

Wonder Gym Exhibit

DESCRIPTION:

Come climb, slide, rock, balance and build! It's all in the Wonder Gym read for kids to explore.

KEY WORDS:

- Exercise
- Running
- Climbing
- Length
- Height
- Weight

LEARNING ACTIVITIES:

- **BUILD** a castle together with the blue building blocks and **EXPERIMENT** with the blocks to make a sturdy structure. **PRETEND** you are a prince or princess and defend your territory! (Performing Arts + Math + Self-Regulation)
- Work together to **DESIGN** a workout routine using objects in the gym and things you can do with your own body (jumping jacks, etc.). Talk with your preschooler about how physical activity helps make you big and strong. (Physical Development)
- **PARTICIPATE** in one of our obstacle course activities. If one is not available, work together to **CREATE** your own! (Language + Math + Physical Development + Self-Regulation)

DRDP

APPROACHES TO LEARNING:

- Attention Maintenance
- Curiosity/Initiative
- Self-Control
- Engagement / Persistence
- Shared use of Space / Mats

LANGUAGE AND LITERACY DEVELOPMENT:

- Receptive Understanding
- Communication and Use of Language
- Reciprocal Communication

ENGLISH-LANGUAGE DEVELOPMENT:

- Receptive English

COGNITION, INCLUDING MATH AND SCIENCE:

- Spatial Relationships
- Number Sense of Quantity
- Cause & Effect
- Inquiry Observation Investigation

PHYSICAL DEVELOPMENT AND HEALTH, WELLNESS:

- Percept. Motor Movement
- Gross Locomotion Movement
- Gross Motor Movement
- Fine Motor Movement
- Safety
- Active Physical Play

HISTORY AND SOCIAL SCIENCE:

- Conflict Negotiation
- Responsible Group Conduct

VISUAL AND PERFORMING ARTS:

- Dance

KANSAS EARLY LEARNING STANDARDS

SCIENCE STANDARDS:

- S.P.4.1 Describes and compares the effects of common forces (e.g., pushes and pulls) on objects and the impact of gravity, magnetism and mechanical forces (e.g., ramps, gears, pendulums and other simple machines).

COMMUNICATIONS AND LITERACY STANDARDS:

- CL.SL.P4.3 Uses some basic spatial (e.g., front/back, top/bottom) and temporal (e.g., first/last, before/after) concepts to describe familiar people, places, things and events

MATH STANDARDS:

- M.G.K.1 Identify and describe shapes
- M.G.K.4 Analyze, create, compare and compose shapes

MISSOURI EARLY LEARNING STANDARDS

MATH STANDARDS:

Geometry and Spatial Sense:

- Investigates positions and locations
- Explores shapes in the environment

Patterns and Relationships:

- Makes comparisons
- Uses measurements

SCIENCE STANDARDS:

Physical Science:

- Explores physical properties of objects and materials
- Investigates properties of objects and materials
- Solves problems involving physical properties of objects and materials
- Represents observations of the physical world in a variety of ways

K-2 KANSAS STATE STANDARDS

SPEAKING AND LISTENING STANDARDS:

SL.K.1b: Continue a conversation through multiple exchanges.

SL.K.3: Ask and answer questions in order to seek help, get information, or clarify something that is not understood.

SL.1.1b: Build on others' talk in conversations by responding to the comments of others through multiple exchanges.

SL.2.1c: Ask for clarification and further explanation as needed about the topics and texts under discussion.

PRESENTATION OF KNOWLEDGE AND IDEAS:

SL.K.4: Describe familiar people, places, things, and events and, with prompting and support, provide additional

SL.1.4: Describe people, places, things, and events with relevant details, expressing ideas and feelings clearly.

COUNTING AND CARDINALITY STANDARDS:

K.CC.6. Identify whether the number of objects in one group is greater than, less than, or equal to the number of objects in another group.

K.G.1: Describes objects in the environment using names of shapes, and describe the relative positions of these objects using terms such as above, below, beside, in front of, behind, and next to.

K.G.2: Correctly name shapes regardless of their orientation or overall size.

K.G.3: Identify shapes as two-dimensional (lying in a plane, “flat”) or three-dimensional (“solid”).

NEXT GENERATION SCIENCE STANDARDS

PS1.A: STRUCTURE AND PROPERTIES OF MATTER:

A great variety of objects can be built up from a small set of pieces (2-PS1-3)

PS2.A: FORCES AND MOTION:

Pushes and pulls can have different strengths and directions (K-PS2-1) (K-PS2-2)

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)

PS2.B: TYPES OF INTERACTIONS:

When objects touch or collide, they push on one another and can change motion (K-PS2-1)

PS3.C: RELATIONSHIP BETWEEN ENERGY AND FORCES:

A bigger push or pull makes things speed up or slow down more quickly (secondary to K-PS2-1)

ETS1.A: 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)

Asking questions, making observations, and gathering information are helpful in thinking about problems (K-2-ETS1-1)