

First Grade



Taken from the PA Early Learning Standards.

Those in bold/italics are from the PA Common Core.

Open Art Studio

Approaches to Learning Through Play

AL.2 1.D Recognize and create increasingly complex patterns.

Fun with Light

Approaches to Learning Through Play

AL.2 1.C Accomplish challenging tasks by employing familiar and new strategies as needed.

Mathematical Thinking & Expression

CC.2.3.1.A.2 Use the understanding of fractions to partition shapes into halves and quarters.

Scientific Thinking & Technology

3.2 1.B.5 Compare and contrast how light travels through different materials. Explore how mirrors and prisms can be used to redirect a light beam.

LEGO Wall

Approaches to Learning Through Play

AL.2 1.A Complete a task, despite interruptions or classroom disruptions.

AL.2 1.B Complete multi- step tasks with independence.

AL.3 1.A Use and connect materials/ strategies in uncommon ways to create something new or to solve problems.

AL.3 1.C Use materials and objects to represent new concepts.

Mathematical Thinking & Expression

2.4 1.A.1 Order lengths and measure them both indirectly and by repeating length units.

Portal to the Past Cave

Approaches to Learning Through Play

AL.1 1.C Engage in cooperative, purposeful, and interactive play experiences that enhance learning.

Scientific Thinking & Technology

3.1 1.C.3 Describe changes that occur as a result of habitat.

4.1 1.A Identify and describe the basic needs of living things in a terrestrial habitat.

Water Works & Water Table

Approaches to Learning Through Play

AL.4 1.C Use problem- solving strategies to achieve a positive outcome.

Scientific Thinking & Technology

3.2 1.A.1 Observe and describe the properties of liquids and solids. Investigate what happens when solids are mixed with water and other liquids are mixed with water.

3.2 1.A.3 Identify how heating, melting, cooling, etc., may cause changes in the properties of materials.

3.2 1.A.4 Observe and describe what happens when substances are heated or cooled. Distinguish between changes that are reversible (e.g., melting, freezing) and not reversible. (e.g., baking a cake, burning fuel)

3.2 1.A.5 Recognize that everything is made of matter.

3.2 1.A.6 Participate in simple investigations of matter to answer a question or to test a prediction.

3.3 1.A.4 Identify and describe types of fresh and salt- water bodies (e.g., oceans, rivers, lakes, ponds).

3.3 1.A.7 Participate in simple investigations of earth structures, processes, and cycles to answer a question or to test a prediction.

4.2 1.A Explain the path water takes as it moves through the water cycle.

4.3 1.B Recognize the difference between renewable and nonrenewable resources.

4.5 1.A Identify resources humans use from the environment.

Our Town

Approaches to Learning Through Play

AL.4 1.A Relate knowledge learned from one experience to another.

Health, Wellness & Physical Development

10.1 1.C Identify foods that keep our bodies healthy.

Language & Literacy Development

CC.1.1.1.D Know and apply grade-level phonics and word analysis skills in decoding words.

Mathematical Thinking & Expression

2.3 1.A.2 Use the understanding of fractions to partition shapes into halves and quarters.

CC.2.2.1.A.1 Represent and solve problems involving addition and subtraction within 20.

CC.2.2.1.A.2 Understand and apply properties of operations and the relationship between addition and subtraction.

Social & Emotional Development

6.5.1.A. Identify individuals who work for wages in the community.

Social Studies Thinking

15.4 1.M With help and support, identify various technologies used in the workplace.

GE Locomotive

Scientific Thinking & Technology

3.2 1.B.1 Observe and describe how pushes and pulls change the motion of an object.

Experience Theater

Approaches to Learning Through Play

AL.4 1.B Recognize that everyone makes mistakes and that using positive coping skills can result in learning from the experience.

Language & Literacy Development

CC.1.2.1.G Use the illustrations and details in a text to describe its key ideas.

Magnetics

Approaches to Learning Through Play

AL.1 1.B Participate in a variety of challenging experiences.
AL.3 1.B Create an object to serve a functional purpose.
AL.4 1.C Use problem-solving strategies to achieve a positive outcome.

Air Rocket / Whoosh

3.2 1.B.7 Participate in simple investigations of energy and motion to answer a question or to test a prediction.

4.3 1.A Identify some renewable resources used in the community.

Outdoor Classroom

Cognitive Development & General Knowledge

4.1.1.A Identify and describe the basic needs of living things in a terrestrial habitat.

Scientific Thinking & Technology

3.1 1.A.1 Categorize living and nonliving things by external characteristics.

3.1 1.A.2 Investigate the dependence of living things on the sun's energy, water, food/ nutrients, air, living space, and shelter.

3.1 1.A.5 Identify and describe plant parts and their functions.

3.1 1.A.9 Participate in investigations about living and/ or nonliving things to answer a question or to test a prediction.

3.1 1.B.6 Participate in simple investigations of physical characteristics of living things from the same species to answer a question or test a prediction.

3.2 1.B.6 Recognize that light from the sun is an important source of energy for living and nonliving systems and some source of energy is needed for all organisms to stay alive and grow.

3.3 1.B.1 Explain why shadows fall in different places at different times of the day.