EbD TEEMS NxtGen – Kindergarten At-A-Glance

Intended Audience: Kindergarten **Course Length: 6-8 weeks**

A Home for All Seasons engages young learners in hands-on inquiry and design as they explore animal homes. The Kindergarten Building Block integrates concepts of science, technology, engineering, and mathematics as students create various animal homes. Science and mathematics concepts that are reinforced include the basic needs of organisms, the environment in which organisms live, numbers and quantities, measurement, and shapes. Following guided inquiry activities, a design challenge provides an opportunity for students to apply knowledge and skills in a meaningful way as they design and build a birdhouse.

Objectives

- Distinguish between the natural world and the human-made world.
- Categorize objects as either natural or designed by humans.
- Ask questions and make predictions.
- Identify the main topic and retell details of text with prompting.
- Ask and answer questions about details in a text with prompting.
- Ask and answer questions about unknown words with prompting.
- Sort words into categories to gain a sense of the concepts represented by the categories.
- Communicate ideas and solutions through discussion, writing, drawing, and presentation.
- Determine the meaning and use of domain-specific words.
- Know that humans use tools and devices to help them do a variety of things.
- Understand how things are made and how they work.
- List different types of structures and their purposes (animal homes).
- Describe how the use of tools and machines can be helpful or harmful.
- Describe basic needs of plants and animals (e.g., air, water, nutrients, shelter, and light).
- Identify physical characteristics of the environment necessary for animal survival in different environments (e.g., wetland, tundra, desert, forest, ocean).
- Generate questions about objects, organisms, or events that can be answered through scientific investigations.
- Identify and describe objects using names of geometric shapes.
- Draw and build shapes to model geometric shapes in the world.
- Describe how the type of structure determines how the parts are put together (homes of different animals).
- Identify physical characteristics of the environment necessary for animal survival in different environments (e.g., wetland, tundra, desert, forest, ocean).
- Collaboratively write informative text based on a specific topic.
- Describe measurable attributes of objects such as length or weight.
- Identify numbers used to represent quantities.
- Describe measurable attributes of objects such as length or weight.
- Name tools and describe their use.
- Identify appropriate tools or instruments for specific tasks and describe the information they can provide (e.g., Measuring: length – ruler, volume – beaker, temperature – thermometer).
- Recognize that everyone can design solutions to problems.
- Apply a design process that includes identifying a problem, looking for ideas, developing solutions, and sharing solutions with others to solve a technological problem.
- Write and draw ideas and solutions during the design process.
- Construct an object using the design process.

For More Information

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