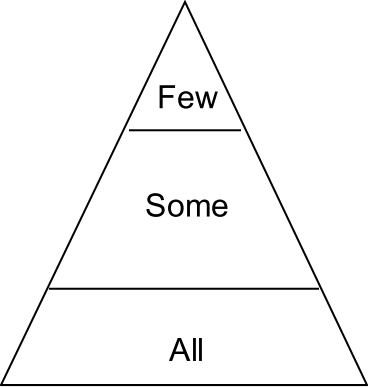


SEDOL CURRICULUM FRAMEWORK – SCIENCE – CYCLE 2 - Early Childhood and Stage A

TIMELINE: 4th Quarter	Animals
LEARNING STANDARDS	12.A Know and apply concepts that explain how living things function, adapt, and change. 12 B Know and apply concepts that describe how living things interact with each other and with their environment.
ESSENTIAL QUESTION	What is an animal?
<p align="center">UNDERSTANDING / SKILLS</p> 	<p>Few students will:</p> <ul style="list-style-type: none"> Sing songs related to animals Engage in finger play or activities related to animals Match animals to their habitats Describe how seasonal changes affect different kinds of animals Tell what animals eat Demonstrate how animals move from place to place <p>Some students will:</p> <ul style="list-style-type: none"> Categorize different animal groups (e.g., farm, zoo, household pets) Imitate with assistance songs and finger plays related to animals Imitate different animal sounds Match animals to their sounds Be exposed to how seasonal changes affect different kinds of animals Be exposed to the different types of food that animals eat Observe animals in their habitats (e.g., outside, pictures, movies) Imitate how animals move from place to place with assistance <p>All students will:</p> <ul style="list-style-type: none"> Touch object representations of different kinds of animals Be exposed to different songs and finger plays related to animals Listen to a variety of animal sounds Experience with assistance animal movements
ACADEMIC VOCABULARY	Animal Groups* - a collection of living things that can move by themselves, eat, and have babies Habitat - the place where an animal lives
BEST PRACTICES	Creative Curriculum, direct teaching, repetition in varying environments

TOOLS	Please refer to your discipline specific SEDOL Technology Steps
ASSESSMENT EVIDENCE	SEDOL Childhood Checklist, Creative Curriculum Assessment