- - - the learning expressway- -

A roadmap to discovery for ...

KINDERGARTEN

Although all of our exhibits support Physical and Social development through exploring, sharing, and discovery, several specific core curriculum guidelines are addressed in a variety of our exhibits. Some examples are listed below.



BANK

Math Identify and count various coins (K.CC.4) Compare groups of different coins (K.CC.6)

Social Studies Identify and learn the four U.S. coins. Use the "Stretch your Budget" game to differentiate between needs and wants.

CONSTRUCTION ZONE

Math Sort our magnetic wooden blocks by shape, size and color. (K.G.1 -2) Compare groups by counting which group has the most and least blocks. Use measuring tapes, rulers, or other blocks to measure which blocks are the longest, shortest, heaviest or lightest. (K.MD.1 - 3)

GROCERY STORE

Math Use the provided shopping list to identify how many of each pictured object to put in the shopping cart. (K.CC.4 – 7) Compare amounts of items (how many apples are left in the bin when we take two away?) (K.OA.1 – 2) Sort the colorful fruits, vegetables and shelved items back into groups using their shape and color. (K.G.1 - 2)

HEALTHY U

Personal/Consumer Health Healthy University is currently focusing on teeth and eye care. Use the dinosaur "patients" and their big chompers to practice proper brushing and flossing through role-play. Explore the different protection available to keep eyes safe. Focus on using your ears with our sound match-up game.

LAKES REGION

Science Use our glimpse into a New Hampshire habitat to discuss living and nonliving things. Identify and group the animals represented in our "woods" and "lake", discuss their habitats and what they need to live. Why do certain animals need to live in certain areas? Discuss which season is represented by the Lakes

exhibit. What will change in other seasons and how will it affect the animals that live there? Select our **Tricky Tracks** focused field trip to explore animal tracks of animals common in the Northeast!

PARK

Science Crawl in and out of our tree and identify its major parts. Count the rings in our tree slice to figure out how old it was. Snuggle inside the tree to read a book about trees.

Social Studies Follow our road through town paying special attention to the street signs and what they mean. Using our stop and go signs, experiment with what happens when citizens follow the signs and rules versus when they do not. (Civics and Government)

POST OFFICE

Math Sort letters by stamp/address and deliver around the town. Sort our collection of postcards by picture or place. (K.G.1 -2)

Social Studies Work on understanding maps in our cheery post office. Find postcards from around the United States and the World from real people and places then match them to the maps on the wall. (Geography)

RADIO STATION

Science Cement weather topics and vocabulary at our radio stations where students become a meteorologist and report the weather over the radio. Our weather station covers temperature, seasons, clouds, and dressing for the season.

TEXTILE TOWN

Math Sort our bright colorful buttons into any amount of groups such as colors, size, shape, etc. (K.G.1 -2) Sign up for our Focused Field Trip <u>The Button Box</u> which starts with a book, game, and grouping and sorting button activities. Compare groups by counting which has the most buttons, which has the least? (K.MD.1 - 3) Our quilt wall allows endless patterning opportunities. Use the provided tangram templates to use simple to form larger shapes (K.G.6)

Fine Motor Skills Use our dressing boards to work on buttoning, zipping and shoe tying. Add to our weaving wall with bright colorful strips of fabric.