



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 #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*



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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*



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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*



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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*



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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/ Minatare 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*



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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*



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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*



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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*



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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*



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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*



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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*

