discuss safety practices related to proper medicine use 	
Health Problems and Disease Prevention	Talking About Germs (PH)
10.1.PK.E	The Medical Home (PER)
Identify and discuss common health problems.	Talking to Your Doctor About Health
 Participate in discussions about infectious (e.g. colds, flu, 	Concerns. (PH)
chicken pox, pink eye) and non-infectious illnesses (e.g. asthma,	
allergies)	
 Discuss the concept of "germs" 	
 Participate in activities that exemplify the spread of germs 	
Standard Area 10.2 Healthful Living (2)	General Development Information
Health Practices, Products and Services	Dental Care and Concerns (PER)
10.2.PK.A	Talking About Germs (PH)
Identify fundamental practices for good health.	Keeping Fit (PER)
 Practice basic hygiene routines with adult reminders (e.g. hand 	Health at School (PER)
 Practice basic hygiene routines with addit reminders (e.g. hand washing, tooth brushing, cover nose and mouth when sneezing) 	The School Nurse (PH)
U	Immunizations (PH)
 Explain that we need to eat well, get rest and exercise to stay healthy 	
healthy	
 Identify people that help keep us healthy (e.g. doctor, nurse or dontiet, nurse teacher) 	
dentist, gym teacher)	
 Identify specific practices that support body development and function (a.g. support body development) 	
function (e.g., exercise, good nutrition, rest)	Even a nine a national Mittle Even mulaus Object (DUI)
Health and the Environment	Experimenting With Everyday Object (PH)
10.2.PK.E	Playing in the Sun (PH)
Identify environmental factors that affect health.	
• Discuss plants, insects and animals that could be harmful; share	
personal experiences when relevant	
Identify harmful substances	
• Discuss how we protect our bodies in different seasons (e.g. use	
sunscreen in summer, wear warm clothing in winter)	
Standard Area 10.3 Safety and Injury Prevention (2)	General Development Information
Safe and Unsafe Practices	"Stranger" Safety and "What If? Questions
10.3.PK.A	(PH)
Recognize safe and unsafe practices	Playground Safety (PH)
 Identify and follow basic safety rules (e.g. on playground, in 	Helping Your Child Recognize Danger
classroom, on field trip, crossing street)	(PH)
 Identify the consequence of an unsafe behavior 	
 Identify and avoid unsafe practices (e.g. playing with matches, 	
talking to strangers)	
 Explain how community helpers (e.g. firefighter, police officer) 	
can keep us safe	
Emergency Responses	After-Hours Illnesses
10.3.PK.B	Safety and Schools (PH)
Recognize emergency situations and discuss appropriate	Fire Safety (PH)
responses.	
 Identify procedures for a variety of emergencies (fire, tornado, 	

2014 Learning Standards for Early Childhood Pre-Kindergarten CURRICULUM ALIGNMENT ** Yellow high-lighted sections align to the Pennsylvania Kindergarten Entry Inventory**

PĂ PAT Crosswalk 2016

	1
intruder, medical emergency)	
• Participate in discussions that differentiate between emergencies	
and non-emergencies	
Practice emergency procedures Standard Area 10.4 Physical Activity Cross Mater Coordination (2)	Constal Development Information
Standard Area 10.4 Physical Activity: Gross Motor Coordination (2) Control and Coordination	General Development Information
10.4.PK.A	Playground Safety (PH)
Demonstrate coordination of body movements in active play.	Relevant Activity Pages
 Combine large motor movements with the use of equipment (e.g. ride a tricycle, using feet to pedal, catch a ball, throw a bean bag or ball overhand with aim, kick a ball) Move and stop with control Use outdoor gross motor equipment Run with control and direction Engage in gross motor games (e.g. Hokey Pokey, London Bridge, Simon Says) Perform a variety of movement alongside and with a partner 	Creative Movement: Exploring Movement and Dancing (AP) How's Your Motor Running? Moving Your Body and Exploring Emotions (AP) Freeze dance: Starting and Stopping (AP)
 Balance and Strength 10.4.PK.B Exhibit balance while moving on the ground or using equipment. Engage in large motor activities that require strength and balance (e.g. marching, hopping, running, jumping, dancing, walking tip toe) Walk on a balance beam Climb stairs using alternating feet Participate in an obstacle course going through tunnels, over or under equipment 	Perceptual Development (PER) Bringing All the Senses Together (PH) Your Child in Motion (PH)
Standard Area 10.5 Concepts, Principles and Strategies of Movement: Fine Motor Development (3)	General Development Information
Strength Coordination and Muscle	Strength and Endurance for Fingers and
10.5.PK.A	Hands (PH)
Use hands, fingers and wrists to manipulate objects.	
 Practice manual self-help skills (e.g. zipping, snapping, buttoning) Practice using scissors Use tongs or tweezers to pick up objects Manipulate smaller objects (e.g. pegs into a pegboard, puzzle pieces, stringing beads) 	Relevant Activity Pages Hands and Fingers Frenzy: Exercising Small Muscles and Finger Painting (AP) Scissors Station: Cutting and Snipping Practice (AP) Caring for Teddy: Dressing and Learning Self-Help Skills (AP)
Eye/Hand Coordination	Encouraging Fine Motor Coordination and
10.5.PK.B	Mastery (PH)
 Coordinate eye and hand movements to perform a task. Act out finger plays with hands and fingers Use scissors to cut on a straight line Complete self-help skills such as zip, snap or button Manipulate smaller objects (e.g. pegs into a pegboard, puzzle pieces, stringing beads) Use tools to pour (e.g. funnels, basters, and pitchers) 	Relevant Activity Pages Scissors Station: Cutting and Snipping Practice (AP) Scrap Art: Developing Eye-Hand Coordination and Making a Collage (AP)
Use of Tools	3 to 4 Years: Your Child's Fine Motor
10.5.PK.C	Development (PH)
Use tools that require use of fingers, hands, and/or wrists to accomplish a task.	Relevant Activity Pages
2014 Learning Standards for Early Childhood Pre-Kinderga	TEN CHRRICHLUM ALIGNMENT

 Use writing and drawing implements with functional grasp (pincer grasp) Use a variety of art tools (e.g. glue sticks, paint brushes, 	Clean It Up! Picking Up and Helping Out (AP) Colander Chaos: Using Fingers and
 Use a variety of art tools (e.g. glue sticks, paint brushes, scissors) for a specific purpose 	Practicing Pincer Grip (AP)
 Use tools (e.g. broom, dust pan brush, gardening tools) to 	Color Drop: Matching and Maneuvering
complete classroom jobs	(AP)
Use utensils for eating appropriately	
Use cup or glass for drinking	
Social and Emotional Development (12)	
Standard Area 16.1 Self-Awareness and Self- Management (4)	General Development Information
Manages Emotions and Behaviors	Emotion, Understanding and Expression
16.1.PK.A	(PER)
Distinguish between emotions and identify socially accepted ways	My Child's Feelings (PH)
to express them.	Self-Concept and Awareness (PER)
Recognize and label basic feelings	Your Child's Developing Sense of Self
Express feelings that are appropriate to the situation	(PH)
 Express feelings verbally or through play and artistic representation 	Polovant Activity Pages
 representation Name a range of feelings (e.g. excited, scared, angry, surprised) 	<u>Relevant Activity Pages</u> This Is Me! (AP)
 Name a range of feelings (e.g. excited, scared, angry, surprised) Control negative responses by expressing them in appropriate 	Me Poster (AP)
ways (e.g. talking with a peer or telling a teacher)	
Influences of Personal Traits on Life	Child Development Chart (PH)
16.1.PK.B	Your Child's Temperament (PH)
Recognize that everyone has personal traits which guide behavior	Parenting Behaviors: Growing and
and choices.	Changing (PER)
 Demonstrate awareness of self and one's own preferences 	
 Know and state independent thoughts and feelings 	
Show pride in own accomplishments	
 Demonstrate confidence in own abilities (e.g. "I can kick that ball really for") 	
really far")Choose materials and activities based on preferences and	
personal interests	
Resiliency	Stress (PH)
16.1.PK.C	Understanding Stress and Its Effects on
Recognize that everyone makes mistakes and that using positive	Children (PER)
 coping skills can result in learning from the experience. Stay calm when something does not go the way intended 	Recognizing Stress in Your Child (PH)
 Stay carm when something does not go the way intended Strive to correct mistakes 	Relevant Activity Pages
 Move forward with a second attempt at something after the first 	Don't Blow Down the Joker (AP)
attempt was unsuccessful	Relaxation Socks (AP)
 Ask for help with a task after an unsuccessful attempt 	
Goal Setting	A Positive Approach to Discipline and
16.1.PK.D	Guidance (PER)
Establish goals independently and recognize their influence on	
choices.	
Set and discuss goals for play and activities when asked	
Standard 16.2 Establishing and Maintaining Relationships (5)	General Development Information
Relationships	Relationships With Peers, Caregivers and
16.2.PK.A Interact with peers and adults in a socially acceptable manner.	Other Adults (PER) Friendships and Peers Interactions (PH)
 Engage in reciprocal conversation with familiar peer and adult 	Parents as Peacemakers (PH)
 Respond to familiar adult's questions and directions 	
2014 Learning Standards for Early Childhood Pre Kindergar	

 Demonstrate appropriate affection for familiar adults and peers Seek out companionship from another child Use words denoting friendship 	Relevant Activity Pages Cheer Up Game: Understanding and Crowing Empathy (AP)
 Use words denoting friendship Ask a child to play (e.g. "Do you want to make a block house with me?") 	Growing Empathy (AP)
 Play cooperatively with a few peers for a sustained period of time Respond with empathy to others who are upset Share and take turns 	
 Respect feelings and belongings of others 	
Diversity	Family Culture (PER)
16.2. PK.B	Culture: Where it All Came From (PH)
 Identify similarities and differences between self and others. Understand that each person has a set of unique characteristics 	Our Families Values and Beliefs (PH)
 Onderstand that each person has a set of unique characteristics Make drawings of people, including self-portraits, depicting body 	Relevant Activity Pages
parts, clothing, and other physical characteristics	Family Quilt: Identifying with a Group and
 Label personal characteristics 	Creating (AP)
 Discuss the similarities and differences between self and others 	
 Understand that family structures may differ from one family to 	
another	
 Understand that the thoughts and feelings of others may differ 	
from own	
 Demonstrate respect for children's differences, including 	
differences in thoughts and feelings	
Communication	Communicating (PER)
16.2.PK.C	Communicating with Your Child (PH)
 Engage in reciprocal communication with adults and peers. Communicate using detail related to topic being discussed 	Helping Your Child Understand and Use Language (PH)
including topics of personal interest, and special events	
 Pose questions related to topic being discussed 	Relevant Activity Pages
 Respond to questions posed by adults and peers 	Picture Story: Listening and Imagining
 Allow wait time before responding 	(AP)
Engage in turn taking	
Managing Interpersonal Conflicts	Relationship With Peers, Caregivers and
16.2. PK.D	Other Adults (PER)
Recognize that conflict occurs and distinguish between appropriate	Friendships and Peer Interactions (PH)
and inappropriate ways to resolve conflict. *See also 5.2.PK.B	Learning to Handle Stress Through Role
Use appropriate words and actions to express one's own desires	Play (PH)
Identify a problem and discuss possible solutions	Why Play Is Important (PH)
 Solve simple conflicts with peers with independence (share, take turns, analogize, try competing also, and for holp) 	Delevent Activity Desce
turns, apologize, try something else, ask for help)	Relevant Activity Pages
Begin to negotiate conflicts that arise using words before seeking help	Sharing Circle (AP)
Use words during a conflict instead of physically responding	
 Accept and attempt teacher's or others' ideas about new strategies to solve a conflict 	
strategies to solve a conflict Support: Asking for Help	Supporting Your Child's Learning (PH)
16.2.PK.E	5 to 6 Years: Your Child's Social-
Ask for and accept offers of help when needed or appropriate.	Emotional Development (PH)
Attempt tasks independently before asking for help	Helping Your Child Understand and Use
Recognize when help is needed	Language (PH)
 Recognize appropriate sources of help (e.g. familiar adult, 	
community helpers, peers)	
 Ask for adult help to solve a problem or to complete a task 	

• Respond appropriately to offers of help (e.g. "That's okay, I can	
do it" or "yes, thank you")	
Standard Area 16.3 Decision Making and Responsible Behavior (3)	General Development Information
Decision Making Skills	Executive Function: Our Brain's President
16.3.PK.A	(PH)
Interpret the consequences of choices.	Brain Development at Ages 3 Through 6
 Recognize unsafe situations and tell an adult 	(PER)
 Tell a peer when a rule is broken 	Relationship With Peers, Caregivers and
 Warn a peer about a safety risk on the playground 	Other Adults (PER)
 Encourage two friends who are having a dispute to "use their words and work it out" 	
 Discuss the reasons for having rules 	
Understanding Social Norms	Using Activity Pages Around Social-
16.3.PK.B	Emotional Development (PER)
Recognize there are socially acceptable ways to behave in different	Helping Your Child Build a Sense of Self
places.	(PH)
 Make transitions between places and people with minimal 	Helping Your Child Learn Self-Regulation
distress	(PH)
 Use inside voices while indoors and outside voices when outdoors 	FINE SMILE (PH)
 Cooperate in both large and small group activities that are 	Relevant Activity Pages
facilitated by adult	This is Me! (AP)
 Apply classroom rules to new situations 	Cheer Up Game (AP)
 Adjust to changes in routines and activities 	
 Follow rules and routines in classroom and other settings with reminders 	
Responsible Active Engagement	Stretch Talk: Building and Expanding
16.3.PK.C	Vocabulary (AP)
Actively engage in assisting others when appropriate.	Attachment (PER)
 Respond with empathy to others who are upset 	Interacting with Your Growing, Changing
Recognize when someone needs help and offer assistance	Child (PH)
 Respect another's attempts to complete tasks independently 	
	Relevant Activity Pages
	Cheer Up Game: Understanding and
	Growing Empathy (AP)