## Alignment of Gee Whiz Education Curriculum with the Vermont Early Learning Standards

The Gee Whiz Education curriculum is a comprehensive approach designed to help educators address the unique needs of mixed-age groups. This document details specifically how the Gee Whiz Education Learning Indicators align with those required in the state of Vermont (for all ages 0-5).

Additional information on the Gee Whiz Education approach to learning, including the program philosophy and the evidence/research on which the program is based, can be found on our website <u>www.geewhizeducation.com</u> as well as in the Gee Whiz Education User's Guide.

Vermont Early Learning Standards	Aligning Gee Whiz Education Learning Indicators
DEVELOPING SELF	
Approaches to Learning 1. Play and Exploration 2. Initiative 3. Problem Solving	AL1 Shows interest in many topics and a desire to try new things AL2 Displays persistence when completing tasks and is able to avoid distractions SK3 Gathers information about the natural world through hands-on exploration LR1 Demonstrates the ability to identify a problem and then seeks ways to solve it LR2 Understands that symbols or objects can be used to represent different things
Social and Emotional Learning and Development 1. Emotion and Self-Regulation 2. Self-Awareness 3. Relationships with Adults and Peers	SE1 Demonstrates a secure relationship with caregivers or other adults as well as positive interactions with other children SE2 Demonstrates a positive self-concept by sharing preferences, expressing feelings freely and displaying confidence SE3 Demonstrates self-regulation by handling emotions in an appropriate way and following simple rules SE4 Demonstrates a range of appropriate emotions
Growing, Moving, and Being Healthy 1. Motor Development and Coordination 2. Health and Safety Practices	PD1 Understands the importance of exercise and rest PD2 Takes pride in caring for self (e.g., brushing teeth, dressing, eating healthy foods, etc.) PD3 Practices safe habits and understands basic safety rules PD4 Demonstrates gross motor skills (e.g., running, hopping, skipping, etc.) PD5 Demonstrates fine motor control (e.g., writing, pouring, cutting, etc.)

A full version of the Vermont standards used to create this alignment document can be found at:

http://education.vermont.gov/sites/aoe/files/documents/edu-early-education-early-learning-standards.pdf

Vermont Early Learning Standards	Aligning Gee Whiz Education Learning Indicators	
COMMUNICATION AND EXPRESSION		
<ul> <li>Language Development</li> <li>1. Receptive Language (Listening)</li> <li>2. Expressive Language (Speaking)</li> <li>3. Speaking &amp; Listening</li> <li>4. Social Rules of Language</li> <li>5. Language</li> <li>6. Dual Language Learners — Receptive and Expressive English Language Skills</li> </ul>	LD1 Understands spoken language LD2 Understands and then uses an ever increasing vocabulary LD3 Uses language to express ideas, wants, and needs LD4 Increasingly engages adults and other children in conversations	
Literacy Development <ol> <li>Foundational Reading Skills</li> <li>Reading         <ul> <li>a. Engagement with Literature and Informational Text (0-5)</li> <li>b. Engagement with Literature</li> <li>c. Reading Informational Text</li> </ul> </li> <li>Writing         <ul> <li>4. Dual Language Learners — Literacy in English</li> </ul> </li> </ol>	LK1 Shows an interest in books and understands stories are a way of sharing information LK2 Understands that language is made up of words, which can be broken down into syllables LK3 Begins to name letters and identify their sounds LK4 Understands concepts about print (e.g., reading from left to right, logos as symbols, etc.) LK5 Begins to use a variety of writing tools to use writing (invented or true) as a way to convey thoughts and ideas	
Creative Arts and Expression 1. Visual Arts 2. Music 3. Theatre (Dramatic Play) 4. Dance	CA1 Participates in musical activities including singing and utilizing instruments CA2 Uses movement and dance to express ideas and emotions CA3 Utilizes a variety of art materials (both two and three- dimensional) to express self CA4 Engages in pretend play with, or without, the use of props	
LEARNING ABOUT THE WORLD		
<ul> <li>Mathematics <ol> <li>Number Sense, Quantity, and Counting <ol> <li>Number Sense and Quantity</li> <li>Counting and Cardinality</li> </ol> </li> <li>Number Relationships and Operations <ol> <li>Number Relationships and Operations</li> <li>Operations and Algebraic Thinking</li> <li>Numbers and Operations in Base Ten</li> <li>Numbers and Operations in Base Ten</li> <li>Numbers and Operations in Base Ten – Fractions</li> </ol> </li> <li>Measurement, Classification and Data <ol> <li>Measurement, Comparison, Classification, and Time</li> <li>Measurement and Data</li> </ol> </li> <li>Geometry and Spatial Reasoning <ol> <li>Geometry</li> </ol> </li> </ol></li></ul>	MK1 Understands that numbers tell "how many" MK2 Recognizes that numbers go in a specific order MK3 Recognizes shapes and positional concepts MK4 Creates, imitates and/or extends patterns MK5 Utilizes measurement (standard and nonstandard) to compare and contrast objects (includes graphing) MK6 Sorts or groups objects based on common characteristics	

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LEARNING ABOUT THE WORLD		
Science 1. Physical Sciences 2. Life Sciences 3. Earth and Space Sciences 4. Engineering Design	SK1 Utilizes observation and other senses to explore and gather information about objects experiences SK2 Makes and tests predictions using simple experimentation SK3 Gathers information about the natural world through hands-on exploration SS3 Recognizes the importance of caring for the environment	
<ul> <li>Social Studies <ol> <li>Inquiry</li> <li>Family and Community; Civics, Government &amp; Society</li> <li>Physical &amp; Cultural Geography</li> <li>History</li> <li>Economics</li> </ol> </li> </ul>	SS1 Understands how families are unique and different SS2 Develops a basic understanding of community, including common jobs SS4 Develops a baseline understanding of how the past affects us and our community	

