

Creation Station: Design Lab



Top Learning Standards

DRDP

- Attention Maintenance (ALT-REG 1)
- Cognition, Including Math and Science (COG 1 – COG 11)
- Curiosity and Initiative in Learning (ALT-REG 4)
- Physical Development and Health, Wellness (PD-HLTH 1, PD-HLTH 2, PD-HLTH 3, PD-HLTH 4)

Kansas Early Learning

- Communications and Literacy Standard: Uses some basic qualitative (e.g., wet/dry, hot/cold) and quantitative (e.g., more/less, empty/full) concepts to describe familiar people, places, things, and events (CL.SL.p3.3)
- Science Standard: Describes and compares effects of common forces on objects and the impact of gravity, magnetism, and mechanical forces (S.p4.1)

Kansas (K-2)

- Mathematic Standards: Geometry: Identify shapes as two-dimensional (lying in a plane, “flat”) or three-dimensional (“solid”) (K.G.3) Model shapes in the world by building shapes from components (e.g. sticks and clay balls) and drawing shapes (K.G.5) Compose simple shapes to form larger shapes. (K.G.6)

Missouri Early Learning

- Mathematic Standards: Geometry and Spatial Sense: Investigates Positions and Locations (II.1) and Patterns and Relationships: Use Measurements (IV.1 – IV.3)
- Science Standard: Physical Science: Explore, Investigate and Solve Problem of the Physical World (I.1 – I.4)

Missouri (K-2)

- Science Standards: Make qualitative observations of the physical properties of objects (i.e., size, shape, color, mass) (K.PS1.A.) Plan and conduct an investigation to compare the effects of different strengths or different directions of pushes and pulls on the motion of an object (K.PS2.A.1) and describe ways to change the motion of an object (i.e., how to cause an object to go slower, go faster, go farther, change direction, stop) (K.PS2.A.2)

Next Generation Science

- Structure and Properties of Matter: Different properties are suited to different purposes (2-PS1-2), (2-PS1-3)
- Types of Interactions: When objects touch or collide, they push on one another and can change motion (K-PS2-1)
- Relationships between Energy and Forces: Pushing or pulling on an object can change the speed or direction of its motion and can start or stop it (K-PS2-1), (K-PS2-2)