

Alignment of

The Creative Curriculum®

for Pre-K

with







The Creative Curriculum® for Pre-K

aligned to

Florida Early Learning and Developmental Standards: 4 Years Old to Kindergarten

Adopted 2017

BODY OF KNOWLEDGE	FL.48-K.I.	PHYSICAL DEVELOPMENT DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.I.A.	HEALTH AND WELLBEING
BENCHMARK	48-K.I.A.g.	Active Physical Play
INDICATOR	48-K.I.A.a.1.	Engages in physical activities with increasing balance, coordination, endurance and intensity
EXPECTATION	48-K.I.A.a.1.a.	Seeks to engage in physical activities or active play routinely with increased intensity and duration • Intentional Teaching Experience P26, "Keep It Up" • Intentional Teaching Experience P37, "Wonderful Warm-Ups" • Intentional Teaching Experience P16, "Body Part Balance"
BODY OF KNOWLEDGE	FL.48-K.I.	PHYSICAL DEVELOPMENT DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.I.A.	HEALTH AND WELLBEING
BENCHMARK	48-K.I.A.b.	Safety
INDICATOR	48-K.I.A.b.1.	Shows awareness of safety and increasingly demonstrates knowledge of safe choices and risk assessment when participating in daily activities
EXPECTATION	48-K.I.A.b.1.a.	Consistently follows basic safety rules independently across different situations • Intentional Teaching Experience SE15, "Making Choices" • Architecture Teaching Guide, p. 54, Focused Project Learning • Architecture Teaching Guide, p. 90, Focused Project Learning
EXPECTATION	48-K.I.A.b.1.b.	Identifies consequences of not following safety rules • Intentional Teaching Experience SE23, "Related Consequences" • Getting Ready for Kindergarten Teaching Guide, p. 74, Focused Project Learning
BODY OF KNOWLEDGE	FL.48-K.I.	PHYSICAL DEVELOPMENT DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.I.A.	HEALTH AND WELLBEING
BENCHMARK	48-K.I.A.c.	Personal Care Routines



INDICATOR	48-K.I.A.c.1.	Responds to and initiates care routines that support personal hygiene
EXPECTATION	48-K.I.A.c.1.a.	Initiates and completes familiar hygiene routines independently
		 First Six Weeks Teaching Guide, p. 48, Focused Project Learning First Six Weeks Teaching Guide, p. 152, Focused Project Learning
BODY OF KNOWLEDGE	FL.48-K.I.	PHYSICAL DEVELOPMENT DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.I.A.	HEALTH AND WELLBEING
BENCHMARK	48-K.I.A.d.	Feeding and Nutrition
INDICATOR	48-K.I.A.d.1.	Responds to feeding or feeds self with increasing efficiency and demonstrates increasing interest in eating habits and making food choices
EXPECTATION	48-K.I.A.d.1.a.	Assists adults in preparing simple foods to serve to self or others • Intentional Teaching Experience M08, "Baggie Ice Cream"
		 Intentional Teaching Experience M28, "Applesauce" Intentional Teaching Experience M57, "Yogurt Fruit Dip"
EXPECTATION	48-K.I.A.d.1.b.	Recognizes nutritious food choices and healthy eating habits
		 Seeds Teaching Guide, p. 110, Focused Project Learning Book Discussion Card 10, "Adelita and the Veggie Cousins"
BODY OF KNOWLEDGE	FL.48-K.I.	PHYSICAL DEVELOPMENT DOMAIN (48 months-Kindergarten)
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BIG IDEA	48-K.I.B.	MOTOR DEVELOPMENT
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BIG IDEA BENCHMARK	48-K.I.B. 48-K.I.B.a.	MOTOR DEVELOPMENT Gross Motor Development Demonstrates use of large muscles for movement, position, strength and coordination
BIG IDEA BENCHMARK INDICATOR	48-K.I.B.a. 48-K.I.B.a.1.	MOTOR DEVELOPMENT Gross Motor Development Demonstrates use of large muscles for movement, position, strength and coordination Balances, such as on one leg or on a beam, for longer periods of time both when standing still and when moving from one
BIG IDEA BENCHMARK INDICATOR	48-K.I.B.a. 48-K.I.B.a.1.	MOTOR DEVELOPMENT Gross Motor Development Demonstrates use of large muscles for movement, position, strength and coordination Balances, such as on one leg or on a beam, for longer periods of time both when standing still and when moving from one position to another • Intentional Teaching Experience P16, "Body Part Balance" • Intentional Teaching Experience P17, "Balance on a Beam • Intentional Teaching Experience P21, "Hopping" Demonstrates more coordinated movement when engaging in skills, such as jumping for height and distance, hopping and
BIG IDEA BENCHMARK INDICATOR EXPECTATION	48-K.I.B.a. 48-K.I.B.a.1. 48-K.I.B.a.1.a.	MOTOR DEVELOPMENT Gross Motor Development Demonstrates use of large muscles for movement, position, strength and coordination Balances, such as on one leg or on a beam, for longer periods of time both when standing still and when moving from one position to another • Intentional Teaching Experience P16, "Body Part Balance" • Intentional Teaching Experience P17, "Balance on a Beam • Intentional Teaching Experience P21, "Hopping" Demonstrates more coordinated movement when engaging in skills, such as jumping for height and distance, hopping and running
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		 Intentional Teaching Experience P28, "Balloon Pong" Intentional Teaching Experience P39, "Beach Ball Kicker"
EXPECTATION	48-K.I.B.a.1.d.	Engages in physical activities of increasing levels of intensity for sustained periods of time
		 Intentional Teaching Experience P26, "Keep It Up" Intentional Teaching Experience P27, "Galloping"
		Intentional Teaching Experience P37, "Wonderful Warm-Ups"
BODY OF KNOWLEDGE	FL.48-K.I.	PHYSICAL DEVELOPMENT DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.I.B.	MOTOR DEVELOPMENT
BENCHMARK	48-K.I.B.a.	Gross Motor Development
INDICATOR	48-K.I.B.a.2.	Demonstrates use of large muscles to move in the environment
EXPECTATION	48-K.I.B.a.2.a.	Combines and coordinates more than two motor movements
		(e.g., moves a wheelchair through an obstacle course)
		 Intentional Teaching Experience P14, "Moving Through the Forest" Intentional Teaching Experience P33, "Obstacle Course" Intentional Teaching Experience P23, "Ways to Travel"
BODY OF KNOWLEDGE	FL.48-K.I.	PHYSICAL DEVELOPMENT DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.I.B.	MOTOR DEVELOPMENT
BENCHMARK	48-K.I.B.b.	Gross Motor Perception (Sensorimotor)
INDICATOR	48-K.I.B.b.1.	Uses perceptual information to guide motions and
		interactions with objects and other people
EXPECTATION	48-K.I.B.b.1.a.	Acts and moves with purpose and independently recognizes
		differences in direction, distance and location
		 Intentional Teaching Experience P14, "Moving Through the Forest" Intentional Teaching Experience P33, "Obstacle Course" Intentional Teaching Experience P23, "Ways to Travel"
EXPECTATION	48-K.I.B.b.1.b.	Demonstrates spatial awareness through play activities
		 Intentional Teaching Experience P14, "Moving Through the Forest" Intentional Teaching Experience P33, "Obstacle Course" Intentional Teaching Experience P23, "Ways to Travel"
BODY OF KNOWLEDGE	FL.48-K.I.	PHYSICAL DEVELOPMENT DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.I.B.	MOTOR DEVELOPMENT
BENCHMARK	48-K.I.B.c.	Fine Motor Development
INDICATOR	48-K.I.B.c.1.	Demonstrates increasing precision, strength, coordination and efficiency when using hand muscles for play and functional tasks
EXPECTATION	48-K.I.B.c.1.a.	Shows hand control using various drawing and art tools with increasing coordination



		 Intentional Teaching Experience P30, "Mixing Paints" Intentional Teaching Experience P34, "Clay Engraving" Architecture Teaching Guide, p. 59, Choice Time
BODY OF KNOWLEDGE	FL.48-K.I.	PHYSICAL DEVELOPMENT DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.I.B.	MOTOR DEVELOPMENT
BENCHMARK	48-K.I.B.c.	Fine Motor Development
INDICATOR	48-K.I.B.c.2.	Increasingly coordinates hand and eye movements to perform
		a variety of actions with increasing precision
EXPECTATION	48-K.I.B.c.2.a.	Easily coordinates hand and eye movements to carry out tasks
		(e.g., working on puzzles or stringing beads together)
		 Intentional Teaching Experience P42, "Busy Beads" Cameras Teaching Guide, p. 107, Choice Time Getting Ready for Kindergarten Teaching Guide, p. 119, Choice Time
EXPECTATION	48-K.I.B.c.2.b.	Uses developmentally appropriate grasp to hold and
		manipulate tools for writing, drawing and painting
		 Grocery Store Teaching Guide, p. 107, Choice Time Getting Ready for Kindergarten Teaching Guide, p. 27, Choice Time Seeds Teaching Guide, p. 111, Choice Time
EXPECTATION	48-K.I.B.c.2.c.	Uses coordinated movements to complete complex tasks (e.g.,
		cuts along a line, pours or buttons, buckles/unbuckles, zips,
		snaps, laces shoes, fastens tabs)
		 Intentional Teaching ExperienceP01, "Let's Sew" Intentional Teaching Experience P08, "Cutting With Scissors" Grocery Store Teaching Guide, p. 35, Choice Time
BODY OF KNOWLEDGE	FL.48-K.II.	APPROACHES TO LEARNING DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.II.A.	EAGERNESS AND CURIOSITY
BENCHMARK	48-K.II.A.1.	Shows increased curiosity and is eager to learn new things and
		have new experiences
		 Getting Ready for Kindergarten Teaching Guide, p. 15, Choice Time Seeds Teaching Guide, p. 19, Choice Time Light Teaching Guide, p. 19, Choice Time
BODY OF KNOWLEDGE	FL.48-K.II.	APPROACHES TO LEARNING DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.II.B.	PERSISTENCE
BENCHMARK	48-K.II.B.1.	Attends to tasks for a brief period of time
		 Percussion Teaching Guide, p. 55, Choice Time Light Teaching Guide, p. 75, Choice Time Grocery Store Teaching Guide, p. 59, Choice Time



BODY OF KNOWLEDGE	FL.48-K.II.	APPROACHES TO LEARNING DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.II.C.	CREATIVITY AND INVENTIVENESS
BENCHMARK	48-K.II.C.1.	Approaches daily activities with creativity and inventiveness
		 Getting Ready for Kindergarten Teaching Guide, p. 47, Choice Time Seeds Teaching Guide, p. 59, Choice Time Light Teaching Guide, p. 111, Choice Time
BODY OF KNOWLEDGE	FL.48-K.II.	APPROACHES TO LEARNING DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.II.D.	PLANNING AND REFLECTION
BENCHMARK	48-K.II.D.1.	Demonstrates some planning and learning from experiences
		 Getting Ready for Kindergarten Teaching Guide, p. 103, Choice Time Percussion Teaching Guide, p. 15, Choice Time Light Teaching Guide, p. 91, Choice Time
BODY OF KNOWLEDGE	FL.48-K.III.	SOCIAL AND EMOTIONAL DEVELOPMENT DOMAIN (48 months- Kindergarten)
BIG IDEA	48-K.III.A.	EMOTIONAL FUNCTIONING
BENCHMARK	48-K.III.A.1.	Expresses, identifies and responds to a range of emotions
INDICATOR	48-K.III.A.1.a.	Recognizes the emotions of peers and responds with empathy and compassion
		 Intentional Teaching Experience SE06, "Talk About Feelings" Intentional Teaching Experience SE28, "Our Feelings Song" Getting Ready for Kindergarten Teaching Guide, p. 26, Focused Project Learning First Six Weeks Teaching Guide, p. 117, Choice Time
BODY OF KNOWLEDGE	FL.48-K.III.	SOCIAL AND EMOTIONAL DEVELOPMENT DOMAIN (48 months- Kindergarten)
BIG IDEA	48-K.III.A.	EMOTIONAL FUNCTIONING
BENCHMARK	48-K.III.A.2.	Demonstrates appropriate affect (emotional response) between behavior and facial expression
INDICATOR	48-K.III.A.2.a.	Demonstrates cognitive empathy (recognizing or inferring other's mental states) and the use of words, gestures and facial expressions to respond appropriately • Intentional Teaching Experience SE06, "Talk About Feelings" • Intentional Teaching Experience SE28, "Our Feelings Song" • Getting Ready for Kindergarten Teaching Guide, p. 26, Focused Project Learning
BODY OF KNOWLEDGE	FL.48-K.III.	• First Six Weeks Teaching Guide, p. 117, Choice Time SOCIAL AND EMOTIONAL DEVELOPMENT DOMAIN (48 months- Kindergarten)

BIG IDEA	48-K.III.B.	MANAGING EMOTIONS
BENCHMARK	48-K.III.B.1.	Demonstrates ability to self-regulate
INDICATOR	48-K.III.B.1.a.	Recognizes and names own emotions and manages and
		exhibits behavioral control with or without adult support
		 Intentional Teaching Experience SE03, "Calm-Down Place" Intentional Teaching Experience SE06, "Talk About Feelings" Intentional Teaching Experience SE33, "Where Are My Feelings?" First Six Weeks Teaching Guide, p. 53, Choice Time
BODY OF KNOWLEDGE	FL.48-K.III.	SOCIAL AND EMOTIONAL DEVELOPMENT DOMAIN (48 months- Kindergarten)
BIG IDEA	48-K.III.B.	MANAGING EMOTIONS
BENCHMARK	48-K.III.B.2.	Attends to sights, sounds, objects, people and activities
INDICATOR	48-K.III.B.2.a.	Increases attention to preferred activities and begins to attend
		to non-preferred activities
		• Light Teaching Guide, p. 75, Choice Time
		• Grocery Store Teaching Guide, p. 59, Choice Time
		Cameras Teaching Guide, p. 103, Choice Time
		Architecture Teaching Guide, p. 51, Choice Time
BODY OF KNOWLEDGE	FL.48-K.III.	SOCIAL AND EMOTIONAL DEVELOPMENT DOMAIN (48 months- Kindergarten)
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BIG IDEA	48-K.III.C.	BUILDING AND MAINTAINING RELATIONSHIPS WITH ADULTS AND PEERS
BENCHMARK	48-K.III.C.1.	Develops positive relationships with adults
INDICATOR	48-K.III.C.1.a.	Shows enjoyment in interactions with trusted adults while also
		demonstrating skill in separating from these adults
		 Intentional Teaching Experience SE04, "Actively Listening to Children" Intentional Teaching Experience SE36, "You & Me Time" Percussion Teaching Guide, p. 43, Choice Time Getting Ready for Kindergarten Teaching Guide, p. 39, Choice Time
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BODY OF KNOWLEDGE	FL.48-K.III.	SOCIAL AND EMOTIONAL DEVELOPMENT DOMAIN (48 months- Kindergarten)
BIG IDEA	48-K.III.C.	BUILDING AND MAINTAINING RELATIONSHIPS WITH ADULTS AND PEERS
BENCHMARK	48-K.III.C.2.	Develops positive relationships with peers
INDICATOR	48-K.III.C.2.a.	Plays with peers in a coordinated manner including assigning
		roles, materials and actions
		 First Six Weeks Teaching Guide, p. 133, Choice Time Light Teaching Guide, p. 59, Choice Time Grocery Store Teaching Guide, p. 95, Choice Time



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INDICATOR	48-K.III.C.2.b.	Maintains friendships and is able to engage in prosocial
		behavior such as cooperating, compromising and turn-taking
		• Intentional Teaching Experience SE19, "Friendship & Love Cards"
		• First Six Weeks Teaching Guide, p. 30, Read-Aloud
		• First Six Weeks Teaching Guide, p. 116, Focused Project Learning
NIDIOATOR	40. 14.111.0.0	First Six Weeks Teaching Guide, p. 120, Focused Project Learning
INDICATOR	48-K.III.C.2.c.	Responds appropriately to bullying behavior
		• Intentional Teaching Experience SE13, "Conflict Resolution"
		• Intentional Teaching Experience SE17, "Supporting Children To Use Their
		Words" • Intentional Teaching Experience SE24, "I Don't Like That!"
PODY OF KNOW! FDCE	FL.48-K.III.	SOCIAL AND EMOTIONAL DEVELOPMENT DOMAIN (48 months-
BODY OF KNOWLEDGE	FL.40-K.III.	Kindergarten)
BIG IDEA	48-K.III.C.	BUILDING AND MAINTAINING RELATIONSHIPS WITH ADULTS AND
BIO IDEA	40-K.III.C.	PEERS
BENCHMARK	48-K.III.C.3.	Develops increasing ability to engage in social problem
		solving
INDICATOR	48-K.III.C.3.a.	Able to independently engage in simple social problem solving
		including offering potential solutions and reflecting on the
		appropriateness of the solution
		• Intentional Teaching Experience SE13, "Conflict Resolution"
		• Grocery Store Teaching Guide, p. 91, Choice Time
		• Cameras Teaching Guide, p. 91, Choice Time
BODY OF KNOWLEDGE	FL.48-K.III.	SOCIAL AND EMOTIONAL DEVELOPMENT DOMAIN (48 months-
		Kindergarten)
BIG IDEA	48-K.III.C.	BUILDING AND MAINTAINING RELATIONSHIPS WITH ADULTS AND
		PEERS
BENCHMARK	48-K.III.C.4.	Exhibits empathy by demonstrating care and concern for
		others
INDICATOR	48-K.III.C.4.a.	Able to take the perspective of others and actively respond in a
		manner that is consistent and supportive
		• Intentional Teaching Experience SE06, "Talk About Feelings"
		• Intentional Teaching Experience SE27, "How Can We Help?"
		Getting Ready for Kindergarten Teaching Guide, p. 26, Focused Project
		Learning • First Six Weeks Teaching Guide, p. 117, Choice Time
BODY OF KNOWLEDGE	FL.48-K.III.	SOCIAL AND EMOTIONAL DEVELOPMENT DOMAIN (48 months-
BODY OF KNOWLEDGE	rt.40-K.III.	Kindergarten)
BIG IDEA	48-K.III.D.	SENSE OF IDENTITY AND BELONGING
BENCHMARK	48-K.III.D.1.	Develops sense of identity and belonging through play
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INDICATOR	48-K.III.D.1.a.	Engages in associative play and begins to play cooperatively with friends
		 Intentional Teaching Experience SE25, "What Can We Build Together?" Intentional Teaching Experience SE30, "Can I Play?" Seeds Teaching Guide, p. 24, Focused Language & Literacy Percussion Teaching Guide, p. 35, Choice Time
BODY OF KNOWLEDGE	FL.48-K.III.	SOCIAL AND EMOTIONAL DEVELOPMENT DOMAIN (48 months- Kindergarten)
BIG IDEA	48-K.III.D.	SENSE OF IDENTITY AND BELONGING
BENCHMARK	48-K.III.D.2.	Develops sense of identity and belonging through exploration and persistence
INDICATOR	48-K.III.D.2.a.	Persists at individual planned experiences, caregiver- directed experiences and planned group activities
		 Cameras Teaching Guide, p. 39, Choice Time Grocery Store Teaching Guide, p. 27, Choice Time Light Teaching Guide, p. 75, Choice Time Percussion Teaching Guide, p. 71, Choice Time
BODY OF KNOWLEDGE	FL.48-K.III.	SOCIAL AND EMOTIONAL DEVELOPMENT DOMAIN (48 months- Kindergarten)
BIG IDEA	48-K.III.D.	SENSE OF IDENTITY AND BELONGING
BENCHMARK	48-K.III.D.3.	Develops sense of identity and belonging through routines, rituals and interactions
INDICATOR	48-K.III.D.3.a.	Demonstrates willingness to be flexible if routines must change
		 First Six Weeks Teaching Guide, p. 44, Focused Project Learning First Six Weeks Teaching Guide, p. 152, Focused Project Learning Architecture Teaching Guide, p. 102, Focused Project Learning
BODY OF KNOWLEDGE	FL.48-K.III.	SOCIAL AND EMOTIONAL DEVELOPMENT DOMAIN (48 months- Kindergarten)
BIG IDEA	48-K.III.D.	SENSE OF IDENTITY AND BELONGING
BENCHMARK	48-K.III.D.4.	Develops sense of self-awareness and independence
INDICATOR	48-K.III.D.4.a.	Uses words to communicate personal characteristics,
		 Preferences, thoughts and feelings Mighty Minutes 111, "I Love Me" First Six Weeks Teaching Guide, p. 154, Read-Aloud First Six Weeks Teaching Guide, p. 16, Focused Project Learning Getting Ready For Kindergarten Teaching Guide, p. 102, Focused Project Learning
INDICATOR	48-K.III.D.4.b.	Recognizes preferences of others
		• Intentional Teaching Experience SE25, "What Can We Build Together?"

		 First Six Weeks Teaching Guide, p. 124, Focused Project Learning Cameras Teaching Guide, p. 48, Focused Language & Literacy
INDICATOR	48-K.III.D.4.c.	Uses words to demonstrate knowledge of personal information
		(e.g., hair color, age, gender or size)
		 Intentional Teaching Experience LL76, "The 'Me' Book" First Six Weeks Teaching Guide, p. 154, Read-Aloud Getting Ready for Kindergarten Teaching Guide, p. 91, Choice Time
INDICATOR	48-K.III.D.4.d.	Identifies self as a unique member of a group (e.g., class, school, family or larger community)
		 First Six Weeks Teaching Guide, p. 128, Focused Project Learning First Six Weeks Teaching Guide, p. 156, Focused Project Learning First Six Weeks Teaching Guide, p. 20, Focused Project Learning
BODY OF KNOWLEDGE	FL.48-K.IV.	LANGUAGE AND LITERACY DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.IV.A.	LISTENING AND UNDERSTANDING
BENCHMARK	48-K.IV.A.1.	Demonstrates understanding when listening
INDICATOR	48-K.IV.A.1.a.	Engages in multiple back-and-forth communicative interactions with adults (e. g., teacher-shared information, readaloud books) and peers to set goals, follow rules, solve problems
		and share what is learned with others
		 Intentional Teaching Experience SE08, "Group Problem Solving" Mighty Minutes 261, "Do You Think?" Getting Ready for Kindergarten Teaching Guide, p. 78, Focused Project
		LearningLight Teaching Guide, p. 26, Focused Project Learning
INDICATOR	48-K.IV.A.1.b.	Shows understanding by asking and answering factual,
		predictive and inferential questions, adding comments relevant
		to the topic and reacting appropriately to what is said
		 Intentional Teaching Experience LL74, "Observing Insect Life" Intentional Teaching Experience LL54, "Asking Questions" Mighty Minutes 261, "Do You Think?"
		Getting Ready for Kindergarten Teaching Guide, p. 140, Focused Mathematics
BODY OF KNOWLEDGE	FL.48-K.IV.	LANGUAGE AND LITERACY DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.IV.A.	LISTENING AND UNDERSTANDING
BENCHMARK	48-K.IV.A.2.	Increases knowledge through listening
INDICATOR	48-K.IV.A.2.a.	Identifies the main idea, some details of a conversation, story or
		informational text and can explicitly connect what is being learned to own existing knowledge
		 Book Discussion Card 13, The Three Little Wolves and the Big Bad Pig Seeds Teaching Guide, p. 22, Focused Project Learning Percussion Teaching Guide, p. 16, Focused Project Learning

INDICATOR	48-K.IV.A.2.b.	Demonstrates increased ability to focus and sustain attention,
		set goals and solve dilemmas presented in conversation, story, informational text or creative play
		 Intentional Teaching Experience LL55, "Dance & Remember" Percussion Teaching Guide, p. 58, Focused Project Learning Architecture Teaching Guide, p. 70, Focused Project Learning
BODY OF KNOWLEDGE	FL.48-K.IV.	LANGUAGE AND LITERACY DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.IV.A.	LISTENING AND UNDERSTANDING
BENCHMARK	48-K.IV.A.3.	Follows directions
INDICATOR	48-K.IV.A.3.a.	Achieves mastery of two-step directions and usually follows three-step directions
		• Mighty Minutes 226, "Little Sea Star"
		 Mighty Minutes 275, "Movin' Around" Percussion Teaching Guide, p. 123, Focused Mathematics
BODY OF KNOWLEDGE	FL.48-K.IV.	LANGUAGE AND LITERACY DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.IV.B.	SPEAKING
BENCHMARK	48-K.IV.B.1.	Speaks and is understood when speaking
INDICATOR	48-K.IV.B.1.a.	Speaks and is understood by both a familiar and an unfamiliar adult but may make some pronunciation errors
		 Intentional Teaching Experience LL76, "The "Me" Book" Mighty Minutes 270, "Bowl of Ice Cream" Mighty Minutes 274, "What'd You Say?" Light Teaching Guide, p. 41, Focused Mathematics
BODY OF KNOWLEDGE	FL.48-K.IV.	LANGUAGE AND LITERACY DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.IV.C.	VOCABULARY
BENCHMARK	48-K.IV.C.1.	Shows an understanding of words and their meanings (receptive)
INDICATOR	48-K.IV.C.1.a.	Demonstrates understanding of age-appropriate vocabulary across many topic areas and demonstrates a wide variety of words and their meanings within each area (e.g., world knowledge, names of body parts and feelings)
		 Mighty Minutes 113, "Rhythm in Our Bodies" Intentional Teaching Experience SE06, "Talk About Feelings" First Six Weeks Teaching Guide, p. 28, Focused Project Learning Getting Ready for Kindergarten Teaching Guide, p. 98, Focused Project Learning
INDICATOR	48-K.IV.C.1.b.	Demonstrates understanding of functional and organizational language (e.g., same and different, in front of and behind, next to, opposite, below) in multiple environments

		 Intentional Teaching Experience LL61, "Color Hunt" Getting Ready for Kindergarten Teaching Guide, p. 30, Focused Project Learning Percussion Teaching Guide, p. 41, Focused Mathematics
INDICATOR	48-K.IV.C.1.c.	Understands or knows the meaning of many thousands of
		words including subject area words (e.g., science, social studies,
		math and literacy), many more than he or she routinely uses (receptive language)
		 Seeds Teaching Guide, p. 76, Focused Project Learning Getting Ready for Kindergarten Teaching Guide, p. 98, Focused Project Learning First Six Weeks Teaching Guide, p. 19, Focused Mathematics
BODY OF KNOWLEDGE	FL.48-K.IV.	LANGUAGE AND LITERACY DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.IV.C.	VOCABULARY
BENCHMARK	48-K.IV.C.2.	Uses increased vocabulary to describe objects, actions and
		events (expressive)
INDICATOR	48-K.IV.C.2.a.	Uses a large speaking vocabulary, adding new words weekly
		(e.g., repeats words and uses them appropriately in context)
		(typically has a vocabulary of more than 1,500 words)
		 Intentional Teaching Experience LL43, "Introducing New Vocabulary" Seeds Teaching Guide, p. 112, Read-Aloud Grocery Store Teaching Guide, p. 79, Choice Time
INDICATOR	48-K.IV.C.2.b.	Uses a variety of word-meaning relationships (e.g., part-whole,
		object-function, object-location)
		 Mighty Minutes 110, "What Would Happen If?"
		Getting Ready for Kindergarten Teaching Guide, p. 140, Focused
		Language & Literacy • Grocery Store Teaching Guide, p. 54, Focused Project Learning
INDICATOR	48-K.IV.C.2.c.	Identifies unfamiliar words asking for clarification
		 Getting Ready for Kindergarten Teaching Guide, p. 30, Focused Project Learning Seeds Teaching Guide, p. 76, Read-Aloud Light Teaching Guide, p. 112, Read-Aloud
INDICATOR	48-K.IV.C.2.d.	Uses words in multiple contexts, with the understanding that
	10 1010.2.01	some words have multiple meanings
		 Intentional Teaching Experience LL60, "Writing With Wordless Books" Intentional Teaching Experience LL27, "Writing Poems" (*In Teaching Sequence) Percussion Teaching Guide, p. 70, Focused Project Learning
		• Light Teaching Guide, p. 78, Focused Project Learning
BODY OF KNOWLEDGE	FL.48-K.IV.	LANGUAGE AND LITERACY DOMAIN (48 months-Kindergarten)

BIG IDEA	48-K.IV.D.	SENTENCES AND STRUCTURE
BENCHMARK	48-K.IV.D.1.	Uses age-appropriate grammar in conversations and increasingly complex phrases and sentences
INDICATOR	48-K.IV.D.1.a.	Typically uses complete sentences of five or more words, usually with subject, verb and object order
		 Intentional Teaching Experience LL54, "Asking Questions" Mighty Minutes 296, "Ask & Answer" Seeds Teaching Guide, p. 44, Focused Language & Literacy
INDICATOR	48-K.IV.D.1.b.	Uses regular and irregular plurals, regular past tense, personal and possessive pronouns and subject-verb agreement
		 Intentional Teaching Experience LL76, "The 'Me' Book" Getting Ready for Kindergarten Teaching Guide, p. 88, Focused Language & Literacy Seeds Teaching Guide, p. 39, Choice Time
BODY OF KNOWLEDGE	FL.48-K.IV.	LANGUAGE AND LITERACY DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.IV.D.	SENTENCES AND STRUCTURE
BENCHMARK	48-K.IV.D.2.	Connects words, phrases and sentences to build ideas
INDICATOR	48-K.IV.D.2.a.	Uses sentences with more than one phrase
		 Intentional Teaching Experience LL76, "The 'Me' Book" Mighty Minutes 296, "Ask & Answer" Percussion Teaching Guide, p. 86, Focused Project Learning
INDICATOR	48-K.IV.D.2.b.	Combines more than one idea using complex sentences (e.g., sequences and cause/effect relationships)
		 Intentional Teaching Experience LL32, "Describing Art" Intentional Teaching Experience LL63, "Investigating & Recording" Seeds Teaching Guide, p. 14, Focused Project Learning
INDICATOR	48-K.IV.D.2.c.	Combines sentences that give lots of detail, stick to the topic
		and clearly communicate intended meaning
		 Intentional Teaching Experience LL79, "Show and Share" Intentional Teaching Experience LL83, "Describe a Suprise" Getting Ready for Kindergarten Teaching Guide, p. 62, Focused Project Learning
BODY OF KNOWLEDGE	FL.48-K.IV.	LANGUAGE AND LITERACY DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.IV.E.	CONVERSATION
BENCHMARK	48-K.IV.E.1.	Uses verbal and nonverbal communication and language to express needs and feelings, share experiences and resolve problems
INDICATOR	48-K.IV.E.1.a.	Engages in conversations with two to three back-and-forth turns using language, gestures, and expressions (e.g., words related to social conventions like "please" and "thank you")

		 Intentional Teaching Experience LL71, "Conference Conversations" Getting Ready for Kindergarten Teaching Guide, p. 88, Focused Language & Literacy First Six Weeks Teaching Guide, p. 18, Focused Language & Literacy
BODY OF KNOWLEDGE	FL.48-K.IV.	LANGUAGE AND LITERACY DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.IV.E.	CONVERSATION
BENCHMARK	48-K.IV.E.2.	Asks questions, and responds to adults and peers in a variety of settings
INDICATOR	48-K.IV.E.2.a.	Asks and responds to more complex statements and questions, follows another's conversational lead, maintains multi-turn conversations, appropriately introduces new content and appropriately initiates or ends conversations • Intentional Teaching Experience LL54, "Asking Questions" • Mighty Minutes 210, "Collecting Questions" • Seeds Teaching Guide, p. 44, Focused Language & Literacy
BODY OF KNOWLEDGE	FL.48-K.IV.	LANGUAGE AND LITERACY DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.IV.E.	CONVERSATION
BENCHMARK	48-K.IV.E.3.	Demonstrates understanding of the social conventions of communication and language use
INDICATOR	48-K.IV.E.3.a.	Demonstrates increased awareness of nonverbal conversational rules • Percussion Teaching Guide, p. 86, Focused Project Learning • Light Teaching Guide, p. 72, Focused Language & Literacy • Getting Ready for Kindergarten Teaching Guide, p. 88, Focused Language & Literacy
INDICATOR	48-K.IV.E.3.b.	Demonstrates knowledge of verbal conversational rules (e.g., appropriately takes turns, does not interrupt, uses appropriate verbal expressions and uses appropriate intonation) • Mighty Minutes 231, "Collecting Questions" • Seeds Teaching Guide, p. 26, Focused Project Learning • Percussion Teaching Guide, p. 36, Focused Language & Literacy
INDICATOR	48-K.IV.E.3.c.	Matches language to social and academic contexts (e.g., uses volume appropriate to context) • Percussion Teaching Guide, p. 86, Focused Project Learning • Grocery Store Teaching Guide, p. 34, Focused Project Learning • Cameras Teaching Guide, p. 38, Focused Project Learning
BODY OF KNOWLEDGE	FL.48-K.IV.	LANGUAGE AND LITERACY DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.IV.F.	EMERGENT READING
BENCHMARK	48-K.IV.F.1.	Shows motivation for and appreciation of reading

INDICATOR	48-K.IV.F.1.a.	Selects books for reading enjoyment and reading related
		activities including pretending to read to self or others
		 First Six Weeks Teaching Guide, p. 102, Focused Language & Literacy First Six Weeks Teaching Guide, p. 141, Focused Language & Literacy Grocery Store Teaching Guide, p. 108, Choice Time
INDICATOR	48-K.IV.F.1.b.	Makes real-world connections between stories and real-life experiences
		 Light Teaching Guide, p. 44, Read-Aloud Getting Ready for Kindergarten Teaching Guide, p. 95, Choice Time Architecture Teaching Guide, p. 104, Read-Aloud
INDICATOR	48-K.IV.F.1.c.	Interacts appropriately with books and other materials in a
		print-rich environment
		 First Six Weeks Teaching Guide, p. 102, Focused Language & Literacy Cameras Teaching Guide, p. 108, Focused Language & Literacy Percussion Teaching Guide, p. 36, Focused Language & Literacy
INDICATOR	48-K.IV.F.1.d.	Asks to be read to, asks the meaning of written text or compares
		books/stories
		 Intentional Teaching Experience LL64, "Will You Read to Me?" Light Teaching Guide, p. 44, Read-Aloud Getting Ready for Kindergarten Teaching Guide, p. 64, Read-Aloud Cameras Teaching Guide, p. 20, Read-Aloud
INDICATOR	48-K.IV.F.1.e.	Initiates and participates in conversations that demonstrate
		appreciation of printed materials
		 Light Teaching Guide, p. 44, Read-Aloud Cameras Teaching Guide, p. 16, Focused Language & Literacy Grocery Store Teaching Guide, p. 108, Read-Aloud
BODY OF KNOWLEDGE	FL.48-K.IV.	LANGUAGE AND LITERACY DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.IV.F.	EMERGENT READING
BENCHMARK	48-K.IV.F.2.	Shows age-appropriate phonological awareness
INDICATOR	48-K.IV.F.2.a.	Distinguishes individual words within spoken phrases or
		sentences
		 Mighty Minutes 219, "Rhyme Time" Mighty Minutes 233, "Swimming Sea Creatures" Architecture Teaching Guide, p. 24, Playing With Pre-Reading Skills Light Teaching Guide, p. 44, Playing With Pre-Reading Skills
INDICATOR	48-K.IV.F.2.b.	Combines words to make a compound word (e.g., "foot" + "ball" = "football")
		 Mighty Minutes 198, "Clapping Compounds" Getting Ready for Kindergarten Teaching Guide, p. 88, Playing With Pre-Reading Skills



INDICATOR	48-K.IV.F.2.c.	Deletes a word from a compound word (e.g., "starfish" – "star" = "fish")
		 Mighty Minutes 198, "Clapping Compounds" Getting Ready for Kindergarten Teaching Guide, p. 134, Playing With Pre-Reading Skills
INDICATOR	48-K.IV.F.2.d.	Combines syllables into words (e.g., "sis" + "ter" = "sister")
		 Getting Ready for Kindergarten Teaching Guide, p. 40, Playing With Pre-Reading Skills Percussion Teaching Guide, p. 92, Playing With Pre-Reading Skills Light Teaching Guide, p. 40, Playing With Pre-Reading Skills
INDICATOR	48-K.IV.F.2.e.	Deletes a syllable from a word (e.g., "trumpet" – "trum" = "pet" or "candy" – "dy" = "can")
		 Mighty Minutes 230, "Syllables on the Move!" Mighty Minutes 294, "Clap the Syllables" Intentional Teaching Experience LL52, "Tap It, Clap It, Stomp It, Jump It" Intentional Teaching Experience LL80, "What's In a Word?"
INDICATOR	48-K.IV.F.2.f.	Combines onset and rime to form a familiar one-syllable word with and without pictorial support (e.g., when shown several pictures and adult says "/c/" + "at," child can select the picture of the cat)
		 The First Six Weeks Teaching Guide p. 130, Playing With Pre-Reading Skills Intentional Teaching Experience LL12, "Same-Sound Sort" Mighty Minutes 271, "Benny Bear"
BODY OF KNOWLEDGE	FL.48-K.IV.	LANGUAGE AND LITERACY DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.IV.F.	EMERGENT READING
BENCHMARK	48-K.IV.F.3.	Shows alphabetic and print knowledge
INDICATOR	48-K.IV.F.3.a.	Recognizes that print conveys meaning
		 Intentional Teaching Experience LL41, "Our Names, Our Things" Getting Ready for Kindergarten Teaching Guide, p. 68, Focused Language & Literacy Architecture Teaching Guide, p. 16, Focused Language & Literacy
INDICATOR	48-K.IV.F.3.b.	Recognizes almost all letters when named (e.g., when shown a group of letters, can accurately identify, verbally or nonverbally, the letter that is named)
		 Intentional Teaching Experience LL56, "Find the Matching Letter" Architecture Teaching Guide, p. 16, Focused Language & Literacy Cameras Teaching Guide, p. 72, Read-Aloud
INDICATOR	48-K.IV.F.3.c.	Names most letters (e.g., when shown an uppercase or
		lowercase letter, can accurately say its name)

		 Light Teaching Guide, p. 76, Focused Language & Literacy Architecture Teaching Guide, p. 60, Playing With Pre-Reading Skills
INDICATOR	48-K.IV.F.3.d.	Recognizes some letter sounds (e.g., when shown a group of letters, can accurately identify, verbally or nonverbally, the letter of the sound given) • Light Teaching Guide, p. 76, Focused Language & Literacy • Architecture Teaching Guide, p. 88, Playing with Pre-Reading Skills • Architecture Teaching Guide, p. 112, Focused Language & Literacy
BODY OF KNOWLEDGE	FL.48-K.IV.	LANGUAGE AND LITERACY DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.IV.F.	EMERGENT READING
BENCHMARK	48-K.IV.F.4.	Demonstrates comprehension of books read aloud
INDICATOR	48-K.IV.F.4.a.	Retells or reenacts story with increasing accuracy and complexity after it is read aloud
		 Getting Ready for Kindergarten Teaching Guide, p. 48, Focused Language & Literacy Grocery Store Teaching Guide, p. 64, Read-Aloud Light Teaching Guide, p. 96, Read-Aloud
INDICATOR	48-K.IV.F.4.b.	Asks and answers appropriate questions about the story (e.g.,
		"What just happened?" "What might happen next?" "What would
		happen if?" "What was so silly about?" "How would you feel if you?")
		 Architecture Teaching Guide, p. 96, Read-Aloud First Six Weeks Teaching Guide, p. 86, Read-Aloud Cameras Teaching Guide, p. 64, Read-Aloud
BODY OF KNOWLEDGE	FL.48-K.IV.	LANGUAGE AND LITERACY DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.IV.G.	EMERGENT WRITING
BENCHMARK	48-K.IV.G.1.	Begins to show motivation to engage in written expression and appropriate knowledge of forms and functions of written composition
INDICATOR	48-K.IV.G.1.a.	Intentionally uses scribbles/writing to convey meaning (e.g., signing artwork, captioning, labeling, creating lists, making notes)
		 Intentional Teaching Experience LL68, "Book Reviews" Intentional Teaching Experience LL76, "The 'Me' Book"
		Seeds Teaching Guide, p. 28, Focused Language & Literacy
INDICATOR	48-K.IV.G.1.b.	Seeds Teaching Guide, p. 28, Focused Language & Literacy Uses letter-like shapes or letters to write words or parts of words
INDICATOR	48-K.IV.G.1.b.	• Seeds Teaching Guide, p. 28, Focused Language & Literacy
INDICATOR INDICATOR	48-K.IV.G.1.b.	 Seeds Teaching Guide, p. 28, Focused Language & Literacy Uses letter-like shapes or letters to write words or parts of words Intentional Teaching Experience LL13, "Foam Paint Letters"

		 Intentional Teaching Experience LL42, "Daily Sign-In" Getting Ready for Kindergarten Teaching Guide, p. 92, Focused Language & Literacy Architecture Teaching Guide, p. 15, Choice Time
BODY OF KNOWLEDGE	FL.48-K.V.	MATHEMATICAL THINKING DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.V.A.	NUMBER SENSE
BENCHMARK	48-K.V.A.1.	Subitizes (immediately recognizes without counting) up to five objects • Intentional Teaching Experience M16, "Show Me Five"
		 Intentional Teaching Experience M92, "How Many in the Scoop?" Intentional Teaching Experience M94, "Dice Groups"
BENCHMARK	48-K.V.A.2.	 Counts and identifies the number sequence "1 to 31" Mighty Minutes 206, "I Can Count!" Getting Ready for Kindergarten Teaching Guide, p. 149, Focused
		Mathematics • Seeds Teaching Guide, p. 68, Read-Aloud
BENCHMARK	48-K.V.A.3.	Demonstrates one-to-one correspondence when counting objects placed in a row (one to 15 and beyond)
		 Intentional Teaching Experience M79, "Drop, Pick Up & Count" Percussion Teaching Guide, p. 105, Focused Mathematics Architecture Teaching Guide, p. 57, Focused Mathematics
BENCHMARK	48-K.V.A.4.	Identifies the last number spoken tells "how many" up to 10 (cardinality)
		 Getting Ready for Kindergarten Teaching Guide, p. 105, Focused Mathematics Grocery Store Teaching Guide, p. 24, Read-Aloud
BENCHMARK	48-K.V.A.5.	Constructs and counts sets of objects (one to 10 and beyond)
		 Architecture Teaching Guide, p. 57, Focused Mathematics First Six Weeks Teaching Guide, p. 153, Choice Time
BENCHMARK	48-K.V.A.6.	Uses counting and matching strategies to find which is more, less than or equal to 10
		 Intentional Teaching Experience M19, "Which Has More?" Getting Ready for Kindergarten Teaching Guide, p. 46, Focused Project Learning Getting Ready for Kindergarten Teaching Guide, p. 125, Focused Mathematics Percussion Teaching Guide, p. 77, Focused Mathematics
BENCHMARK	48-K.V.A.7.	Reads and writes some numerals one to 10 using appropriate activities
		Getting Ready for Kindergarten Teaching Guide, p. 149, Focused

		Mathematics
		 Seeds Teaching Guide, p. 77, Focused Mathematics Percussion Teaching Guide, p. 29, Focused Mathematics Architecture Teaching Guide, p. 57, Focused Mathematics
BODY OF KNOWLEDGE	FL.48-K.V.	MATHEMATICAL THINKING DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.V.B.	NUMBER AND OPERATIONS
BENCHMARK	48-K.V.B.I.	Explores quantities up to eight using objects, fingers and dramatic play to solve real-world joining and separating problems
		 Intentional Teaching Experience M13, "Nursery Rhyme Count" Intentional Teaching Experience M22, "Story Problems" First Six Weeks Teaching Guide, p. 153, Choice Time
BENCHMARK	48-K.V.B.2.	Begins to demonstrate how to compose and decompose (build
		and take apart) sets up to eight using objects, fingers and acting out
		 Intentional Teaching Experience M01, "Dinner Time" Mighty Minutes 224, "Five Big Leaves" Mighty Minutes 254, "Playful Petals"
BODY OF KNOWLEDGE	FL.48-K.V.	MATHEMATICAL THINKING DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.V.C.	PATTERNS
BENCHMARK	48-K.V.C.1.	 Identifies and extends a simple AB repeating pattern Intentional Teaching Experience M85, "Perler Patterns" First Six Weeks Teaching Guide, p. 93, Choice Time Architecture Teaching Guide, p. 29, Focused Mathematics Grocery Store Teaching Guide, p. 49, Focused Mathematics
BENCHMARK	48-K.V.C.2.	 Duplicates a simple AB pattern using different objects Intentional Teaching Experience M14, "Patterns" Intentional Teaching Experience M45, "Picture Patterns" Mighty Minutes 222, "Pattern Line Up"
		• Architecture Teaching Guide, p. 53, Focused Mathematics
BENCHMARK	48-K.V.C.3.	Recognizes the unit of repeat of a more complex pattern and extends the pattern (e.g., ABB or ABC)
		 First Six Weeks Teaching Guide, p. 59, Focused Mathematics Cameras Teaching Guide, p. 41, Focused Mathematics Grocery Store Teaching Guide, p. 89, Focused Mathematics
BODY OF KNOWLEDGE	FL.48-K.V.	MATHEMATICAL THINKING DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.V.D.	GEOMETRY
BENCHMARK	48-K.V.D.1.	Recognizes and names two-dimensional shapes (circle, square, triangle and rectangle) of different size and orientation

		 Intentional Teaching Experience M42, "Straw Shapes" Intentional Teaching Experience M50, "The Farmer Builds a Fence" First Six Weeks Teaching Guide, p. 31, Focused Mathematics Grocery Store Teaching Guide, p. 29, Focused Mathematics
BENCHMARK	48-K.V.D.2.	Describes, sorts and classifies two- and three-dimensional
		shapes using some attributes such as size, sides and other properties (e.g., vertices)
		 Intentional Teaching Experience M30, "Buried Shapes" Mighty Minutes 253, "Describing Shapes" Architecture Teaching Guide, p. 61, Focused Mathematics Grocery Store Teaching Guide, p. 113, Focused Mathematics
BENCHMARK	48-K.V.D.3.	Creates two-dimensional shapes using other shapes (e.g.,
		putting two squares together to make a rectangle)
		 Architecture Teaching Guide, p. 81, Focused Mathematics Intentional Teaching Experience M21, "Geoboards"
BENCHMARK	48-K.V.D.4.	Constructs with three-dimensional shapes in the environment
		through play (e.g., building castles in the construction area)
		 First Six Weeks Teaching Guide, p. 133, Choice Time Cameras Teaching Guide, p. 95, Choice Time Grocery Store Teaching Guide, p. 81, Focused Mathematics Percussion Teaching Guide, p. 37, Focused Mathematics
BODY OF KNOWLEDGE	FL.48-K.V.	MATHEMATICAL THINKING DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.V.E.	SPATIAL RELATIONS
BIG IDEA BENCHMARK	48-K.V.E. 48-K.V.E.1.	Describes relationships between objects and locations with words and gestures by constructing models to demonstrate an understanding of proximity (beside, next to, between, below, over and under) • Intentional Teaching Experience M51, "Can You Find It?" • Intentional Teaching Experience M87, "Treasure Hunt" • Percussion Teaching Guide, p. 41, Focused Mathematics
BENCHMARK	48-K.V.E.1.	Describes relationships between objects and locations with words and gestures by constructing models to demonstrate an understanding of proximity (beside, next to, between, below, over and under) • Intentional Teaching Experience M51, "Can You Find It?" • Intentional Teaching Experience M87, "Treasure Hunt" • Percussion Teaching Guide, p. 41, Focused Mathematics • Cameras Teaching Guide, p. 45, Focused Mathematics
		Describes relationships between objects and locations with words and gestures by constructing models to demonstrate an understanding of proximity (beside, next to, between, below, over and under) • Intentional Teaching Experience M51, "Can You Find It?" • Intentional Teaching Experience M87, "Treasure Hunt" • Percussion Teaching Guide, p. 41, Focused Mathematics • Cameras Teaching Guide, p. 45, Focused Mathematics
BENCHMARK	48-K.V.E.1.	Describes relationships between objects and locations with words and gestures by constructing models to demonstrate an understanding of proximity (beside, next to, between, below, over and under) • Intentional Teaching Experience M51, "Can You Find It?" • Intentional Teaching Experience M87, "Treasure Hunt" • Percussion Teaching Guide, p. 41, Focused Mathematics • Cameras Teaching Guide, p. 45, Focused Mathematics Uses directions to move through space and find places in space • Intentional Teaching Experience M55, "Stepping Stones" • Mighty Minutes 250, "Position Practice" • Percussion Teaching Guide, p. 17, Focused Mathematics
BENCHMARK	48-K.V.E.1. 48-K.V.E.2.	Describes relationships between objects and locations with words and gestures by constructing models to demonstrate an understanding of proximity (beside, next to, between, below, over and under) • Intentional Teaching Experience M51, "Can You Find It?" • Intentional Teaching Experience M87, "Treasure Hunt" • Percussion Teaching Guide, p. 41, Focused Mathematics • Cameras Teaching Guide, p. 45, Focused Mathematics Uses directions to move through space and find places in space • Intentional Teaching Experience M55, "Stepping Stones" • Mighty Minutes 250, "Position Practice" • Percussion Teaching Guide, p. 17, Focused Mathematics • Light Teaching Guide, p. 93, Focused Mathematics

		 Intentional Teaching Experience M25, "The Long and Short of It" Mighty Minutes 228, "How Many Hands?" Getting Ready for Kindergarten Teaching Guide, p. 17, Focused Mathematics
BENCHMARK	48-K.V.F.2.	Identifies measurable attributes such as length and weight and
		solves problems by making direct comparisons of objects • Intentional Teaching Experience M12, "Measure & Compare"
		Getting Ready for Kindergarten Teaching Guide, p. 65, Focused Mathematics Architecture Teaching Guide, p. 19, Choice Time
BENCHMARK	48-K.V.F.3.	Seriates (places objects in sequence) up to six objects in order
		by height or length (e.g., cube towers or unit blocks)
		 Intentional Teaching Experience M09, "Bigger Than, Smaller Than, Equal To" Seeds Teaching Guide, p. 21, Focused Mathematics
		• Percussion Teaching Guide, p. 61, Focused Mathematics
BENCHMARK	48-K.V.F.4.	Represents, analyzes and discusses data (e.g. charts, graphs and tallies)
		 Intentional Teaching Experience M06, "Tallying" Intentional Teaching Experience M11, "Graphing" Getting Ready for Kindergarten Teaching Guide, p. 90, Focused Project Learning
BENCHMARK	48-K.V.F.5.	 Begins to predict the results of data collection Intentional Teaching Experience M32, "Which Container Holds More?" Percussion Teaching Guide, p. 105, Focused Mathematics Cameras Teaching Guide, p. 49, Focused Mathematics Seeds Teaching Guide, p. 71, Choice Time
BODY OF KNOWLEDGE	FL.48-K.VI.	SCIENTIFIC INQUIRY DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.VI.A.	SCIENTIFIC INQUIRY THROUGH EXPLORATION AND DISCOVERY
BENCHMARK	48-K.VI.A.1.	Uses senses to explore and understand their social and physical environment
INDICATOR	48-K.VI.A.1.a.	Identifies each of the five senses and their relationship to each of the sense organs
		 Mighty Minutes 273, "Our Five Senses" Percussion Teaching Guide, p. 22, Focused Project Learning Seeds Teaching Guide, p. 91, Choice Time
INDICATOR	48-K.VI.A.1.b.	Begins to identify and make observations about what can be
		learned about the world using each of the five senses
		 Mighty Minutes 273, "Our Five Senses" Seeds Teaching Guide, p. 91, Choice Time



INDICATOR	48-K.VI.A.1.c.	Begins to understand that individuals may experience sensory events differently from each other (e.g., may like sound of loud noises or feel of fuzzy fabric) • Mighty Minutes 273, "Our Five Senses" • Light Teaching Guide, p. 97, Focused Mathematics • Percussion Teaching Guide, p. 22, Focused Project Learning • Seeds Teaching Guide, p. 91, Choice Time
BODY OF KNOWLEDGE	FL.48-K.VI.	SCIENTIFIC INQUIRY DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.VI.A.	SCIENTIFIC INQUIRY THROUGH EXPLORATION AND DISCOVERY
BENCHMARK	48-K.VI.A.2.	Uses tools in scientific inquiry
INDICATOR	48-K.VI.A.2.a.	Uses tools and various technologies to support exploration and inquiry (e.g., digital cameras, scales)
		 Cameras Teaching Guide, p. 73, Outdoors Cameras Teaching Guide, p. 75, Choice Time Architecture Teaching Guide, p. 27, Choice Time
BODY OF KNOWLEDGE	FL.48-K.VI.	SCIENTIFIC INQUIRY DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.VI.A.	SCIENTIFIC INQUIRY THROUGH EXPLORATION AND DISCOVERY
BENCHMARK	48-K.VI.A.3.	Uses understanding of causal relationships to act on social and physical environments
INDICATOR	48-K.VI.A.3.a.	Makes predictions and tests their predictions through experimentation and investigation • Cameras Teaching Guide, p. 39, Choice Time • Grocery Store Teaching Guide, p. 75, Choice Time • Architecture Teaching Guide, p. 105, Focused Mathematics • Light Teaching Guide, p. 90, Focused Project Learning
INDICATOR	48-K.VI.A.3.b.	Collects and records data through drawing, writing, dictation and taking photographs (e.g., using tables, charts, drawings, tallies and graphs) • Architecture Teaching Guide, p. 102, Choice Time • Light Teaching Guide, p. 90, Focused Project Learning • Intentional Teaching Experience LL63, "Investigating and Recording" • Intentional Teaching Experience LL45, "Observational Drawing" • Intentional Teaching Experience M11, "Graphing"
INDICATOR	48-K.VI.A.3.c.	Begins to form conclusions and construct explanations (e.g., What do the results mean?) • Intentional Teaching Experience LL63, "Investigating and Recording" • Grocery Store Teaching Guide, p. 75, Choice Time • Architecture Teaching Guide, p. 27, Choice Time



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INDICATOR	48-K.VI.A.3.d.	Shares findings and outcomes of experiments
		 Intentional Teaching Experience LL63, "Investigating and Recording" Grocery Store Teaching Guide, p. 75, Choice Time Architecture Teaching Guide, p. 27, Choice Time
BODY OF KNOWLEDGE	FL.48-K.VI.	SCIENTIFIC INQUIRY DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.VI.B.	LIFE SCIENCE
BENCHMARK	48-K.VI.B.1.	Demonstrates knowledge related to living things and their environments
INDICATOR	48-K.VI.B.1.a.	Identifies characteristics of a variety of plants and animals
		including physical attributes and behaviors (e.g., camouflage,
		body covering, eye color, other adaptations, types of trees and where they grow)
		 Intentional Teaching Experience LL74, "Observing Insect Life" Mighty Minutes 248, "A Tree for All Seasons" Cameras Teaching Guide, p. 73, Outdoors
	40.444.0.51	Digital Children's Books: Sand Dwellers: From Sand to Sea
INDICATOR	48-K.VI.B.1.b.	Notices the similarities and differences among various living things
		 Intentional Teaching Experience M99, "Living or Nonliving?" Cameras Teaching Guide, p. 73, Outdoors
INDICATOR	48-K.VI.B.1.c.	Understands that all living things grow, change and go through life cycles
		 Mighty Minutes 225, "A Seed in Need" Children's Book Collection: Changes in Our World Digital Children's Books: Growing Trees
INDICATOR	48-K.VI.B.1.d.	Begins to distinguish between living and non-living things
		 Intentional Teaching Experience M99, "Living or Nonliving?" Architecture Teaching Guide, p.41, Focused Mathematics
INDICATOR	48-K.VI.B.1.e.	Observes that living things differ with regard to their needs and habitats
		 Seeds Teaching Guide, p. 134, Focused Project Learning Digital Children's Books: Who Lives in Trees Digital Children's Books: The Pets We Love
BODY OF KNOWLEDGE	FL.48-K.VI.	SCIENTIFIC INQUIRY DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.VI.C.	PHYSICAL SCIENCE
BENCHMARK	48-K.VI.C.1.	Demonstrates knowledge related to physical science
INDICATOR	48-K.VI.C.1.a.	Discusses what makes objects move the way they do and how the movement can be controlled



		 Intentional Teaching Experience P19, "Bounce & Catch" Intentional Teaching Experience M81, "Sink or Float" Intentional Teaching Experience M26 "Huff & Puff"
INDICATOR	48-K.VI.C.1.b.	Makes predictions about how to change the speed of an object,
		tests predictions through experiments and describes what
		happens
		 Intentional Teaching Experience M84, "Ramp Experiments" Intentional Teaching Experience M26 "Huff & Puff"" Seeds Teaching Guide, p. 51, Choice Time
INDICATOR	48-K.VI.C.1.c.	Distinguishes between the properties of an object and the
		properties of which the material is made (e.g., water and ice)
		 Intentional Teaching Experience M07, "Ice Cubes" Architecture Teaching Guide, p. 23, Choice Time Architecture Teaching Guide, p. 27, Choice Time
INDICATOR	48-K.VI.C.1.d.	Investigates and describes changing states of matter —liquid,
		solid and gas
		 Intentional Teaching Experience M07, "Ice Cubes" Intentional Teaching Experience M66, "Oobleck" Intentional Teaching Experience M81, "Sink or Float?" Intentional Teaching Experience LL50, "Making Shiny Paint"
INDICATOR	48-K.VI.C.1.e.	Explores the relationship of objects to light (e.g., light and shadows)
		 Light Teaching Guide, p. 70, Focused Project Learning Light Teaching Guide, p. 74, Focused Project Learning Light Teaching Guide, p. 79, Choice Time
BODY OF KNOWLEDGE	FL.48-K.VI.	SCIENTIFIC INQUIRY DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.VI.D.	EARTH AND SPACE SCIENCE
BENCHMARK	48-K.VI.D.1.	Demonstrates knowledge related to the dynamic properties of earth and sky
INDICATOR	48-K.VI.D.1.a.	Describes properties of water including changes in the states of water – liquid, solid and gas (e.g., buoyancy, movement, displacement and flow)
		 Light Teaching Guide, p. 73, Outdoors Intentional Teaching Experience M07, "Ice Cubes" Intentional Teaching Experience M81, "Sink or Float?" Intentional Teaching Experience M44, "Musical Water"
INDICATOR	48-K.VI.D.1.b.	Discovers, explores, sorts, compares, and contrasts objects that
		are naturally found in the environment, including rocks, soil,
		sand and mud, and recognizes relationships among the objects
		(e.g., nature walks with hand lenses, collection bag) (e.g., rocks,
		twigs, leaves and sea shells)

		 Intentional Teaching Experience M98, "Nature Collections" Seeds Teaching Guide, p. 84, Focused Project Learning Getting Ready for Kindergarten Teaching Guide, p. 88, Read-Aloud
INDICATOR	48-K.VI.D.1.c.	Begins to explore and discuss simple observations of characteristics and movements of the clouds, sun, moon and stars
		 Mighty Minutes 204, "How's The Weather?" Getting Ready for Kindergarten Teaching Guide, p. 136, Read-Aloud Light Teaching Guide, p. 43, Choice Time
INDICATOR	48-K.VI.D.1.d.	Compares the daytime and nighttime cycle
		 Intentional Teaching Experience M60, "Morning, Noon, and Night" Getting Ready for Kindergarten Teaching Guide, p. 136, Read-Aloud Light Teaching Guide, p. 43, Choice Time Grocery Store Teaching Guide, p. 43, Choice Time
INDICATOR	48-K.VI.D.1.e.	Uses appropriate vocabulary to discuss climate and changes in
		the weather and the impact it has on their daily lives (e.g., types of clothing for different environments)
		 Getting Ready for Kindergarten Teaching Guide, p. 88, Read-Aloud Mighty Minutes 204, "How's The Weather?" Digital Children's Book: Skip Through the Seasons
BODY OF KNOWLEDGE	FL.48-K.VI.	SCIENTIFIC INQUIRY DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.VI.E.	ENVIRONMENT
BENCHMARK	48-K.VI.E.1.	Demonstrates awareness of relationship to people, objects and living/non-living things in their environment
INDICATOR	48-K.VI.E.1.a.	Demonstrates how people use objects and natural resources in the environment
		 Seeds Teaching Guide, p. 134, Focused Project Learning Cameras Teaching Guide p. 73, Outdoors Intentional Teaching Experience LL73, "Making a Bird Feeder
INDICATOR	48-K.VI.E.1.b.	Participates in daily routines demonstrating basic conservation
		strategies (e.g., conserving water when washing hands or
		brushing teeth)
		 First Six Weeks Teaching Guide, p. 69, Choice Time First Six Weeks Teaching Guide, p. 152, Focused Project Learning Digital Children's Book: Water Wonders: Connect the Clues
INDICATOR	48-K.VI.E.1.c.	 First Six Weeks Teaching Guide, p. 69, Choice Time First Six Weeks Teaching Guide, p. 152, Focused Project Learning



BODY OF KNOWLEDGE	FL.48-K.VI.	SCIENTIFIC INQUIRY DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.VI.F.	ENGINEERING AND TECHNOLOGY
BENCHMARK	48-K.VI.F.1.	Shows interest and understanding of how simple tools and machines assist with solving problems or creating objects and structures
INDICATOR	48-K.VI.F.1.a.	Identifies problems and tries to solve them by designing or using tools (e.g., makes a simple tent with a chair and cloth for protection from the sun) • Seeds Teaching Guide, p. 159, Choice Time • Grocery Store Teaching Guide, p. 70, Focused Project Learning • Architecture Teaching Guide, p. 105, Focused Mathematics
INDICATOR	48-K.VI.F.1.b.	Explains why a simple machine is appropriate for a particular task (e.g., moving something heavy, moving water from one location to another) • Intentional Teaching Experience M83, "Pendulum Power" • Seeds Teaching Guide, p. 159, Choice Time • Grocery Store Teaching Guide, p. 70, Focused Project Learning
INDICATOR	48-K.VI.F.1.c.	Uses appropriate tools and materials with greater flexibility to create or solve problems • Seeds Teaching Guide, p. 96, Focused Language & Literacy • Seeds Teaching Guide, p. 159, Choice Time • Light Teaching Guide, p. 71, Choice Time
INDICATOR	48-K.VI.F.1.d.	Invents and constructs simple objects or more complex structures and investigates concepts of motion and stability of structures (e.g., ramps, pathways, structure, Legos, block building and play) • Intentional Teaching Experience M84, "Ramp Experiments" • Intentional Teaching Experience SE25, "What Can We Build Together?" • Light Teaching Guide, p. 37, Focused Mathematics • Architecture Teaching Guide, p. 105, Focused Mathematics
BODY OF KNOWLEDGE	FL.48-K.VII.	SOCIAL STUDIES DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.VII.A.	CULTURE
BENCHMARK	48-K.VII.A.1.	 Identifies self as a member of a culture First Six Weeks Teaching Guide, p. 20, Focused Project Learning Children's Book Collection: World of Families Children's Book Collection: Dumpling Day
BENCHMARK	48-K.VII.A.2.	 Understands everyone belongs to a culture The Curriculum Guide, p. 40, Dramatic Play, Materials The Curriculum Guide, p.43, Library, Materials



		 The Curriculum Guide, p.46, Music and Movement, Materials Architecture Teaching Guide, p. 38, Focused Project Learning
BENCHMARK	48-K.VII.A.3.	Explores culture of peers and families in the classroom and community
		 First Six Weeks Teaching Guide, p. 20, Focused Project Learning Children's Book Collection: World of Families Children's Book Collection: Dumpling Day Mighty Minute 209, Hello Around the World" Light Teaching Guide, p. 62, Focused Project Learning
BENCHMARK	48-K.VII.A.4.	Explores cultural attributes by comparing and contrasting
		different characteristics (e.g., language, literature, music, arts,
		artifacts, foods, architecture and celebrations)
		 The Curriculum Guide, p.46, Music and Movement, Materials Percussion Teaching Guide p. 17, Outdoors Digital Children's Book Collection To Carnival!: A Celebration in Saint
		Lucia • Digital Children's Book Collection: The Quinceañera
BODY OF KNOWLEDGE	FL.48-K.VII.	SOCIAL STUDIES DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.VII.B.	INDIVIDUAL DEVELOPMENT AND IDENTITY
BENCHMARK	48-K.VII.B.1.	Identifies characteristics of self as an individual
		 Intentional Teaching Experience SE24, "I Don't Like That!" Getting Ready for Kindergarten Teaching Guide, p. 103, Choice Time
BENCHMARK	48-K.VII.B.2.	Identifies the ways self is similar to and different from peers and others
		 First Six Weeks Teaching Guide, p. 20, Focused Project Learning Children's Book Collection: World of Families Children's Book Collection: Dumpling Day Mighty Minute 209, Hello Around the World"
BENCHMARK	48-K.VII.B.3.	Recognizes individual responsibility as a member of a group
		(e.g., classroom or family)
		 First Six Weeks Teaching Guide, p. 132, Focused Project Learning The Curriculum Guide, p. 40, Dramatic Play, Materials The Curriculum Guide, p.33 Inviting Families to Support Classroom Activities
BODY OF KNOWLEDGE	FL.48-K.VII.	SOCIAL STUDIES DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.VII.C.	INDIVIDUALS AND GROUPS
BENCHMARK	48-K.VII.C.1.	Identifies differences and similarities of self and others as part of a group
		 First Six Weeks Teaching Guide p.124, Focused Project Learning Intentional Teaching Experience SE11, "Great Groups"



		 Intentional Teaching Experience SE04, "Active Listening"
BENCHMARK	48-K.VII.C.2.	Explains the role of groups within a community
		 Intentional Teaching Experience SE11, "Great Groups" Getting Ready for Kindergarten, p. 74, Focused Project Learning Grocery Store Teaching Guide, p. 54, Focused Project Learning
BENCHMARK	48-K.VII.C.3.	Demonstrates awareness of group rules (e.g., family, classroom school or community)
		 Intentional Teaching Experience SE09, "Big Rule, Little Rule" First Six Weeks Teaching Guide, p. 82, Focused Language & Literacy First Six Weeks Teaching Guide, p. 33, Choice Time
BENCHMARK	48-K.VII.C.4.	Exhibits leadership skills and roles (e.g., line leader and door holder)
		 Intentional Teaching Experience SE12, "Classroom Jobs" First Six Weeks Teaching Guide, p. 144, Focused Project Learning
BODY OF KNOWLEDGE	FL.48-K.VII.	SOCIAL STUDIES DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.VII.D.	SPACES, PLACES AND ENVIRONMENTS
BENCHMARK	48-K.VII.D.1.	Identifies the relationship of personal space to surroundings
		 Architecture Teaching Guide, p. 70, Focused Project Learning Grocery Store Teaching Guide, p. 14, Focused Project Learning
BENCHMARK	48-K.VII.D.2.	Identifies differences and similarities between own environment
		and other locations
		 Photo Cards 11–14 of geographic features Architecture Teaching Guide, p. 90, Focused Project Learning
BENCHMARK	48-K.VII.D.3.	Identifies differences and similarities of basic physical
		characteristics (e.g., landmarks or land features)
		Photo Cards 11–14 of geographic features And Tarabian Cards 24 Band Alambia
BENCHMARK	48-K.VII.D.4.	 Seeds Teaching Guide, p. 24, Read-Aloud Uses spatial words (e.g., far/close, over/under and up/down)
		• Intentional Teaching Experience M56, "Where's the Beanbag?"
		 Mighty Minutes 250, "Position Practice" Percussion Teaching Guide, p. 41, Focused Mathematics
BENCHMARK	48-K.VII.D.5.	Recognizes some geographic tools and resources (e.g., maps, globes or GPS)
		 Architecture Teaching Guide, p. 35, Choice Time Architecture Teaching Guide, p. 87, Choice Time
BENCHMARK	48-K.VII.D.6.	Begins to identify the relationship between human decisions
		and the impact on the environment (e.g., recycling and water conservation)



		 Cameras Teaching Guide, p. 64, Read-Aloud Digital Children's Book: Sam Helps Recycle
BODY OF KNOWLEDGE	FL.48-K.VII.	SOCIAL STUDIES DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.VII.E.	TIME, CONTINUITY AND CHANGE
BENCHMARK	48-K.VII.E.1.	Identifies changes within a sequence of events to establish a sense of order and time • First Six Weeks Teaching Guide, p.44, Focused Project Learning
		 First Six Weeks Teaching Guide, p.52, Focused Project Learning First Six Weeks Teaching Guide, p.60, Focused Project Learning
BENCHMARK	48-K.VII.E.2.	Observes and recognizes changes that take place over time in the immediate environment
		 Seeds Teaching Guide, p. 95, Choice Time Getting Ready for Kindergarten Teaching Guide, p. 14, Focused Project Learning Getting Ready for Kindergarten Teaching Guide, p. 76, Read-Aloud
BODY OF KNOWLEDGE	FL.48-K.VII.	SOCIAL STUDIES DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.VII.F.	GOVERNANCE, CIVIC IDEALS AND PRACTICES
BENCHMARK	48-K.VII.F.1.	Recognizes and follows rules and expectations in varying settings • Intentional Teaching Experience SE09, "Big Rule, Little Rule" • First Six Weeks Teaching Guide, p. 82, Focused Language & Literacy • First Six Weeks Teaching Guide, p. 33, Choice Time
BENCHMARK	48-K.VII.F.2.	Participates in problem solving and decision making • Intentional Teaching Experience SE08, "Group Problem-Solving" • Cameras Teaching Guide, p. 95, Choice Time • Light Teaching Guide, p. 39, Playful Observations • Seeds Teaching Guide, p. 87, Choice Time
BENCHMARK	48-K.VII.F.3.	Begins to explore basic principles of democracy (e.g., deciding rules in a classroom, respecting opinions of others, voting on classroom activities or civic responsibilities) • Intentional Teaching Experience SE04, "Actively Listening to Children" • Intentional Teaching Experience SE09, "Big Rule, Little Rule" • First Six Weeks Teaching Guide, p. 22, Focused Language & Literacy • First Six Weeks Teaching Guide, p. 68, Focused Project Learning • First Six Weeks Teaching Guide, p. 100, Focused Project Learning
BODY OF KNOWLEDGE	FL.48-K.VII.	SOCIAL STUDIES DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.VII.G.	ECONOMICS AND RESOURCES
BENCHMARK	48-K.VII.G.1.	Recognizes the difference between wants and needs

		 Grocery Store Teaching Guide, p. 13, Focused Project Learning Grocery Store Teaching Guide p. 19, Choice Time Digital Children's Book Collection: Buildings, Buildings
BENCHMARK	48-K.VII.G.2.	Begins to recognize that people work to earn money to buy
		things they need or want
		 Grocery Store Teaching Guide, p. 39, Choice Time Grocery Store Teaching Guide, p. 58, Focused Project Learning Grocery Store Teaching Guide, p. 95, Choice Time
BODY OF KNOWLEDGE	FL.48-K.VII.	SOCIAL STUDIES DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.VII.H.	TECHNOLOGY AND OUR WORLD
BENCHMARK	48-K.VII.H.1.	Uses and shows awareness of technology and its impact on
		how people live (e.g., computers, tablets, mobile devices,
		cameras or music players)
		 Intentional Teaching Experience LL02, "My Digital Storybook" Cameras Teaching Guide, p. 22, Focused Project Learning Cameras Teaching Guide, p. 42, Focused Project Learning Grocery Store Teaching Guide, p. 78, Focused Project Learning 3-Step Instruction Card 18, "Listen to a Story"
BODY OF KNOWLEDGE	FL.48-K.VIII.	CREATIVE EXPRESSION THROUGH THE ARTS DOMAIN (48
		months-Kindergarten)
BIG IDEA	48-K.VIII.A.	SENSORY ART EXPERIENCE
BENCHMARK	48-K.VIII.A.1.	Combines with intention a variety of open-ended, process-
		oriented and diverse art materials
		 Getting Ready for Kindergarten Teaching Guide, p. 19, Choice Time Seeds Teaching Guide, p. 23, Choice Time Grocery Store Teaching Guide, p. 17, Focused Mathematics Architecture Teaching Guide, p. 59, Choice Time
BODY OF KNOWLEDGE	FL.48-K.VIII.	CREATIVE EXPRESSION THROUGH THE ARTS DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.VIII.B.	MUSIC
BENCHMARK	48-K.VIII.B.1.	Actively participates in a variety of individual and group musical activities
		 Mighty Minutes 183, "Just Move One" Percussion Teaching Guide, p. 38, Focused Project Learning Grocery Store Teaching Guide, p. 89, Focused Mathematics Cameras Teaching Guide, p. 59, Choice Time
BENCHMARK	48-K.VIII.B.2.	Expresses and represents thought, observations, imagination,
		feelings, experiences and knowledge in individual and group music activities
		 Intentional Teaching Experience M44, "Musical Water"
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		 Intentional Teaching Experience L55, "Dance & Remember" Percussion Teaching Guide, p. 105, Outdoors Grocery Store Teaching Guide, p. 96, Focused Language & Literacy
BODY OF KNOWLEDGE	FL.48-K.VIII.	CREATIVE EXPRESSION THROUGH THE ARTS DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.VIII.C.	CREATIVE MOVEMENT
BENCHMARK	48-K.VIII.C.1.	Continues to engage in individual and group movement activities to express and represent thoughts, observations, imagination, feelings, experiences and knowledge • Intentional Teaching Experience P35, "Stand Up & Dance" • Mighty Minutes 299, "Pop, Pop, Pop" • Percussion Teaching Guide, p. 41, Focused Mathematics • Light Teaching Guide, p. 104, Read-Aloud
BODY OF KNOWLEDGE	FL.48-K.VIII.	CREATIVE EXPRESSION THROUGH THE ARTS DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.VIII.D.	IMAGINATIVE AND CREATIVE PLAY
BENCHMARK	48-K.VIII.D.1.	Expresses and represents thoughts, observations, imagination, feelings, experiences and knowledge, verbally and non-verbally, with others using a variety of objects in own environment • Getting Ready for Kindergarten Teaching Guide, p. 59, Choice Time • Light Teaching Guide, p. 95, Choice Time • Cameras Teaching Guide, p. 74, Focused Project Learning • Cameras Teaching Guide, p. 102, Focused Project Learning
BODY OF KNOWLEDGE	FL.48-K.VIII.	CREATIVE EXPRESSION THROUGH THE ARTS DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.VIII.E.	APPRECIATION OF THE ARTS
BENCHMARK	48-K.VIII.E.1.	Uses appropriate art vocabulary to describe own art creations and those of others • Intentional Teaching Experience LL32, "Describing Art" • Intentional Teaching Experience LL50, "Making Shiny Paint" • Light Teaching Guide, p. 87, Choice Time
BENCHMARK	48-K.VIII.E.2.	Compares own art to similar art forms • Percussion Teaching Guide, p. 39, Choice Time • Light Teaching Guide, p. 87, Choice Time • Grocery Store Teaching Guide, p. 27, Choice Time
BENCHMARK	48-K.VIII.E.3.	Begins to recognize that instruments and art forms represent cultural perspectives of the home and the community, now and in the past
		 Getting Ready for Kindergarten Teaching Guide, p. 15, Choice Time



	• Light Teaching Guide, p. 40, Focused Language & Literacy
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[•] Cameras Teaching Guide, p. 24, Read-Aloud