Correlation Between Florida Early Learning and Development Standards for 4-Year Old’s (2011) & KidVision Pre-K Field Trips, Seasons 1-9

I. PHYSICAL DEVELOPMENT

A. Health & Wellness

2. Shows visual abilities to facilitate learning, healthy growth and development.
   ✓ **KidVision Field Trips:** Aquatic Complex #1 / Eye Doctor #2

3. Demonstrates auditory ability to facilitate learning, healthy growth and development.
   ✓ **KidVision Field Trips:** Symphony Orchestra #3

4. Demonstrates characteristics of good oral health and perform oral hygiene routines.
   ✓ **KidVision Field Trips:** Dentist’s Office #2

5. Shows familiarity with health care providers in relation to health and wellness.
   ✓ **KidVision Field Trips:** Children’s Hospital #2 & #4 / Dentist’s Office #3 / Animal Shelter #3 / Animal Hospital #2

7. Shows basic physical needs are met.
   ✓ **KidVision Field Trips:** Zoo #1 / Hair Salon #4 / Ice Skating #1

8. Actively takes part in basic health and safety routines.
   ✓ **KidVision Field Trips:** Fire Station #4 / Construction Site #2 / Playground #1 / School Bus Depot #3 / Cooking School #2 / Hair Salon #3 / Sheriff’s Office #3 / Beach #1 / Indoor Skydiving #2 / Exercise For Kids #1 / Pediatrician #3 / Pelican Harbor #3

9. Participates in physical fitness activities.
   ✓ **KidVision Field Trips:** Aquatic Complex #4 / Aikido Dojo #1 / Playground #4 / Gymnastics School #1 / Yoga in the Park #1 / Exercise for Kids #2 / Pelican Harbor Harbor #4

10. Makes healthy food choices.
    ✓ **KidVision Field Trips:** Healthy Foods at Jungle Island #2 / Zoo #2 / Grocery Store #1 / Cooking School #1 / Farmer’s Market #1
I. PHYSICAL DEVELOPMENT CONTINUED

B. Self Help

1. Actively participates in self-care.

✓ KidVision Field Trips: Animal Shelter #4 / Horse Farm #3 / Playground #3 / Baseball Stadium #2/ Gymnastics School #3 / Soccer Game #3 / Bowling Alley #1/ Indoor skydiving #3

C. Gross Motor Development

1. Demonstrates increasing motor control and balance.

✓ KidVision Field Trips: Exercise for Kids #4 /Aikido Dojo #4 / Playground #2 / Baseball Stadium #3 / Gymnastics School #2 / Soccer Game #4 / Ice Skating #3 / Beach #4 / Yoga in The Park #3 / Bowling Alley #4/ Chinese New Year #2/ Bicycle Shop #4

2. Demonstrates the ability to combine movements for gross motor skills

✓ KidVision Field Trips: Animal Shelter #4 / Horse Farm #3 / Playground #3 / Baseball Stadium, #2/ Soccer Game #4 / Ice Skating #2/ Exercise for Kids #3

D. Fine Motor Development

1. Demonstrates increasing control of small motor muscles to perform simple tasks.

✓ KidVision Field Trips: Music Store #1 / Bake Shop #4 / Animal Farm #3 / Fishing Camp #2

2. Uses eye-hand coordination to perform fine motor tasks.

✓ KidVision Field Trips: Construction Site #4

II. APPROACHES TO LEARNING

A. Eagerness & Curiosity

1. Shows curiosity and is eager to learn new things and have new experiences.

✓ KidVision Field Trips: Biscayne National Park #4 / Pizza Parlor #2 / Paper Store #1 / Pirate Ship Adventure #1 / Wearable Art #1/ Chinese New Year #3/ Indoor Plant Store #2
II. APPROACHES TO LEARNING CONTINUED

B. Persistence

1. Attends to tasks for a brief period and seeks help when needed.
   ✓ KidVision Field Trips: Sheriff’s Office #4 / Paper Store #3 / Gymnastics School #4 / Wearable Art #3

C. Creativity

1. Approaches daily activities with creativity.
   ✓ KidVision Field Trips: Aquatic Complex #2 / Children’s Theater #1 / Pottery Studio #1 / Paper Store #4 / ReThink & Reuse Center #3 / TV Station #3 / Young At Art Museum #2 / Hardware Store #4 / Wearable Art #2 / Art Museum #4 / Arch Creek Archeology #4

D. Planning & Reflection

1. Shows initial signs of planning and learning from their experiences.
   ✓ KidVision Field Trips: Animal Shelter #1 / Construction Site #1 / Paper Store #2 / TV Station #4 / Hardware Store #1 / Pet Shop #4 / Wearable Art #4

III. SOCIAL & EMOTIONAL DEVELOPMENT

A. Self-Regulation

a. Affective

1. Demonstrates growing autonomy and independence, indicated by increasing self-care and willing participation in daily routines, when given a consistent and predictable environment. P. 54.
   ✓ KidVision Field Trips: Healthy Foods at Jungle Island #4

b. Life / Adaptive

1. Follows simple rules, agreements, and familiar routines with teacher support and multiple experiences over time.
   ✓ KidVision Field Trips: Kindergarten #2 / Soccer Game #1 / Sheriff’s Office #2

Correlation between the Florida Early Learning and Developmental Standards for 4-Year Olds (2011) and KidVision Pre-K Field Trips, Seasons 1-9
III. SOCIAL & EMOTIONAL DEVELOPMENT CONTINUED

2. Begins to use materials with increasing care and safety.
   ✓ **KidVision Field Trips:** Recycling Center #4 / Flag Company #3 / Pet Shop #2

3. Adapts to transitions with increasing independence.
   ✓ **KidVision Field Trip:** Library #1

B. Relationships
   
   a. Self
   
   1. Shows increasing confidence in their own abilities.
   
   ✓ **KidVision Field Trips:** Sheriff’s Office #3 / Children’s Theater #2 / Yoga in The Park #2

   b. Peers
   
   1. Interacts with and develops positive relationships with peers.
   
   ✓ **KidVision Field Trips:** Aikido Dojo #3 / Soccer Game #2/Horse Farm #4

   3. Shows care and concern for others.

   ✓ **KidVision Field Trips:** Animal Hospital #4

   c. Adults
   
   1. Develops positive relationships and interacts comfortably with familiar adults

   ✓ **KidVision Field Trips:** Sheriff’s Office #2

IV. LANGUAGE, COMMUNICATION & EMERGENT LITERACY

A. Listening & Understanding
   
   1. Increases knowledge through listening.

   ✓ **KidVision Field Trips:** Railroad Museum #3 / Irish Dance Academy #3

   2. Follows multi-step directions.

   ✓ **KidVision Field Trips:** Animal Shelter #2 / Kites in The Park #4 / Sheriff’s Office #4 / Irish Dance Academy #2
IV. LANGUAGE, COMMUNICATION & EMERGENT LITERACY CONTINUED

B. Speaking

1. Speaking is understood by both familiar and an unfamiliar peer or adult.
   ✓ **KidVision Field Trips:** Weather Station #4 / Cooking School #4 / Flag Company #4

C. Vocabulary

1. Shows an understanding of words and their meanings.
   ✓ **KidVision Field Trips:** Sheriff’s Office #1 / Airport #2 / Kites in the Park #2 / School Bus Depot #2 / Hardware Store #3

   **Benchmark a:** Child has age-appropriate vocabulary across many topic areas and demonstrates a wide variety of word and their meanings within each area.

   ✓ **KidVision Field Trips:** Pet Shop #1/ Pediatrician #4/ Indoor Skydiving #1

   **Benchmark b:** Child has mastery of functional and organizational language of the classroom.

   ✓ **KidVision Field Trips:** Healthy Foods at Jungle Island #3/ Pirate Ship Adventure #2

   **Benchmark c.** Child understands or knows the meaning of many thousands of words including disciplinary words, many more than he or she routinely uses.

   ✓ **KidVision Field Trips:** Costume Shop #4

2. Shows increased vocabulary to describe many objects, actions, and events.

   **Benchmark a:** Child uses a large speaking vocabulary, adding new words weekly

   ✓ **KidVision Field Trips:** Science Museum #2

   **Benchmark b:** Child uses category labels.

   ✓ **KidVision Field Trips:** Glass Art Workshop #2 / Bicycle Shop #2

   **Benchmark c:** Child uses a variety of word meaning relationships (e.g., part-whole, object function, object-location).

   ✓ **KidVision Field Trips:** Eye Doctor #1 / Sheriff’s Office #1
IV. LANGUAGE, COMMUNICATION & EMERGENT LITERACY CONTINUED

F. Emergent Reading

1. Shows motivation for reading.

   **Benchmark a:** Child enjoys reading and reading-related activities (e.g., selects reading and reading-related activities when given a choice, pretends to read to others).

   ✓ **KidVision Field Trips:** Beach #2/ Fire Station #3/ Comic Bookstore #2

3. Shows alphabetic knowledge

   **Benchmark b:** Child names more letters (e.g., when shown an uppercase or lowercase letter, can accurately say its name).

   ✓ **KidVision Field Trips:** Comic Bookstore #1

4. Demonstrates comprehension of text read aloud

   **Benchmark b:** Child asks and answers appropriate questions about the story.

   ✓ **KidVision Field Trips:** Ice Cream Parlor #2

G. Emergent Writing

1. Shows motivation to engage in written expression.

   **Benchmark a:** Child demonstrates understanding of the connections among their own ideas, experiences, and written expression.

   ✓ **KidVision Field Trips:** Comic Bookstore #4/ Indoor Plant Store #4

2. Uses scribbling, letter-like shapes, and letters that are clearly different from drawing to represent thoughts and ideas

   **Benchmark b.** Child writes own name (e.g., first name, last name, or frequent nickname), not necessarily with full correct spelling or well-formed letters.

   ✓ **KidVision Field Trips:** Pioneer Days #3/ Pediatrician #1/ Kindergarten #4
IV. LANGUAGE, COMMUNICATION & EMERGENT LITERACY CONTINUED

3. Demonstrates age-appropriate ability to write letters.

   Benchmark a. Child independently writes some letters on request.

   ✓ KidVision Field Trips: Animal Hospital #1

4. Shows motivation to engage in written expression.

   Benchmark a: Child demonstrates understanding of the connections among their own ideas, experiences, and written expression.

   ✓ KidVision Field Trips: Comic Bookstore #4

V. COGNITIVE DEVELOPMENT & GENERAL KNOWLEDGE

A. Mathematical Thinking

a. Number Sense

1. Demonstrates understanding of one-to-one correspondence.

   Benchmark a. Child demonstrates one-to-one correspondence when counting.

   ✓ KidVision Field Trips: Bank #2 / Pizza Parlor #3 / Ice Cream Parlor #3/ Minatere Golf #2/ Hip Hop Dance Studio #3

3. Shows understanding by participating in the comparison of quantities.

   Benchmark d. Child determines one set of objects is a lot more than another set of objects.

   ✓ KidVision Field Trips: Bank #3

4. Assigns and relates numerical representations among numerals (written), sets of objects, and number names (spoken) from zero to ten.

   ✓ KidVision Field Trips: Pizza Parlor #4 / School Bus Depot #1/ Miniature Golf #4
V. COGNITIVE DEVELOPMENT & GENERAL KNOWLEDGE CONTINUED

6. Shows understanding of and uses appropriate terms to describe ordinal positions.

Benchmark a. Child demonstrates the concept of ordinal positions with concrete objects.

✓ KidVision Field Trip: Railroad Museum #4

b. Number & Operations

2. Shows understanding of addition and subtraction using a concrete set of objects (expressive knowledge) or story problems found in everyday classroom activities.

Benchmark c. Child uses concrete objects (e.g., fingers, blocks) to solve complex problems.

✓ KidVision Field Trips: Bank #4 / Bowling Alley #4

c. Patterns & Seriation

1. Understands characteristics of patterns and non-patterns and begins to reproduce them with at least two elements (e.g., red/blue, red/blue versus a non-pattern like a rainbow)

✓ KidVision Field Trip: Flag Company #2

d. Geometry

1. Understands various two-dimensional shapes, including circle, triangle, square, rectangle, oval and other less common shapes.

Benchmark b. Child names two-dimensional shapes.

✓ KidVision Field Trips: Bank #1 / Baseball Stadium #4 / Kites in The Park #1 / Post Office #3 / Art Museum#3/ Bicycle Shop #3

3. Understands various three-dimensional shapes, including sphere, cube, cone, and other less common shapes.

Benchmark b. Child Names three-dimensional shapes.

✓ KidVision Field Trips: Weather Station #2
V. COGNITIVE DEVELOPMENT & GENERAL KNOWLEDGE CONTINUED

3. Understands various three-dimensional shapes, including sphere, cube, cone, and other less common shapes.

   **Benchmark b.** Child Names three-dimensional shapes.

   ✓ **KidVision Field Trips:** Weather Station #2

4. Analyzes and constructs examples of simple symmetry and non-symmetry in two-dimensions, using concrete objects.

   ✓ **KidVision Field Trips:** Zoo #3 / Butterfly World #4

e. Spatial Relations
1. Shows understanding of spatial relationships and uses position words (e.g., above, below, next to, beside, on top of, inside, outside)

   **Benchmark a.** Child shows understanding of positional words.

   ✓ **KidVision Field Trips:** Fire Station #2 / Minatare Golf #1

3. Understands and can tell the difference between orientation terms (e.g., horizontal, diagonal, vertical).

   ✓ **KidVision Field Trips:** Airport #3 / Simple Machines #4

4. Uses directions to move through space and find places in space.

   ✓ **KidVision Field Trips:** ReThink & ReUse Center #1

f. Measurements
1. Engages in activities that explore measurement

   ✓ **KidVision Field Trips:** Pediatrician #2 / Minatare Golf #3 / Fishing Camp #4

2. Compares continuous quantities using length, weight, and height

   **Benchmark b.** Child measures or compares the weight of one or more objects using non-standard reference (e.g., beans), with teacher support and multiple experiences over time.

   ✓ **KidVision Field Trips:** Grocery Store #4
V. COGNITIVE DEVELOPMENT & GENERAL KNOWLEDGE CONTINUED

Benchmark c. Child measures or compares the height of one or more objects using non-standard reference (e.g., pencils), with teacher support and multiple experiences over time.

✓ **KidVision Field Trips:** Construction Site #3

Benchmark d. Child uses measurement vocabulary (e.g., length, weight, height) and comparative terminology (e.g., more, less, shorter, longer, heaviest, lightest), with teacher support and multiple experiences over time.

✓ **KidVision Field Trips:** Aquatic Complex #3

3. Represents and analyzes data

Benchmark c. Child analyzes, with teacher and small groups, the relationship between items/objects represented by charts and graphs.

✓ **KidVision Field Trips:** Weather Station #3

B. Scientific Inquiry

a. Investigation and Inquiry

1. Demonstrates the use of simple tools and equipment for observing and investigating

✓ **KidVision Field Trips:** Biscayne National Park #2/ Science Museum/ G.R.O.W Project #3/ Oceanographic Center #2/ Nature Center #4/ Simple Machines #1

2. Examines objects and makes comparisons.

✓ **KidVision Field Trips:** Arch Creek Archeology #3/ Glass Art Workshop #1/ Recycling Center #2/ Flamingo Gardens #3/ ReThink & ReUse Center #4/ Fishing Camp #1/ Wildlife Nature Center #1/ Simple Machines #3

b. Physical Science

1. Explores the physical properties and creative use of objects or matter

✓ **KidVision Field Trips:** Glass Art Workshop #3/ Miami Science Barge #1/ Pioneer Days #2/ Railroad Museum #2/ Science Museum #1/ Oceanographic Center #3/ Dinosaur Exhibit #4/ Pirate Ship Adventure #4/ Wildlife Nature Center #2
V. COGNITIVE DEVELOPMENT & GENERAL KNOWLEDGE CONTINUED

c. Life Science

1. Explores growth and change of living things.
   ✓ KidVision Field Trips: Miami Science Barge #3/ Dentist #4/ Butterfly World #1/ G.R.O.W Project #1/ Farmer’s Market #3

2. Identifies the characteristics of living things.
   ✓ KidVision Field Trips: Miami Science Barge #3/ Science Museum #4/ Native Village #1/ Flamingo Gardens #2/ Butterfly World #2/ Oceanographic Center #4/ Pet Shop #3/ Amazon River Exhibit #3/ Nature Center #1/ Farmer’s Market #2/ Rainforest #2/ Animal Farm #4/ Wildlife Nature Center #3/ Indoor Plant Store #1

3. Identifies the five senses and explores functions of each.
   ✓ KidVision Field Trips: Bake Shop #1/ Grocery Store #2/ Ice Cream Parlor #4

d. Earth and Space

1. Explores the outdoor environment and begins to recognize changes (e.g., weather conditions) in the environment, with teacher support and multiple experiences over time.
   ✓ KidVision Field Trips: G.R.O.W Project #2/ Kites in The Park #3/ Rainforest #3

2. Discovers and explores objects (e.g., rocks, twigs, leaves, seashells) that are naturally found in the environment.
   ✓ KidVision Field Trips: Arch Creek Archeology #2/ Miami Science Barge #2/ Biscayne National Park #3/ Flamingo Gardens #1/ Oceanographic Center #1/ Dinosaur Exhibit #2/ Amazon River Exhibit #2/ Nature Center #2/ Beach #3/ Rainforest #4/ Fishing Camp #3/ Wildlife Nature Center #4/ Pelican Harbor #1
V. COGNITIVE DEVELOPMENT & GENERAL KNOWLEDGE CONTINUED

e. Environmental Awareness

1. Demonstrates ongoing environmental awareness and responsibility (e.g., reduce, reuse, recycle), with teacher support and multiple experiences over time.

   ✓ KidVision Field Trips: Miami Science Barrage #4/ Recycling Center #1/ Flamingo Gardens #4/ G.R.O.W Project #4/ Young At Art #4/ Nature Center #1/ Farmer’s Market #4/Pelican Harbor #2

C. Social Studies

a. Individual Development and Identity

1. Begins to recognize and appreciate similarities and differences in people

   ✓ KidVision Field Trips: Pioneer Days #1/ Chinese New Year #1/ Aikido Dojo #2/ Native Village #3/ Flamenco Dance Studio #1/ Hair Salon #2/ Irish Dance Academy #1/ Hip Hop Dance Studio #1

2. Begins to understand family characteristics, roles, and functions

   ✓ KidVision Field Trips: Horse Farm #2

3. Shows awareness and describes some social roles and jobs that people do

   ✓ KidVision Field Trips: Dentist #1/ Hair Salon #1/ Post Office #4/ Ice Cream Parlor #1

b. People, Places, and Environments

1. Demonstrates awareness of geographic thinking

   ✓ KidVision Field Trips: Arch Creek Archeology #1/ Fire Station #1/ Airport #1/ Weather Station #1/ Native Village #4/ Young At Art #3/ Flag Company #1/ Amazon River Exhibit #1/ Pirate Ship Adventure #3

c. Technology and Our World

1. Shows awareness of technology and its impact on how people live

   ✓ KidVision Field Trips: Animal Hospital #3/ Recycling Center #3/ Children’s Hospital #3/ TV Station #2/ Radio Station #1/ Symphony Orchestra #2/ Eye Doctor #3
V. COGNITIVE DEVELOPMENT & GENERAL KNOWLEDGE CONTINUED

d. Civic Ideals and Practices

1. Demonstrates awareness of group rules.
   ✓ KidVision Field Trips: Library #2/ School Bus Depot #4

2. Begins to understand and take on leadership roles
   ✓ KidVision Field Trips: Children’s Hospital #1/ Symphony Orchestra #1

D. Creative Expression Through the Arts

a. Visual Arts

1. Explores visual arts
   ✓ KidVision Field Trips: Native Village #2/ Pottery Studio #2/ Dinosaur Exhibit #3/ Costume Shop #1/ Hawaiian Dance & Music #1/ Art Museum #1/ Wall Art Studio #3

2. Creates visual arts to communicate an idea
   ✓ KidVision Field Trips: Pottery Studio #3/ Young At Art #1/ Costume Shop #2/ African Dance & Music #2/ Art Museum #2

3. Discusses and responds to the feelings caused by an artwork
   ✓ KidVision Field Trips: Glass Art Workshop #4/ Pottery Studio #4/ Costume Shop #3/ Wall Art Studio #4

b. Music

1. Explores music.
   ✓ KidVision Field Trips: Pioneer Days #4/ Music Store #3/ Radio Station #2/ Symphony Orchestra #4/ Hawaiian Dance & Music #3/ Acting Class #2

c. Creative Movement and Dance

1. Explores creative movement and dance.
   ✓ KidVision Field Trips: Music Store #4/ Butterfly World #3/ Flamenco Dance Studio #2/ African Dance & Music #1/ Hip Hop Dance Studio #4
V. COGNITIVE DEVELOPMENT & GENERAL KNOWLEDGE CONTINUED

2. Creates creative movement and dance to communicate an idea.
   ✓ KidVision Field Trips: Chinese New Year #4/ Flamenco Dance Studio #3/ Amazon River Exhibit #4/ African Dance & Music #3/ Acting Class #1

3. Discusses and responds to the feelings caused by creative movement and dance.
   ✓ KidVision Field Trips: Flamenco Dance Studio #4/ Ice Skating #4

d. Dramatic Play and Theatre
   1. Explores dramatic play and theatre
      ✓ KidVision Field Trips: Children’s Theater #4/ TV Station #1/ Hawaiian Dance & Music #4/ Acting Class #3

   2. Creates dramatic play and theatre to communicate an idea
      ✓ KidVision Field Trips: African Dance & Music #4/ Yoga in The Park #4/ Acting Class #4