

On the Move!



Top Learning Standards

DRDP

- Curiosity and Initiative in Learning (ALT-REG 4)
- Engagement and Persistence (ALT-REG 6)
- Physical Development and Health Wellness (PD-HLTH 1 – PD-HLTH 10)
- Self-Control of Feelings and Behavior (ALT-REG 5)
- Shared Use of Space (ALT-REG 7)

Kansas Early Learning

- Communication and Literacy Standard: Uses some basic spatial and temporal concepts to describe familiar people, places, things and events (CL.SL.p4.3)
- Science Standard: Describes and compares the effects of common forces on objects and the impact of gravity, magnetism, and mechanical forces (S.p4.1)

Kansas (K-2)

- Physical Education Standards: Executes basic locomotor skills (i.e. walk, run, hop, skip, jump, gallop, slide, leap) (1A.E1) Demonstrates multiple levels of movement, speed, direction, rhythm, pathways, force, time (2A.P1) Health: Identifies physical activities that enhance health (5A.EP1) Challenge: Recognizes physical activities that are challenging (5B.EP1) Self-expression and Enjoyment: Identifies physical activities that provide opportunities for self-expression and enjoyment (5C.EP1)

Missouri Early Learning

- Physical Development and Coordination Standards: Use Gross Motor Skills With Purpose and Coordination (I.1 – I.3) and Respond to Sensory Input to Function in the Environment (I.1 – I.4)
- Physical Development Standards: Practice Healthy Behaviors (II.2 & II.3) and Practice Safe Behaviors (III.1)

Missouri (K-2)

- Physical Education Standard: Efficiency of Human Movement and Performance: Fundamental Movement Skills and Games and Principles of Human Movement
- Science Standards: 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

- Force and Motion: Pushing or pulling an object can change the speed or direction of its motion and can start or stop it (K-PS2-1), (K-PS2-2)
- Types of Interactions: When objects touch or collide, they push one another and can change motion (K-PS2-1)
- Defining and Delimiting Engineering Problems: A situation that people want to change or create can be approached as a problem to be solved through engineering (K-2-ETS1-1)