

Section 7

**State/Federal Early Learning Developmental Standards**  
**Physical - Ages 49-60**

	<b>State/Federal Standards</b>	<b>Be Smart Kids Correlation</b>
1	Uses play dough to make more refined objects	BSK uses shapes to make objects within its programs. Examples include: <b>Action Shapes</b> - Level 1 Lesson 3 and Level 2 Lesson 2 <b>Shape Builders</b> - Level 2 Lesson 12, 17 and Level 3 Lesson 1, 4, 13
2	Begins to hold pencil with a pincher grasp	BSK has several handwriting modules where the teacher instructs the child on handwriting. Examples are: <b>Electric Coloring Book</b> - Level 4 Lesson 6, 9, 11, 14, 18, 20 <b>Word Search</b> - Level 4 Lesson 13, 17 <b>Flash and Spell</b> - Level 4 Lesson 16, 18
3	Puts together large floor puzzles	BSK learning System has many puzzles where the degree of difficulty advances as the child progresses through the lesson plans. Examples are: <b>Zaboing's Portrait Jumble</b> - Level 2 Lesson 12, 16, 18 and Level 3 Lesson 6, 8, 26 <b>Zaboing's Portrait Jumble 2</b> - Level 3 Lesson 13, 16, 21 <b>Concept of Different</b> - Level 2 Lesson 20 and Level 3 Lesson 3, 15, 23 <b>Concept of Different 2</b> - Level 3 Lesson 12, 19 and Level 4 Lesson 1 <b>Piece of History</b> - Level 3 Lesson 18, 20, 24, 29 and Level 4 Lesson 5, 8, 12, 14, 17, 20 <b>Adding with Olivia</b> (reward scene) - Level 4 Lesson 8, 11, 15, 19
4	Constructs block structure by copying or using pattern blocks	We have several instances where the child can copy and complete patterns. Examples are: <b>Gopher Chase</b> - Level 3 Lesson 26 and Level 4 Lesson 4, 10, 20 <b>Sandy Sea Turtle</b> - Level 3 Lesson 24, 28 and Level 4 Lesson 5, 16, 19 <b>Patterns</b> - Level 3 Lesson 19, 22, 30 and Level 4 Lesson 3, 8, 12

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5	<p>Uses strength and control to perform simple fine motor tasks. Uses eye-hand coordination to perform fine motor tasks.</p>	<p>Throughout all 75 Lesson Plans, the child works on fine motor skills and hand-eye coordination. Examples are:  <b>Kitty and the Mouse</b> - Level 1 Lesson 3, 4, 5 and Level 2 Lesson 1, 2, 3, 4  <b>Critter Shuffle</b> - Level 2 Lesson 2  <b>Critter Shuffle 2</b> - Level 2 Lesson 4, 16  <b>Toy Box Shuffle</b> - Level 2 Lesson 6, 14, 19 and Level 3 Lesson 4, 16, 22, 26  <b>Wanda Bee Maze</b> - Level 3 Lesson 1, 3, 12, 23 and Level 4 Lesson 2  <b>Memory</b> - Level 3 Lesson 2, 9, 14, 21, 27 and Level 4 Lesson 1, 6  <b>Memory 2</b> - Level 4 Lesson 19</p>
5	Continued	<p><b>End of the Rainbow</b> - Level 4 Lesson 8, 11, 15  <b>Zaboing's Portrait Jumble</b> - Level 2 Lesson 12, 16, 18 and Level 3 Lesson 6, 8, 26  <b>Zaboing's Portrait Jumble 2</b> - Level 3 Lesson 13, 16, 21</p>
6	<p>Washes hands after using the toilet and before eating snack or lunch</p>	<p>Taught in one of BSK's Character Modules.  <b>Troy Cleans Up</b> - Level 4 Lesson 19</p>
7	<p>Tries new food and participates in talks about nutrition.</p>	<p>Teacher engages child in conversation about nutrition when discussing food products. Examples of modules using food are:  <b>A is for Apple A-E</b> - Level 1 Lesson 1 and Level 2 Lesson 1, 10  <b>Finger Painting 13</b> - Level 3 Lesson 26  <b>Fruit Market</b> - Level 3 Lesson 4, 7, 16, 26  <b>Supertime</b> - Level 3 Lesson 2, 6, 12, 22  <b>Let's Eat</b> - Level 4 Lesson 16, 20  <b>Mining Zone</b> (reward) - Level 4 Lesson 20  <b>Piece of History - Pasteur</b> - Level 4 Lesson 3</p>
8	<p>Discusses the role of doctors, dentists, fire and police officers and other community helpers.</p>	<p><b>Old McDonald's Roundup</b> - Level 1 Lesson 4 and Level 3 Lesson 2, 5, 8, 11  <b>Kid's Park</b> - Level 2 Lesson 1, 3, 6, 9, 14, 17, 20  <b>Melville's Lunar Adventure</b> - Level 2 Lesson 6, 8, 13, 18  <b>All Aboard</b> - Level 2 Lesson 7,  <b>Paul Picks a Pet</b> - Level 2 Lesson 7  <b>Counting Warehouse</b> - Level 2 Lesson 7  <b>City Stickers</b> - Level 2 Lesson 9  <b>Word Construction</b> - Level 2 Lesson 11  <b>Parachute Drop</b> - Level 2 Lesson 20  <b>Flying Alphabet</b> - Level 3 Lesson 2  <b>Spike's Buffet</b> - Level 3 Lesson 5  <b>Story Time</b> - Level 3 Lesson 6</p>

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8	Continued	<p><b>Air Traffic Control</b> - Level 3 Lesson 17  <b>Horsing Around</b> - Level 3 Lesson 17 reward scene  <b>Piece of History -Betsy Ross</b> - Level 3 Lesson 18  <b>Piece of History - Alamo</b> - Level 3 Lesson 20  <b>What Order</b> - Level 3 Lesson 20  <b>Flip Flop Adventure</b> - Level 3 Lesson 27  <b>Piece of History - Wright Brothers</b>- Level 3 Lesson 29  <b>Story Time 2</b> - Level 4 Lesson 1  <b>Buddy and Betty Bunny</b> - Level 4 Lesson 3  <b>Piece of History -Pasteur</b> - Level 4 Lesson 5  <b>Sea Words</b> - Level 4 Lesson 6  <b>Short Stuff</b> - Level 4 Lesson 6</p>
8	Continued	<p><b>Rudy's Sculpting</b> - Level 4 Lesson 7  <b>Short Stuff</b> - Level 4 Lesson 7  <b>Snow Day</b> - Level 4 Lesson 10  <b>Listening</b> - Level 4 Lesson 11  <b>Short Stuff</b> - Level 4 Lesson 12  <b>Little More, No Less</b> - Level 4 Lesson 12  <b>Spanish Words 4</b> - Level 4 Lesson 13  <b>Piece of History-Apollo 11</b> - Level 4 Lesson 14  <b>Short Stuff</b> - Level 4 Lesson 14  <b>Flip Flop Adventure 2</b> - Level 4 Lesson 15  <b>Let's Eat</b> - Level 4 Lesson 16  <b>Short Stuff 5</b> - Level 4 Lesson 16  <b>Lets Go</b> - Level 4 Lesson 17, 18, 19  <b>Troy Cleans Up</b> - Level 4 Lesson 19</p>
9	Follows safety rules of classrooms and playground	<p>Included in character modules. Teacher discusses rules with children during one-on-one instruction with the child. Examples include:  <b>Caring</b> - Level 2 Lesson 19 and Level 3 Lesson 7, 20  <b>Littering</b> - Level 3 Lesson 18, 28 and Level 4 Lesson 1  <b>Include Others</b> - Level 3 Lesson 23 and Level 4 Lesson 2, 15  <b>Listening</b> - Level 4 Lesson 11, 16  <b>Troy Cleans Up</b> - Level 4 Lesson 19  <b>Finger Painting</b> - Level 2 Lesson 6, 9</p>