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Correlation between the Florida Early Learning and Developmental Standards for 4-Year Olds (2011) and KidVision Pre-K Field Trips, Seasons 1-7

I. Physical Development

A. Health & Wellness

2. Shows visual abilities to facilitate learning and healthy growth and development. P 21.
 - **KidVision Field Trip: Aquatic Complex #1 / Eye Doctor #2**
3. Demonstrates auditory ability to facilitate learning and healthy growth and development. P. 22.
 - **KidVision Field Trip: Symphony Orchestra #3**
4. Demonstrates characteristics of good oral health and perform oral hygiene routines. P. 23.
 - **KidVision Field Trip: Dentist's Office #2**
5. Shows familiarity with health care providers in relation to health and wellness. P. 24.
 - **KidVision Field Trip: Children's Hospital #2 & #4 / Dentist's Office #3 / Animal Shelter #3**
7. Shows basic physical needs are met. P. 26.
 - **KidVision Field Trip: Zoo #1/Hair Salon #4 / Ice Skating #1**
8. Actively takes part in basic health and safety routines P.27.
 - **KidVision Field Trips: Fire Station #4 / Construction Site #2 / Playground #1 / School Bus Depot #3 / Cooking School #2 / Hair Salon #3 / Safety Town #3 / Beach #1**
9. Participates in physical fitness activities. P. 28.
 - **KidVision Field Trips: Aquatic Complex #4 / Aikido Dojo #1 / Playground #4 / Gymnastics School #1 / Yoga #1**
10. Makes healthy food choices. P.29.
 - **KidVision Field Trips: Jungle Island #2 / Zoo #2 / Grocery Store #1 / Cooking School #1 / Farmers Market #1**

B. Self Help

1. Actively participates in self-care. P.30
 - **KidVision Field Trips: Animal Shelter #4 / Horse Farm #3 / Playground #3 / Baseball Park #2 / Gymnastics School #3 / Soccer Game #3 / Bowling #1**



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I. Physical Development

C. Gross Motor Development

1. Demonstrates the ability to combine movements for gross motor skills. P. 33.
 - KidVision Field Trips: Animal Shelter #4 / Horse Farm #3 / Playground #3 / Baseball Park #2 / Soccer Game #4 / Ice Skating #2
2. Demonstrates the ability to combine movements for gross motor skills. P. 33.
 - KidVision Field Trips: Aikido Dojo #4 / Playground #2 / Baseball Park #3 / Gymnastics School #2 / Soccer Game #4 / Ice Skating #3 / Beach #4 / Yoga #3 / Bowling #4

D. Fine Motor Development

1. Demonstrates increasing control of small motor muscles to perform simple tasks. P. 34.
 - KidVision Field Trips: Music Store #1 / Bake Shop #4 / Animal Farm #3
2. Uses eye-hand coordination to perform fine motor tasks. P. 35.
 - KidVision Field Trip: Construction Site #4

II. Approaches to Learning

A. Eagerness & Curiosity

1. Shows curiosity and is eager to learn new things and have new experiences. P. 44.
 - KidVision Field Trips: Biscayne National Park #4 / Pizza Restaurant #2 / Paper Niche #1 / Pirate Ship #1 / Wearable Art #1

B. Persistence

1. Attends to tasks for a brief period and seeks help when needed. P. 45.
 - KidVision Field Trips: Sheriff's Office #4 / Paper Niche #3 / Gymnastics School #4 / Wearable Art #3

C. Creativity

1. Approaches daily activities with creativity. P. 46.
 - KidVision Field Trips: Aquatic Complex #2 / Children's Theater #1 / Pottery Studio #1 / Paper Niche #4 / ReThink & Reuse Center #3 / TV Station #3 / Young At Art #2 / Hardware Store #4 / Wearable Art #2 / Art Museum #4



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II. Approaches to Learning

D. Planning & Reflection

1. Shows initial signs of planning and learning from their experiences. P. 47.
 - **KidVision Field Trips: Animal Shelter #1 / Construction Site #1 / Construction Site #1 / Paper Niche #2 / TV Station #4 / Hardware Store #1 / Pet Shop #4 / Wearable Art #4**

III. Social & Emotional Development

A. Self-Regulation

a. Affective.

1. Demonstrates growing autonomy and independence, indicated by increasing self-care and willing participation in daily routines, when given a consistent and predictable environment. P. 54.
 - **KidVision Field Trip: Jungle Island #4**

b. Life / Adaptive

1. Follows simple rules, agreements, and familiar routines, with teacher support and multiple experiences over time. P. 56.
 - **KidVision Field Trips: Kindergarten #2 / Soccer Game #1 / Safety Town #2**
2. Begins to use materials with increasing care and safety. P. 57.
 - **KidVision Field Trips: Recycling Center #4 / Flag Company #3 / Pet Shop #2**
3. Adapts to transitions with increasing independence. P. 58.
 - **KidVision Field Trip: Library #1**

B. Relationships

a. Self

1. Shows increasing confidence in their abilities. P. 59.
 - **KidVision Field Trip: Sheriff's Office #3 / Children's Theater #2 / Yoga #2**



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III. Social & Emotional Development

b. Peers

1. Interacts with and develops positive relationships with peers. P. 60.

- **KidVision Field Trips: Aikido Dojo #3 / Soccer Game #2**

c. Adults

1. Develops positive relationships and interacts comfortably with familiar adults. P. 63.

- **KidVision Field Trip: Sheriff's Office #2**

IV. Language, Communication & Emergent Literacy

A. Listening & Understanding

1. Increases knowledge through listening. P. 78.

- **KidVision Field Trip: Railroad Museum #3 / Irish Dance #3**

2. Follows multi-step directions. P. 79.

- **KidVision Field Trips: Animal Shelter #2 / Kites #4 / Safety Town #4 / Irish Dance #2**

B. Speaking

1. Speaking is understood by both familiar and an unfamiliar peer or adult. P. 80.

- **KidVision Field Trips: Weather Station #4 / Cooking School #4 / Flag Company #4**

C. Vocabulary

1. Shows an understanding of words and their meanings. P. 81.

- **KidVision Field Trips: Sheriff's Office #1 / Airport #2 / Kites #2 / School Bus Depot #2 / Hardware Store #3**

Benchmark a: Child has age-appropriate vocabulary across many topic areas and demonstrates a wide variety of word and their meanings within each area.

- **KidVision Field Trips: Pet Shop #1**



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IV. Language, Communication & Emergent Literacy

Benchmark b: Child has mastery of functional, organizational language of the classroom. P. 82.

- **KidVision Field Trips: Jungle Island #3 / Pirate Ship #2**

Benchmark c: Child understands or knows the meaning of many thousands of words including disciplinary words, many more than he or she routinely uses.

- **KidVision Field Trips: Costume Shop #4**

2. Shows increased vocabulary to describe many objects, actions, and events.

Benchmark a: Child uses a large speaking vocabulary, adding new words weekly. P. 84.

- **KidVision Field Trip: Science Museum #2**

Benchmark c: Child uses a variety of word meaning relationships (e.g., part-whole, object function, object-location).

- **KidVision Field Trip: Eye Doctor #1 / Safety Town #1**

F. Emergent Reading

1. Shows motivation for reading.

- **KidVision Field Trip: Beach #2**

4. Demonstrates comprehension of text read aloud.

Benchmark b: Child asks and answers appropriate questions about the story.

- **KidVision Field Trip: Ice Cream #2**

G. Emergent Writing

2. Uses scribbling, letter-like shapes, and letters that are clearly different from drawing to represent thought and ideas.

Benchmark b: Child writes own name, not necessarily with full correct spelling or well-formed letters. P. 116

- **KidVision Field Trip: Kindergarten #4**



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V. Cognitive Development & General Knowledge

A. Mathematical Thinking

a. Number Sense

1. Demonstrates understanding of one-to-one correspondence.

Benchmark a: Child demonstrates one-to-one correspondence when counting. P . 133.

- **KidVision Field Trips: Bank #2 / Pizza Restaurant #3 / Ice Cream #3**

3. Shows understanding by participating in the comparison of quantities.

Benchmark a: Child compares two sets to determine if they are equal . P 137.

- **KidVision Field Trip: Bank #3**

4. Assigns and relates numerical representations among numerals (written), sets of objects, and number names (spoken) from zero to 10. P. 141.

- **KidVision Field Trips: Pizza Restaurant #4 / School Bus Depot #1**

6. Shows understanding of and uses appropriate terms to describe ordinal positions.

Benchmark a: Child demonstrates the concept of ordinal positions with concrete objects. P. 144.

- **KidVision Field Trip: Railroad Museum #4**

b. Number & Operations

2. Shows understanding of addition and subtraction using a concrete set of objects.

Benchmark c: Child uses concrete objects to solve complex problems. P. 150.

- **KidVision Field Trip: Bank #4 / Bowling #4**

c. Patterns & Seriation

1. Understands characteristics of two elements. P. 154

- **KidVision Field Trip: Flag Company #2**

d. Geometry

1. Understands various two-dimensional shapes, including circle, triangle, square, rectangle, oval and other less common shapes.

Benchmark b: Child names two-dimensional shapes. P. 159.

- **KidVision Field Trips: Bank #1 / Baseball Park #4 / Kites #1 / Post Office #3 / Art Museum #3**



V. Cognitive Development & General Knowledge

A. Mathematical Thinking (Cont'd)

d. Geometry

3. Understands various three-dimensional shapes, including sphere, cube, cone, and other less common shapes.

Benchmark b: Child Names three-dimensional shapes. P. 166.

- **KidVision Field Trips: Weather Station #2**

4. Analyzes and constructs examples of simple symmetry and non-symmetry in two-dimensions, using concrete objects. P. 167.

- **KidVision Field Trips: Zoo #3 / Butterfly World #4**

e. Spatial Relations

1. Demonstrates understanding of spatial relationships and uses positional words.

Benchmark a: Child shows understanding of positional words. P. 168.

- **KidVision Field Trip: Fire Station #2**

3. Understands and can tell the difference between orientation terms like horizontal, diagonal and vertical. P 171.

- **KidVision Field Trip: Airport #3**

4. Uses directions to move through space and find places in space. P. 172

- **KidVision Field Trip: ReThink & ReUse Center #1.**

f. Measurement

1. Engages in activities that explore measurement. P. 173.

- **KidVision Field Trip: Bake Shop #3 / Dinosaur Exhibit #1 / Hardware Store #2**

2. Compares continuous quantities using length, weight, and height.

Benchmark b: Child measures or compares the weight of one or more objects using non-standard reference, with teacher support and multiple experiences over time. P. 175

- **KidVision Field Trip: Grocery Store #4**



V. Cognitive Development & General Knowledge

A. Mathematical Thinking (Cont'd)

f. Measurement

2. Compares continuous quantities using length, weight and height.

Benchmark c: Child measures or compares the height of one or more objects using a non-standard reference, with teacher support and multiple experiences over time. P. 176

- **KidVision Field Trip: Construction Site #3**

2. Compares continuous quantities using length, weight and height.

Benchmark d: Child uses measurement vocabulary and comparative terminology with teacher support and multiple experiences over time. P. 177.

- **KidVision Field Trip: Aquatic Complex #3**

3. Represents and analyzes data. Benchmark c: Child analyzes, with teacher and small groups, the relationship between items/objects represented by charts and graphs. P. 180.

- **KidVision Field Trip: Weather Station #3**

B. Scientific Inquiry

a. Investigation & Inquiry

1. Demonstrates the use of simple tools and equipment for observing and investigating. P. 187.

- **KidVision Field Trips: Biscayne National Park #2 / Science Museum / G.R.O.W. Project #3 / Oceanographic Center #2 / Nature Center #4**

2. Examines objects and makes comparisons. P. 188.

- **KidVision Field Trips: Recycling Center #2 / Flamingo Gardens #3 / ReThink & ReUse Center #4**



V. Cognitive Development & General Knowledge

b. Physical Science

1. Explores the physical properties and creative use of objects or matter. P. 189
 - **KidVision Field Trips: Railroad Museum #2 / Science Museum #1 / Oceanographic Center #3 / Dinosaur Exhibit #4 / Pirate Ship #4**

c. Life Science

1. Explores growth and change over time. P. 190
 - **KidVision Field Trips: Dentist's Office #4 / Butterfly World #1 / G.R.O.W. Project #1 / Farmers Market #3**
2. Identifies the characteristics of living things. P. 191
 - **KidVision Field Trips: Science Museum #4 / Native Village #1 / Flamingo Gardens #2 / Butterfly World #2 / Oceanographic Center #4 / Pet Shop #3 / Amazon River #3 / Nature Center # / Farmers Market #2 / Rainforest #2 / Animal Farm #4**
3. Identifies the five senses and explores functions of each. P. 192.
 - **KidVision Field Trips: Bake Shop #1 / Grocery Store #2 / Ice Cream #4**

d. Earth & Space

1. Explores the outdoor environment and begins to recognize changes in the environment. P. 193.
 - **KidVision Field Trips: G.R.O.W. Project #2 / Kites #3 / Rainforest #3**
2. Discovers and explores objects that are naturally found in the environment. P. 194.
 - **KidVision Field Trips: Biscayne National Park #3 / Flamingo Gardens #1 / Oceanographic Center #1 / Dinosaur Exhibit #2 / Amazon River #2 / Nature Center #2 / Beach #3 / Rainforest #4**



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V. Cognitive Development & General Knowledge

e. Environmental Awareness

1. Demonstrates ongoing environmental awareness and responsibility with teacher support and multiple experiences over time. P. 195.
 - **KidVision Field Trips: Recycling Center #1 / Flamingo Gardens #4 / G.R.O.W. Project #4 / Young At Art #4 / Nature Center #1 / Farmers Market #4**

C. Social Studies

a. Individual Development & Identity

2. Begins to recognize and appreciate similarities and differences in people. P. 201
 - **KidVision Field Trips: Aikido Dojo #2 / Native Village #3 / Flamenco Dance Studio #1 / Hair Salon #2 / Irish Dance #1**
3. Shows awareness and describes some social roles and jobs that people do. P. 203.
 - **KidVision Field Trips: Dentist's Office #1 / hair Salon #1 / Post Office #4 / Ice Cream #1**

b. People, Places & Environments

1. Demonstrates awareness of geographic thinking. P. 204.
 - **KidVision Field Trips: Fire Station #1 / Airport #1 / Weather Station #1 / Native Village #4 / Young At Art #3 / Flag Company #1 / Amazon River #1 / Pirate Ship #3**

c. Technology & Our World

1. Shows awareness of technology and its impact on how people live. P. 205.
 - **KidVision Field Trips: Recycling Center #3 / Children's Hospital #3 / TV Station #2 / Radio Station #1 / Symphony Orchestra #2 / Eye Doctor #3**

d. Civic Ideals & Practices

1. Demonstrates awareness of group rules. P. 206.
 - **KidVision Field Trips: Library #2 / School Bus Depot #4**



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V. Cognitive Development & General Knowledge

C. Social Studies (cont'd)

d. Civic Ideals & Practices (cont'd)

2. Begins to understand and take on leadership roles. P. 207.

- **KidVision Field Trips: Children's Hospital #1 / Symphony Orchestra #1**

D. Creative Expression through the Arts

a. Visual Arts

1. Explores visual arts. P. 213.

- **KidVision Field Trips: Native Village #2 / Pottery Studio #2 / Dinosaur Exhibit #3 / Costume Shop #1 / Hawaiian Dance #1 / Art Museum #1**

2. Children create visual art to communicate an idea. P. 214.

- **KidVision Field Trips: Pottery Studio #3 / Young At Art #1 / Costume Shop #2 / African Dance #2 / Art Museum #2**

3. Discusses and responds to the feeling caused by an artwork. P. 215.

- **KidVision Field Trips: Pottery Studio #4 / Costume Shop #3**

b. Music

1. Explores music. P. 216.

- **KidVision Field Trips: Music Store #3 / Radio Station #2 / Symphony Orchestra #4 / Hawaiian Dance #3**

c. Creative Movement & Dance

1. Explores creative movement and dance. P. 219

- **KidVision Field Trips: Music Store #4 / Butterfly World #3 / Flamenco Dance Studio #2 / African Dance & Music #1**



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V. Cognitive Development & General Knowledge

A. Social Studies (cont'd)

c. Creative Movement & Dance (cont'd)

2. Creates creative movement and dance to communicate an idea. P. 220.

- **KidVision Field Trip: Flamenco Dance Studio #3 / Amazon River #4 / African Dance #3**

3. Discusses and responds to feelings caused by creative movement & dance. P. 221.

- **Kidvision Field Trip: Flamenco Dance Studio #4 / Ice Skating #4**

d. Dramatic Play & Theater

1. Explores dramatic play and theater. P. 222.

- **KidVision Field Trips: Children's Theater #4 / TV Station #1 / Hawaiian Dance #4**

2. Creates dramatic play and theatre to communicate an idea. P. 223

- **KidVision Field Trips: African Dance #4 / Yoga #4**