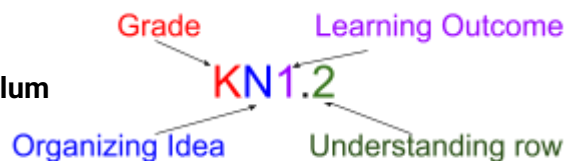


## Kindergarten Curriculum



**M = Matter**

**E= Energy**

**ES = Earth Systems**

**S = Space**

**LS = Living Systems**

**CS = Computer Science**

**SM = Scientific Method**



**Indigenous content**

### Matter (M)

Understandings of the physical world are deepened through investigating matter and energy.

*Guiding Question: How can properties of an object be distinguished from one another?*

### LEARNING OUTCOME

**KM 1.1 Children examine properties of objects.**

#### KM 1.1 UNDERSTANDING

- Objects have identifiable properties.
- Objects may be similar in one or more properties and different in another property.

#### KNOWLEDGE

An object is anything that can be perceived using one or more of the five senses.

The five senses are

- sight
- touch
- hearing
- smell
- taste

Properties are distinctive characteristics.

Properties of objects that can be perceived by using one or more of the five senses include

- colour; e.g., blue, yellow
- size; e.g., big, small
- shape; e.g., round, square
- texture; e.g., rough, smooth
- temperature; e.g., hot, cold
- sound; e.g., loud, quiet
- scent; e.g., fresh, rotten
- taste; e.g., sweet, sour

#### SKILLS & PROCEDURES

Explore properties of various objects using one or more of the five senses.

Describe properties of various objects.

Sort various objects according to properties.

Compare properties of various objects.

## Energy (E)

Understandings of the physical world are deepened by investigating matter and energy.

**Guiding Question: How can humans, animals, and objects move?**

### LEARNING OUTCOME

**KE 1.1 Children explore movement of objects, humans, and other animals.**

#### KE 1.1 UNDERSTANDING

Objects, humans, and other animals can move or be moved in various ways.

##### KNOWLEDGE

Movement is a change in position or location that happens over time.

Objects can be moved in various ways, including

- straight lines
- curves
- circles
- back and forth
- zigzags
- up and down
- fast and slow

Humans and other animals can move in a variety of ways, such as

- flying
- crawling
- hopping
- swimming

##### SKILLS & PROCEDURES

Move objects in a variety of ways.

Identify objects that move.

Identify objects that do not move.

Observe and imitate how animals can move.

Identify various ways that humans and other animals can move.

#### KE 1.2 UNDERSTANDING

Humans and other animals move for many reasons.

##### KNOWLEDGE

Reasons for human and other animal movement include

- seeking food and water
- exercising and playing
- escaping danger

##### SKILLS & PROCEDURES

Examine the reasons why humans and other animals move.

## Earth Systems (ES)

Understandings of the living world, Earth, and space are deepened through investigating natural systems and their interactions.

**Guiding Question: How can environments be explored?**

### LEARNING OUTCOME

**KES 1 Children examine and describe surrounding environments.**

#### KES 1.1 UNDERSTANDING

Environments can be explored and wondered about.

##### KNOWLEDGE

Environment refers to physical surroundings.

Environments include plants, humans, and other animals.

Environments include human-made structures such as buildings and roads.

Environments include land, water, and air.

Environments can be explored using the senses.

##### SKILLS & PROCEDURES

Use the senses to make observations about environments.

Ask questions about surrounding environments.

Demonstrate respect while interacting with environments.

Represent a local environment in nature.

#### KES 1.2 UNDERSTANDING

Environments are shared spaces that include a variety of objects.

##### KNOWLEDGE

Objects in environments can be natural or constructed by humans.

##### SKILLS & PROCEDURES

Identify objects found in nature and those constructed by humans within the local environment.

Represent objects found in nature and those constructed by humans.

#### KES 1.3 UNDERSTANDING

Environments change over time.

##### KNOWLEDGE

Changes can be observed in environments, such as

- temperature; e.g., hot, cold
- sunlight; e.g., cloudy, sunny, day, night
- human-made structures; e.g., new playground in a park
- animals growing; e.g., tadpole becoming a frog
- plants growing; e.g., grass getting taller

##### SKILLS & PROCEDURES

Observe a variety of local environments over time.

Record observations of changes in environments.

#### KES 1.4 UNDERSTANDING

Environments are important and should be protected and respected.

##### KNOWLEDGE



Environments can be protected in many ways, such as

- reducing waste
- reusing
- recycling

##### SKILLS & PROCEDURES

Discuss the importance of protecting and respecting environments.

Identify ways to protect and respect environments.

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| <p>Environments can be respected in many ways, such as</p> <ul style="list-style-type: none"> <li>• not littering</li> <li>• caring for nature</li> </ul>   |   |
| <p><b>KES 1.5 UNDERSTANDING</b><br/>           Feelings of connection and appreciation can be experienced in nature.<br/>           First Nations, Métis, and Inuit ways of living connect to nature and the land.</p>  |   |
| <p><b>KNOWLEDGE</b><br/>           Connections can be fostered by physical locations, objects, and experiences in nature.</p> <ul style="list-style-type: none"> <li>• First Nations, Métis, and Inuit ways of living include</li> <li>• hunting</li> <li>• gathering</li> <li>• trapping</li> <li>• fishing</li> <li>• ceremonies</li> </ul>  | <p><b>SKILLS &amp; PROCEDURES</b><br/>           Identify physical locations, objects, and experiences in nature that can lead to personal feelings of connection.</p> <p>Reflect on what is personally considered to be beautiful and appreciated in nature.</p> <p>Discuss connections First Nations, Métis, or Inuit have with nature.</p>  |

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| <p><b>Computer Science (CS)</b><br/> <b>Problem solving and scientific inquiry are developed through the knowledgeable application of creativity, design, and computational thinking.</b><br/> <b>Guiding Question: How can instructions be used?</b></p>   |  |
| <p><b>LEARNING OUTCOME</b><br/> <b>KCS 1 Children interpret instructions in various environments.</b></p>   |  |
| <p><b>KCS 1.1 UNDERSTANDING</b><br/>           Following instructions can help people be safe, complete a task, and know what to do.</p>  |  |
| <p><b>KNOWLEDGE</b><br/>           Instructions are directions that can be followed.</p> <p>Instructions may be experienced in many different contexts, such as</p> <ul style="list-style-type: none"> <li>• home</li> <li>• learning environments</li> <li>• games</li> <li>• experiences in nature</li> </ul> <p>Instructions can be given in many ways and presented through</p> <ul style="list-style-type: none"> <li>• speaking</li> <li>• pictures</li> <li>• gestures</li> <li>• traditional teachings</li> </ul> | <p><b>SKILLS &amp; PROCEDURES</b><br/>           Recognize when actions do not correspond to instructions.</p> <p>Match an action to the corresponding instruction.</p> <p>Engage in activities that involve following instructions in various contexts.</p> <p>Identify instructions that help keep people safe in various contexts.</p> <p>Engage in activities that involve following instructions presented in various ways.</p> |
| <p><b>KCS 1.2 UNDERSTANDING</b><br/>           The order in which instructions are followed can affect the outcome.</p>   |  |
| <p><b>KNOWLEDGE</b></p>   | <p><b>SKILLS &amp; PROCEDURES</b></p>  |

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| <p>Instructions have one or more steps.</p> | <p>Follow a sequence of two steps related to a learning experience.</p> <p>Identify differences in outcomes when the order of two steps is changed.</p> <p>Communicate a sequence of two steps for a given purpose.</p> |
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