

MOVE TO LEARN GLOBAL SCHOOL

GRADE KINDERGARTEN CURRICULUM - STEAM

Unit 1 – Bird Feeder

Real World Connections It can be difficult for birds to find food when there is snow.

Art Connection Make a birdhouse to provide food for birds.

Science and Math Connections Different birds eat different foods. One-to-one correspondence. Each bird needs food.

Technology and Engineering Connections Identify roofs on birdhouses. Flowers attract birds.

STEAM Fun Create a bird feeder that keeps birds dry and safe.

Unit 2 – Instruments

Real World Connections Sometimes schools don't have enough instruments for every child.

Art Connection Make a homemade instrument.

Science and Math Connections Vibrations make sound waves. Songs have patterns. Identify patterns.

Technology and Engineering Connections Instruments are Technologies. Make a homemade instrument.

STEAM Fun Write steps to make an original instrument. Make an original instrument.

Unit 3 – Plastic Bags

Real World Connections Plastic bags harm animals that live in the sea.

Art Connection Make art to show people why it is important to keep trash out of the seas.

Science and Math Connections Recycled bags are used to make new things. Count. Complete a bar graph.

Technology and Engineering Connections A backpack is a technology. Finish patterns. Use a plastic bag to make a kite.

STEAM Fun Make an original reusable bag.

Unit 4 – Screen Time

Real World Connections Looking at a screen for too long is not good for people.

Art Connection Make pictures using shapes.

Science and Math Connections Identify activities that keep people healthy. Count; Identify the most.

Technology and Engineering Connections Understand devices are technologies. Make a homemade bowling game.

STEAM Fun Make an original game and explain how to play it.

Unit 5 – Dirty Air

Real World Connections Some cars pollute the air.

Art Connection Make a sign to show how smoke makes the air dirty.

Science and Math Connections Identify actions that make the air dirty. Count. Subtract.

Technology and Engineering Connections A mask is a technology. Make a model of a bike.

STEAM Fun Make a model of a bus to show people how ride sharing helps keep air clean.

Unit 6 – Feelings

Real World Connections People can hurt other people's feelings.

Art Connection Make a feelings wheel.

Science and Math Connections People can do positive things when they are sad or mad. Facial expressions have meaning. Count. Add.

Technology and Engineering Connections Emojis can show how people feel. Make a shield.

STEAM Fun Make a sign to show children how to keep their teeth healthy.

Unit 7 – Germs

Real World Connections Sweet foods and drinks can cause tooth decay.

Art Connection Make a model of a tooth to practice brushing teeth.

Science and Math Connections Some foods and drinks can hurt teeth. Some foods and drinks are good for your teeth. Count germs and write how many.

Technology and Engineering Connections Dental tools are technologies. Use foods to make a model of a mouth.

STEAM Fun Make a sign to show children how to keep their teeth healthy.

Unit 8 – Old Playground

Real World Connections Old or broken playground equipment is not safe.

Art Connection Colour a playground picture to show colours that make a playground fun.

Science and Math Connections Playgrounds help children stay safe and healthy. There are many colours and shapes on a playground. Find shapes.

Technology and Engineering Connections Playground toys are a technology. Make a model of a swing.

STEAM Fun Make a model of a playground children will want to visit.

Unit 9 – Cats and Dogs

Real World Connections Some animals do not have a home.

Art Connection Make a cat or dog to practice taking care of a pet.

Science and Math Connections Identify what animals need to be safe and healthy. Determine which has more. Add one more.

Technology and Engineering Connections Animal homes are a technology. Count. Make a crate for a toy animal.

STEAM Fun Make a model of a doghouse that can be easily cleaned.

