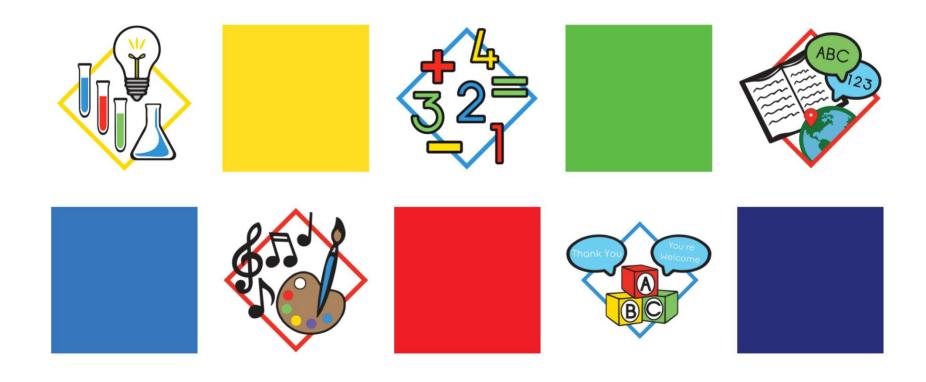
Curriculum Benchmarks

Grade by Grade Milestones



	Infants										
	Language Arts		Mathematics		Science		Music/Fine Arts	S	ocial & Emotional		Physical
									Development		
•	Introduction to	•	Introduction to Basic	•	Introduction to the	•	Singing games	•	Expression of	•	Movement
	Basic Vocabulary		Shapes		Five Senses	•	Familiarization with		different emotions		exploration
•	Introduction to	•	Introduction to Math	•	Introduction to the		various sounds	•	Familiarization	•	Following verbal
	Story Time		Manipulatives		Weather/Seasons	•	Introduction to Basic		with adults		directions
•	Familiarization	•	Introduction to	•	Familiarization		Percussion instruments	•	Introduction to	•	Develop muscle
	with verbal		counting to 3		with Animals	•	Introduction to Colors		Social Skills		skills
	communication and			•	Familiarization		and Painting	•	Introduction to		
	following simple				with Light &				self-help skills		
	directions				Sounds						

	12 months -Guppies									
Language Art	ts	Mathematics	Science	Music/Fine Arts	Personal & Social	Physical				
 Introduction to story time and listening skills Introduction to alphabet letters sounds Introduction to vocabulary wo Familiarization with verbal 	s and o new ords	 Introduction to Basic Shapes Introduction to Math Manipulatives Introduction to counting to 5 Introduction to Sorting and Matching by similar attributes Introduction to puzzles 	 Introduction to the Five Senses Introduction to the Weather/Seasons Familiarization with Animals and Habitats Introduction to Life Cycles Introduction to 	 Singing games Familiarization with various sounds Introduction to Percussion instruments Introduction to different textures and painting techniques 	Personal & Social Development Expression of different emotions Familiarization with adults Introduction to Social Skills Introduction to self-help skills Awareness of personal space and	Develop gross motor adaptive skills such as walk, climb, slide, push wheeled toys Develop fine motor skills, scribble, paint, playdough, etc.				
communication following directions • Learn to identimain body para and common objects	ify	Introduction to differentiating small and large	STEAM • Hand-On experiments		needs • Learn to participate in small group activities • Learn to share					

	18 months										
	Language Arts		Mathematics		Science		Music/Fine Arts	ı	Personal & Social Development		Physical
•	Participate in	•	Identify basic shapes	•	Explore the five	•	Identify primary colors	•	Learn to verbally	•	Develop gross motor
	special classes,	•	Introduction to Math		senses	•	Explore fine arts using		express emotions		adaptive skills such
	circle time		Manipulatives	•	Explore weather		different texture and	•	Learn to		as walk, climb,
•	Introduction to	•	Introduction to		and seasons		painting		participate in		slide, push wheeled
	alphabet and		counting to 10	•	Recognize	•	Introduction to creative		small and large		toys
	phonic sounds	•	Introduction to Sorting		animals, sounds,		drawing		group activities	•	Develop fine motor
•	Learn to express		and Matching by		and habitats	•	Explore various musical	•	Awareness of		skills, scribble,
	self in two-three-		similar attributes	•	Explore life cycles		instruments		personal space and		paint, playdough,
	word phrases	•	Complete puzzles	•	Introduction to	•	Introduction to rhythm		needs		etc.
•	Introduction to	•	Recognize sizes		gardening/planting		and beats	•	Introduction to		
	body parts and		big/small	•	Hands-on				self-help skills		
	common objects	•	Introduction to		experiments -						
			drawing horizontal		STEAM						
			and vertical lines								
		•	Introduction to one-to-								
			one correspondence								
			counting								
		•	Introduction to								
			measuring								
		•	Introduction to								
			calendar								

			2's		
Language Arts	Mathematics	Science	Music/Fine Arts	Personal & Social Development	Physical
 Describe pictures & objects Learn to ask and answer questions Retell portions of stories Participation in circle time Identify alphabet letters – uppercase Identify letter sounds Learn to verbally communicate in full sentences Develop language skills Introduction to writing own name Introduction to tracing sight words Introduction to how to care for books and parts of a book: front, back, spine, author, illustrator. 	 Identify and trace geometric shapes Counting to 50 Identify and trace numbers to 20 Understanding concept of quantity Introduction to Sorting and Matching by similar attributes Develop basic addition skills Recognize sizes small/medium/large Learn to measure using objects Introduction to sequencing shapes and objects 	 Introduction to ecosystems Introduction to scientific method Learn to observe local weather conditions over time Conduct STEAM experiments – hands-on experience 	 Identify primary and secondary colors Explore fine arts using different texture, materials, and painting Introduction to creative drawing Use fundamental skills to create art Introduction to rhythms and beats using nursery rhymes Play simple percussion instruments Create movements through music 	 Learn the importance of sharing and taking turns Follow two-step directions Develop full self-help skills to "potty" Promote individual and shared group activities through centers 	 Develop gross motor adaptive skills such as climb, slide, hop, dance, ride a tricycle, etc. Develop fine motor skills, draw, paint, pinch (tweezers), etc.

	3's									
Language Arts	Mathematics	Science	Music/Fine Arts	Personal & Social Development	Physical					
 Sequence parts of stories Introduction to reading comprehension Identify CVC words Introduction to lower case alphabet Introduction to blending beginning and ending sounds Ask and answer questions Introduction to ending sounds and rhyming Engage in group discussions Introduction to decoding words Write own names without tracing 	 Counting to 80 Identify and write numbers to 50 Number relationship Understanding concept of quantity Identify basic two-dimensional geometric shapes Draw basic shapes Introduction to addition and subtraction 1-10 with manipulatives Learn concepts of more and less Expand sorting and matching by similar attributes Introduction to graphing Measure and weigh using different objects Expand learning in sequencing series 	 Investigate the five senses Understand and use scientific method Learn about Earth Hands-on experiments 	 Experience fine arts using different materials and techniques Create 3-D art using recycled materials Create and describe drawings Reenact Nursery Rhymes Recognize the beat of a song Learn about different musical instruments 	 Display self-control and a positive attitude Collaborate with peers Respect adults and other children Increase attention span Engage in group activities Develop problem-solving skills 	Develop gross motor skills, ride a tricycle, use balls, dance, catching and throwing a ball, etc. Fine motor skills use Lego blocks, magnet blocks, holding scissors correctly, paint, draw, snap/push/button, etc.					

4's								
Language Arts	age Arts Mathematics	Science Music/Fine Arts	Personal & Social Development	Physical				
Expand reading comprehension Practice uppercase and lower-case alphabet letters Expand the use of the 5 W's (who, what, when, where and why) Expand decoding words Expand ending sounds/rhyming Introduction to Fry's First 100 Sight Words Learn consonant blends and diagraphs Reading simple	 Count to 100 Introduction to 3-D Shapes Addition/subtraction (double digits 1-20) Ithe use of (double digits 1-20) Create and extend complex patterns Identify Geometric Shapes Idecoding Introduction to Time Introduction to coin value Expand graphing Create tand extend complex patterns Introduction to Time Introduction to coin value Expand graphing Master greater than, less than, or equal signs. Measure with a ruler/weight Graphing 	 Define STEAM Hands-on experience Use, Explain, and Answer the Scientific Method Introduction to elements of architecture and engineering skills Introduction to physical science (Astronomy, Physics, Chemistry, Earth Science) Define STEAM Use different art styles such as modern, abstract, pointillism, etc. Create 3-D art using clay Reenact story books Play to the beat of a song Expand learning on variety of musical instruments Marchitecture and engineering skills Introduction to physical science (Astronomy, Physics, Chemistry, Earth Science) 		 Develop gross motor adaptive skills such as hopping, balancing, galloping, jumping, yoga, dribbling balls, etc. Develop fine motor skills such as: pencil grasp, cut with scissors, letters and numbers formation 				

		NDER					
Language Arts	Mathematics	Science	Music/Fine Arts	Personal & Social Development	Physical		
 Read sight words and grade level books Reading comprehension Spell and write sight words Compare & contrast ideas Introduction to syllabication Introduction to phoneme segmentation and substitution Introduction to punctuation Write 5 sentences paragraph Create own story book and read to class 	 Distinguish solid shapes and flat shapes Use graphs to describe data Introduction to analog and digital time Compare length, time, weight, and capacity of objects Counting by 2, 3, 5, and 10 Adding and subtracting using sets of tens and ones Introduction to tenframe equation Understand two-digits numbers represent amounts of tens and ones Learn to count objects in a scattered configuration Introduction to story problems using algebra and manipulatives • 	State experiment hypothesis and analyze results Learn about the Solar System Identify concepts of history and culture Expand learning on elements of architecture and engineering skills Expand learning on physical science Expand learning on life science Expand learning on history and nature of science •	 Introduced to various musical instruments Perform in large school events Learn about famous musicians such as Beethoven, Chopin, etc. Learn about famous fine artists such as Picasso, Monet, Van Gogh, Da Vinci, Michelangelo, etc. 	 Respect self and others Collaborate with peers Demonstrate organizational skills Exhibit motivation and efforts Expand public speaking Work independently and efficiently on assigned tasks 	 Develop gross motor skills such as skipping, two-foot jumping, jump rope, hula hooping, basketball shooting, etc. Fine motor skills such as threading, lacing, beading, master pencil grasp, master letters & numbers formation, etc. 		