



IGNITE BY HATCH™ AND FLORIDA EARLY LEARNING AND DEVELOPMENTAL STANDARDS ALIGNMENT



Florida Early Learning and Developmental Standards			Ignite™
BODY OF KNOWLEDGE	FL.36-48.I.	PHYSICAL DEVELOPMENT DOMAIN (36-48 months)	
BIG IDEA	36-48.I.A.	HEALTH AND WELLBEING	
BENCHMARK	36-48.I.A.b.	Safety	
BENCHMARK	36-48.I.A.d.	Feeding and Nutrition	
INDICATOR	36-48.I.A.d.1.	Responds to feeding or feeds self with increasing efficiency and demonstrates increasing interest in eating habits and making food choices	
EXPECTATION	36-48.I.A.d.1.b.	Begins to recognize nutritious food choices and healthy eating habits	✓
BENCHMARK	36-48.I.B.c.	Fine Motor Development	
INDICATOR	36-48.I.B.c.1.	Demonstrates increasing precision, strength, coordination and efficiency when using hand muscles for play and functional tasks	
BENCHMARK	36-48.I.B.c.	Fine Motor Development	
INDICATOR	36-48.I.B.c.2.	Increasingly coordinates hand and eye movements to perform a variety of actions with increasing precision	
BODY OF KNOWLEDGE	FL.36-48.II.	APPROACHES TO LEARNING DOMAIN (36-48 months)	
BIG IDEA	36-48.II.A.	EAGERNESS AND CURIOSITY	
BENCHMARK	36-48.II.A.1.	Shows curiosity and is eager to learn new things and have new experiences	✓
BIG IDEA	36-48.II.B.	PERSISTENCE	

BENCHMARK	36-48.II.B.1.	Sustains attention for brief periods and finds help when needed	✓
BIG IDEA	36-48.II.D.	PLANNING AND REFLECTION	
BENCHMARK	36-48.II.D.1.	Shows initial signs of planning and learning from their experiences	✓
BODY OF KNOWLEDGE	FL.36-48.III.	SOCIAL AND EMOTIONAL DEVELOPMENT DOMAIN (36-48 months)	
BIG IDEA	36-48.III.A.	EMOTIONAL FUNCTIONING	
BENCHMARK	36-48.III.A.1.	Expresses, identifies and responds to a range of emotions	
INDICATOR	36-48.III.A.1.a.	Identifies complex emotions in a book, picture or on a person's face (e.g., frustrated, confused)	✓
BIG IDEA	36-48.III.C.	BUILDING AND MAINTAINING RELATIONSHIPS WITH ADULTS AND PEERS	
BENCHMARK	36-48.III.C.3.	Develops increasing ability to engage in social problem solving	
INDICATOR	36-48.III.C.3.a.	Able to suggest a potential solution to social problems and with adult support is able to follow through	✓
BIG IDEA	36-48.III.D.	SENSE OF IDENTITY AND BELONGING	
BENCHMARK	36-48.III.D.4.	Develops sense of self-awareness and independence	
INDICATOR	36-48.III.D.4.d.	Begins to identify self as part of a group (e.g., class or family)	✓
BODY OF KNOWLEDGE	FL.36-48.IV.	LANGUAGE AND LITERACY DOMAIN (36-48 months)	
BIG IDEA	36-48.IV.A.	LISTENING AND UNDERSTANDING	
BENCHMARK	36-48.IV.A.2.	Increases knowledge through listening	
INDICATOR	36-48.IV.A.2.a.	Tells the main idea or topic of a conversation, story, informational text or creative play, and makes a connection	✓
BENCHMARK	36-48.IV.A.3.	Follows directions	

INDICATOR	36-48.IV.A.3.a.	Achieves mastery of one-step directions and usually follows two-step directions	✓
BIG IDEA	36-48.IV.C.	VOCABULARY	
BENCHMARK	36-48.IV.C.1.	Shows an understanding of words and their meanings (receptive)	
INDICATOR	36-48.IV.C.1.a.	Begins to demonstrate understanding of age-appropriate vocabulary across multiple topic areas and demonstrates a variety of words and their meanings within each area (e.g., world knowledge, names of body parts and feelings)	✓
INDICATOR	36-48.IV.C.1.b.	Begins to understand the use of words in different context (including plurals and past tense in speech)	✓
BIG IDEA	36-48.IV.F.	EMERGENT READING	
BENCHMARK	36-48.IV.F.1.	Shows motivation for and appreciation of reading	
INDICATOR	36-48.IV.F.1.b.	Begins to make real-world connections between stories and real-life experiences	✓
INDICATOR	36-48.IV.F.1.c.	Interacts appropriately with books; pretends to read, holds book appropriately or picture reads	✓
BENCHMARK	36-48.IV.F.2.	Shows age-appropriate phonological awareness	
INDICATOR	36-48.IV.F.2.a.	Listens and matches rhythm, volume and pitch of rhymes, songs and chants	✓
BENCHMARK	36-48.IV.F.3.	Shows alphabetic and print knowledge	
INDICATOR	36-48.IV.F.3.a.	Recognizes that print conveys meaning	✓
INDICATOR	36-48.IV.F.3.b.	Recognizes some letters when named (e.g., when shown a group of letters, can accurately identify, verbally or nonverbally, the letter that is named)	✓
INDICATOR	36-48.IV.F.3.c.	Names some letters (e.g., when shown an uppercase or lowercase letter, can accurately say its name)	✓
BENCHMARK	36-48.IV.F.4.	Demonstrates comprehension of books read aloud	
INDICATOR	36-48.IV.F.4.a.	Retells or reenacts parts of a story after it is read aloud	✓

BENCHMARK	36-48.IV.G.1.	Begins to show motivation to engage in written expression and appropriate knowledge of forms and functions of written composition	
INDICATOR	36-48.IV.G.1.a.	Uses scribbling, letter-like shapes and drawings to represent thoughts and ideas	✓
BODY OF KNOWLEDGE	FL.36-48.V.	MATHEMATICAL THINKING DOMAIN (36-48 months)	
BIG IDEA	36-48.V.A.	NUMBER SENSE	
BENCHMARK	36-48.V.A.1.	Subitizes (immediately recognizes without counting) the number of objects in a set of four objects	✓
BENCHMARK	36-48.V.A.2.	Counts and identifies the number sequence "1 to 10"	✓
BENCHMARK	36-48.V.A.3.	Begins to demonstrate one-to-one correspondence up to 10 during daily routines	✓
BENCHMARK	36-48.V.A.4.	Identifies the last number spoken tells "how many" up to five (cardinality)	✓
BENCHMARK	36-48.V.A.5.	Counts sets constructed by the teacher to five and beyond	✓
BENCHMARK	36-48.V.A.6.	Constructs and counts sets of one to five and beyond	✓
BIG IDEA	36-48.V.B.	NUMBER AND OPERATIONS	
BENCHMARK	36-48.V.B.1.	Explores quantities up to five using objects, fingers and dramatic play to solve real-world joining and separating problems	✓
BENCHMARK	36-48.V.B.2.	Changes size of a set of up to five objects by combining and taking away	✓
BIG IDEA	36-48.V.C.	PATTERNS	
BENCHMARK	36-48.V.C.1.	Notices a pattern with a missing object and completes the pattern by filling in the missing object	✓
BENCHMARK	36-48.V.C.2.	Begins to duplicate a pattern from a model	✓
BIG IDEA	36-48.V.D.	GEOMETRY	

BENCHMARK	36-48.V.D.1.	Recognizes and names typical shapes (circle, square, triangle)	✓
BENCHMARK	36-48.V.D.2.	Matches a wider variety of shapes and orientations	✓
BIG IDEA	36-48.V.E.	SPATIAL RELATIONS	
BENCHMARK	36-48.V.E.1.	Demonstrates an understanding of basic spatial directions through songs, finger plays and games	✓
BENCHMARK	36-48.V.E.2.	Demonstrates directionality, order and position of objects by following simple directions	✓
BIG IDEA	36-48.V.F.	MEASUREMENT AND DATA	
BENCHMARK	36-48.V.F.1.	Uses size words to label objects	✓
BENCHMARK	36-48.V.F.2.	Explores two objects by making direct comparisons in length, weight and size using a single attribute	✓
BENCHMARK	36-48.V.F.3.	Measures object attributes using a variety of standard and nonstandard tools with adult guidance	✓
BODY OF KNOWLEDGE	FL.36-48.VI.	SCIENTIFIC INQUIRY DOMAIN (36-48 months)	
BIG IDEA	36-48.VI.A.	SCIENTIFIC INQUIRY THROUGH EXPLORATION AND DISCOVERY	
BENCHMARK	36-48.VI.A.1.	Uses senses to explore and understand their social and physical environment	
INDICATOR	36-48.VI.A.1.a.	Begins to identify each of the five senses and how they relate to the sense organs	✓
BENCHMARK	36-48.VI.A.2.	Uses tools in scientific inquiry	
INDICATOR	36-48.VI.A.2.a.	Demonstrates the use of simple tools and equipment for observing and investigating (e.g., droppers, blocks, bug catchers)	✓
BENCHMARK	36-48.VI.A.3.	Uses understanding of causal relationships to act on social and physical environments	
INDICATOR	36-48.VI.A.3.a.	Makes simple predictions and reflects on what caused something to happen	✓

INDICATOR	36-48.VI.A.3.b.	Participates in and discusses simple experiments	✓
BIG IDEA	36-48.VI.B.	LIFE SCIENCE	
BENCHMARK	36-48.VI.B.1.	Demonstrates knowledge related to living things and their environments	
INDICATOR	36-48.VI.B.1.b.	Begins to notice the similarities and differences among various living things	✓
INDICATOR	36-48.VI.B.1.c.	Explores basic life cycles (e.g., plants grow from seeds and hatching eggs)	✓
INDICATOR	36-48.VI.B.1.d.	Explores the differences between living and non-living things	✓
INDICATOR	36-48.VI.B.1.e.	Explores the needs of living things (e.g., plants need water to grow and kids need food to grow)	✓
BIG IDEA	36-48.VI.D.	EARTH AND SPACE SCIENCE	
BENCHMARK	36-48.VI.D.1.	Demonstrates knowledge related to the dynamic properties of earth and sky	
INDICATOR	36-48.VI.D.1.b.	Investigates and asks questions about the properties of rocks, soil, sand and mud using adult- and child-directed activities	✓
BIG IDEA	36-48.VI.F.	ENGINEERING AND TECHNOLOGY	
BENCHMARK	36-48.VI.F.1.	Shows interest and understanding of how simple tools and machines assist with solving problems or creating objects and structures	
BODY OF KNOWLEDGE	FL.36-48.VII.	SOCIAL STUDIES DOMAIN (36-48 months)	
BIG IDEA	36-48.VII.B.	INDIVIDUAL DEVELOPMENT AND IDENTITY	
BENCHMARK	36-48.VII.B.1.	Recognizes characteristics of self as an individual	✓
BENCHMARK	36-48.VII.B.2.	Recognizes the ways self is similar to and different from peers and others	✓
BIG IDEA	36-48.VII.C.	INDIVIDUALS AND GROUPS	

BENCHMARK	36-48.VII.C.1.	Identifies self and others as part of a group	✓
BENCHMARK	36-48.VII.C.3.	Begins to demonstrate awareness of group rules (e.g., family, classroom, school and community)	✓
BIG IDEA	36-48.VII.D.	SPACES, PLACES AND ENVIRONMENTS	
BENCHMARK	36-48.VII.D.4.	Begins to use spatial words (e.g., far/close, over/under and up/down)	✓
BIG IDEA	36-48.VII.F.	GOVERNANCE, CIVIC IDEALS AND PRACTICES	
BENCHMARK	36-48.VII.F.2.	Begins to participate in problem solving and decision making	✓
BIG IDEA	36-48.VII.G.	ECONOMICS AND RESOURCES	
BENCHMARK	36-48.VII.G.2.	Recognizes familiar people who perform different occupations	✓
BIG IDEA	36-48.VII.H.	TECHNOLOGY AND OUR WORLD	
BENCHMARK	36-48.VII.H.1.	Uses technology as a tool when appropriate (e.g., writing utensils, electronic toys, DVD, music players, digital cameras, computers or tablets)	✓
BODY OF KNOWLEDGE	FL.36-48.VIII.	CREATIVE EXPRESSION THROUGH THE ARTS DOMAIN (36-48 months)	
BODY OF KNOWLEDGE	FL.48-K.I.	PHYSICAL DEVELOPMENT DOMAIN (48 months-Kindergarten)	
BIG IDEA	48-K.I.A.	HEALTH AND WELLBEING	
BENCHMARK	48-K.I.A.b.	Safety	
INDICATOR	48-K.I.A.b.1.	Shows awareness of safety and increasingly demonstrates knowledge of safe choices and risk assessment when participating in daily activities	
EXPECTATION	48-K.I.A.b.1.b.	Identifies consequences of not following safety rules	✓
BENCHMARK	48-K.I.A.d.	Feeding and Nutrition	

INDICATOR	48-K.I.A.d.1.	Responds to feeding or feeds self with increasing efficiency and demonstrates increasing interest in eating habits and making food choices	
EXPECTATION	48-K.I.A.d.1.b.	Recognizes nutritious food choices and healthy eating habits	✓
BODY OF KNOWLEDGE	FL.48-K.I.	PHYSICAL DEVELOPMENT DOMAIN (48 months-Kindergarten)	
BIG IDEA	48-K.I.B.	MOTOR DEVELOPMENT	
BENCHMARK	48-K.I.B.c.	Fine Motor Development	
INDICATOR	48-K.I.B.c.2.	Increasingly coordinates hand and eye movements to perform a variety of actions with increasing precision	
EXPECTATION	48-K.I.B.c.2.a.	Easily coordinates hand and eye movements to carry out tasks (e.g., working on puzzles or stringing beads together)	✓
BODY OF KNOWLEDGE	FL.48-K.II.	APPROACHES TO LEARNING DOMAIN (48 months-Kindergarten)	
BIG IDEA	48-K.II.A.	EAGERNESS AND CURIOSITY	
BENCHMARK	48-K.II.A.1.	Shows increased curiosity and is eager to learn new things and have new experiences	✓
BIG IDEA	48-K.II.B.	PERSISTENCE	
BENCHMARK	48-K.II.B.1.	Attends to tasks for a brief period of time	✓
BODY OF KNOWLEDGE	FL.48-K.III.	SOCIAL AND EMOTIONAL DEVELOPMENT DOMAIN (48 months-Kindergarten)	
BIG IDEA	48-K.III.B.	MANAGING EMOTIONS	
BENCHMARK	48-K.III.B.1.	Demonstrates ability to self-regulate	
INDICATOR	48-K.III.B.1.a.	Recognizes and names own emotions and manages and exhibits behavioral control with or without adult support	✓
BODY OF KNOWLEDGE	FL.48-K.IV.	LANGUAGE AND LITERACY DOMAIN (48 months-Kindergarten)	

BIG IDEA	48-K.IV.A.	LISTENING AND UNDERSTANDING	
BENCHMARK	48-K.IV.A.2.	Increases knowledge through listening	
INDICATOR	48-K.IV.A.2.a.	Identifies the main idea, some details of a conversation, story or informational text and can explicitly connect what is being learned to own existing knowledge	✓
BENCHMARK	48-K.IV.A.3.	Follows directions	
INDICATOR	48-K.IV.A.3.a.	Achieves mastery of two-step directions and usually follows three-step directions	✓
BIG IDEA	48-K.IV.C.	VOCABULARY	
BENCHMARK	48-K.IV.C.1.	Shows an understanding of words and their meanings (receptive)	
INDICATOR	48-K.IV.C.1.a.	Demonstrates understanding of age-appropriate vocabulary across many topic areas and demonstrates a wide variety of words and their meanings within each area (e.g., world knowledge, names of body parts and feelings)	✓
BIG IDEA	48-K.IV.F.	EMERGENT READING	
BENCHMARK	48-K.IV.F.1.	Shows motivation for and appreciation of reading	
INDICATOR	48-K.IV.F.1.b.	Makes real-world connections between stories and real-life experiences	✓
INDICATOR	48-K.IV.F.1.c.	Interacts appropriately with books and other materials in a print-rich environment	✓
INDICATOR	48-K.IV.F.1.d.	Asks to be read to, asks the meaning of written text or compares books/stories	✓
INDICATOR	48-K.IV.F.1.e.	Initiates and participates in conversations that demonstrate appreciation of printed materials	
BENCHMARK	48-K.IV.F.2.	Shows age-appropriate phonological awareness	
INDICATOR	48-K.IV.F.2.a.	Distinguishes individual words within spoken phrases or sentences	✓
INDICATOR	48-K.IV.F.2.b.	Combines words to make a compound word (e.g., "foot" + "ball" = "football")	✓

INDICATOR	48-K.IV.F.2.c.	Deletes a word from a compound word (e.g., "starfish" – "star" = "fish")	✓
INDICATOR	48-K.IV.F.2.d.	Combines syllables into words (e.g., "sis" + "ter" = "sister")	✓
INDICATOR	48-K.IV.F.2.e.	Deletes a syllable from a word (e.g., "trumpet" – "trum" = "pet" or "candy" – "dy" = "can")	✓
INDICATOR	48-K.IV.F.2.f.	Combines onset and rime to form a familiar one-syllable word with and without pictorial support (e.g., when shown several pictures and adult says "/c/" + "at," child can select the picture of the cat)	✓
BENCHMARK	48-K.IV.F.3.	Shows alphabetic and print knowledge	
INDICATOR	48-K.IV.F.3.a.	Recognizes that print conveys meaning	✓
INDICATOR	48-K.IV.F.3.b.	Recognizes almost all letters when named (e.g., when shown a group of letters, can accurately identify, verbally or nonverbally, the letter that is named)	✓
INDICATOR	48-K.IV.F.3.c.	Names most letters (e.g., when shown an uppercase or lowercase letter, can accurately say its name)	✓
INDICATOR	48-K.IV.F.3.d.	Recognizes some letter sounds (e.g., when shown a group of letters, can accurately identify, verbally or nonverbally, the letter of the sound given)	✓
BENCHMARK	48-K.IV.F.4.	Demonstrates comprehension of books read aloud	
INDICATOR	48-K.IV.F.4.a.	Retells or reenacts story with increasing accuracy and complexity after it is read aloud	✓
BIG IDEA	48-K.IV.G.	EMERGENT WRITING	
BENCHMARK	48-K.IV.G.1.	Begins to show motivation to engage in written expression and appropriate knowledge of forms and functions of written composition	
INDICATOR	48-K.IV.G.1.a.	Intentionally uses scribbles/writing to convey meaning (e.g., signing artwork, captioning, labeling, creating lists, making notes)	✓
INDICATOR	48-K.IV.G.1.b.	Uses letter-like shapes or letters to write words or parts of words	✓
INDICATOR	48-K.IV.G.1.c.	Writes own name (e.g., first name, last name, or nickname), not necessarily with full correct spelling or well-formed letters	✓
BODY OF KNOWLEDGE	FL.48-K.V.	MATHEMATICAL THINKING DOMAIN (48 months-Kindergarten)	

BIG IDEA	48-K.V.A.	NUMBER SENSE	
BENCHMARK	48-K.V.A.1.	Subitizes (immediately recognizes without counting) up to five objects	✓
BENCHMARK	48-K.V.A.2.	Counts and identifies the number sequence "1 to 31"	✓
BENCHMARK	48-K.V.A.3.	Demonstrates one-to-one correspondence when counting objects placed in a row (one to 15 and beyond)	✓
BENCHMARK	48-K.V.A.4.	Identifies the last number spoken tells "how many" up to 10 (cardinality)	✓
BENCHMARK	48-K.V.A.5.	Constructs and counts sets of objects (one to 10 and beyond)	✓
BENCHMARK	48-K.V.A.6.	Uses counting and matching strategies to find which is more, less than or equal to 10	✓
BENCHMARK	48-K.V.A.7.	Reads and writes some numerals one to 10 using appropriate activities	✓
BIG IDEA	48-K.V.B.	NUMBER AND OPERATIONS	
BENCHMARK	48-K.V.B.1.	Explores quantities up to eight using objects, fingers and dramatic play to solve real-world joining and separating problems	✓
BENCHMARK	48-K.V.B.2.	Begins to demonstrate how to compose and decompose (build and take apart) sets up to eight using objects, fingers and acting out	✓
BIG IDEA	48-K.V.C.	PATTERNS	
BENCHMARK	48-K.V.C.1.	Identifies and extends a simple AB repeating pattern	✓
BENCHMARK	48-K.V.C.2.	Duplicates a simple AB pattern using different objects	✓
BENCHMARK	48-K.V.C.3.	Recognizes the unit of repeat of a more complex pattern and extends the pattern (e.g., ABB or ABC)	✓
BIG IDEA	48-K.V.D.	GEOMETRY	
BENCHMARK	48-K.V.D.1.	Recognizes and names two-dimensional shapes (circle, square, triangle and rectangle) of different size and orientation	✓

BENCHMARK	48-K.V.D.2.	Describes, sorts and classifies two- and three-dimensional shapes using some attributes such as size, sides and other properties (e.g., vertices)	✓
BENCHMARK	48-K.V.D.3.	Creates two-dimensional shapes using other shapes (e.g., putting two squares together to make a rectangle)	✓
BIG IDEA	48-K.V.E.	SPATIAL RELATIONS	
BENCHMARK	48-K.V.E.1.	Describes relationships between objects and locations with words and gestures by constructing models to demonstrate an understanding of proximity (beside, next to, between, below, over and under)	✓
BIG IDEA	48-K.V.F.	MEASUREMENT AND DATA	
BENCHMARK	48-K.V.F.1.	Measures object attributes using a variety of standard and nonstandard tools	✓
BENCHMARK	48-K.V.F.2.	Identifies measurable attributes such as length and weight and solves problems by making direct comparisons of objects	✓
BENCHMARK	48-K.V.F.3.	Seriates (places objects in sequence) up to six objects in order by height or length (e.g., cube towers or unit blocks)	✓
BENCHMARK	48-K.V.F.4.	Represents, analyzes and discusses data (e.g. charts, graphs and tallies)	✓
BODY OF KNOWLEDGE	FL.48-K.VI.	SCIENTIFIC INQUIRY DOMAIN (48 months-Kindergarten)	
BIG IDEA	48-K.VI.A.	SCIENTIFIC INQUIRY THROUGH EXPLORATION AND DISCOVERY	
BENCHMARK	48-K.VI.A.1.	Uses senses to explore and understand their social and physical environment	
INDICATOR	48-K.VI.A.1.a.	Identifies each of the five senses and their relationship to each of the sense organs	✓
INDICATOR	48-K.VI.A.1.b.	Begins to identify and make observations about what can be learned about the world using each of the five senses	✓
BENCHMARK	48-K.VI.A.2.	Uses tools in scientific inquiry	
INDICATOR	48-K.VI.A.2.a.	Uses tools and various technologies to support exploration and inquiry (e.g., digital cameras, scales)	✓
BENCHMARK	48-K.VI.A.3.	Uses understanding of causal relationships to act on social and physical environments	

INDICATOR	48-K.VI.A.3.a.	Makes predictions and tests their predictions through experimentation and investigation	✓
BIG IDEA	48-K.VI.B.	LIFE SCIENCE	
BENCHMARK	48-K.VI.B.1.	Demonstrates knowledge related to living things and their environments	
INDICATOR	48-K.VI.B.1.a.	Identifies characteristics of a variety of plants and animals including physical attributes and behaviors (e.g., camouflage, body covering, eye color, other adaptations, types of trees and where they grow)	✓
INDICATOR	48-K.VI.B.1.b.	Notices the similarities and differences among various living things	✓
INDICATOR	48-K.VI.B.1.c.	Understands that all living things grow, change and go through life cycles	✓
INDICATOR	48-K.VI.B.1.d.	Begins to distinguish between living and non-living things	✓
INDICATOR	48-K.VI.B.1.e.	Observes that living things differ with regard to their needs and habitats	✓
BIG IDEA	48-K.VI.C.	PHYSICAL SCIENCE	
BENCHMARK	48-K.VI.C.1.	Demonstrates knowledge related to physical science	
INDICATOR	48-K.VI.C.1.a.	Discusses what makes objects move the way they do and how the movement can be controlled	✓
INDICATOR	48-K.VI.C.1.b.	Makes predictions about how to change the speed of an object, tests predictions through experiments and describes what happens	✓
BIG IDEA	48-K.VI.D.	EARTH AND SPACE SCIENCE	
BENCHMARK	48-K.VI.D.1.	Demonstrates knowledge related to the dynamic properties of earth and sky	
INDICATOR	48-K.VI.D.1.a.	Describes properties of water including changes in the states of water – liquid, solid and gas (e.g., buoyancy, movement, displacement and flow)	
INDICATOR	48-K.VI.D.1.b.	Discovers, explores, sorts, compares, and contrasts objects that are naturally found in the environment, including rocks, soil, sand and mud, and recognizes relationships among the objects (e.g., nature walks with hand lenses, collection bag) (e.g., rocks, twigs, leaves and sea shells)	✓
INDICATOR	48-K.VI.D.1.e.	Uses appropriate vocabulary to discuss climate and changes in the weather and the impact it has on their daily lives (e.g., types of clothing for different environments)	✓

BIG IDEA	48-K.VI.F.	ENGINEERING AND TECHNOLOGY	
BENCHMARK	48-K.VI.F.1.	Shows interest and understanding of how simple tools and machines assist with solving problems or creating objects and structures	
BIG IDEA	48-K.VII.B.	INDIVIDUAL DEVELOPMENT AND IDENTITY	
BENCHMARK	48-K.VII.B.1.	Identifies characteristics of self as an individual	✓
BIG IDEA	48-K.VII.C.	INDIVIDUALS AND GROUPS	
BENCHMARK	48-K.VII.C.1.	Identifies differences and similarities of self and others as part of a group	✓
BENCHMARK	48-K.VII.C.3.	Demonstrates awareness of group rules (e.g., family, classroom, school or community)	✓
BIG IDEA	48-K.VII.D.	SPACES, PLACES AND ENVIRONMENTS	
BENCHMARK	48-K.VII.D.4.	Uses spatial words (e.g., far/close, over/under and up/down)	✓
BENCHMARK	48-K.VII.D.6.	Begins to identify the relationship between human decisions and the impact on the environment (e.g., recycling and water conservation)	✓
BIG IDEA	48-K.VII.F.	GOVERNANCE, CIVIC IDEALS AND PRACTICES	
BENCHMARK	48-K.VII.F.1.	Recognizes and follows rules and expectations in varying settings	✓
BENCHMARK	48-K.VII.F.2.	Participates in problem solving and decision making	✓
BIG IDEA	48-K.VII.H.	TECHNOLOGY AND OUR WORLD	
BENCHMARK	48-K.VII.H.1.	Uses and shows awareness of technology and its impact on how people live (e.g., computers, tablets, mobile devices, cameras or music players)	✓
BODY OF KNOWLEDGE	FL.48-K.VIII.	CREATIVE EXPRESSION THROUGH THE ARTS DOMAIN (48 months-Kindergarten)	