Kindergarten School Calendar Curriculum

Quarter 1 and 2

August 28, 2023 - Jan 12, 2024

PHYSICAL EDUCATION
Introduction: The Kindergarten Physical Education curriculum aims to promote physical fitness, motor development, and healthy lifestyles in young learners. This comprehensive overview provides a guide to the curriculum's requirements, learning objectives, key areas, topics covered, and assessment criteria.

Learning Objectives: Promote Physical Fitness:

- Engage in age-appropriate exercises and activities to enhance cardiovascular endurance, strength, and flexibility.
- Develop gross motor skills, coordination, and spatial awareness.

Encourage Active Play and Sportsmanship:

- Participate in a variety of active games, sports, and cooperative activities.
- Learn and demonstrate good sportsmanship, teamwork, and respect for others.

Foster Body Awareness and Safety:

- Develop an understanding of body parts, body movements, and personal space.
- Learn and practice basic safety rules and injury prevention strategies.

Instill Healthy Habits:

- Promote healthy eating habits, hydration, and personal hygiene.
- Develop an understanding of the importance of rest and relaxation for overall well-being.

Key Learning Areas: Movement and Motor Skills:

- Develop and refine fundamental movement skills, such as running, jumping, hopping, and throwing.
- Engage in activities that promote balance, coordination, and body control.

Sports and Games:

- Participate in a variety of age-appropriate sports, games, and physical challenges.
- Learn basic rules, strategies, and fair play in team and individual activities.

Fitness and Wellness:

- Engage in exercises and activities that promote cardiovascular fitness, muscular strength, and flexibility.
- Learn about the benefits of physical fitness for overall health and well-being.

Safety and Injury Prevention:

- Develop an awareness of personal safety rules and practices in various environments.
- Learn basic first aid techniques and emergency procedures.

Requirements for Assessment: Assessment in the Kindergarten Physical Education curriculum focuses on evaluating students' progress and understanding. Teachers may assess students based on the following criteria:

Physical Skills and Fitness:
- Demonstrating age-appropriate motor skills and physical fitness components.
- Participating actively and demonstrating effort in physical activities.

Sportsmanship and Cooperation:
- Exhibiting good sportsmanship, teamwork, and cooperation in games and activities.
- Respecting rules, opponents, and teammates.

Safety Awareness:
- Following safety rules and practices during physical activities.
- Demonstrating an understanding of injury prevention and basic first aid.

Topics Covered:
- Fundamental Movement Skills
- Active Games and Sports
- Fitness and Exercise
- Safety and Injury Prevention
- Healthy Habits and Wellness

Additional Information:
- Equipment and Facilities: Providing a safe and well-equipped environment for physical activities.
- Inclusive Approach: Adapting activities to meet the diverse needs and abilities of all students.
- Home-School Connection: Encouraging parents to engage in physical activities and reinforce healthy habits at home.
- Health Education Integration: Exploring connections between physical education and health education concepts.

Conclusion: The Kindergarten Physical Education curriculum promotes physical fitness, motor development, and the adoption of healthy habits in young learners. By engaging in movement, sports, fitness activities, and learning about safety and well-being, students develop essential physical and social skills. Teachers create a supportive and inclusive environment that encourages active participation, teamwork, and the enjoyment of a physically active lifestyle.

TECHNOLOGY

Introduction: The Kindergarten Technology curriculum aims to equip young learners with foundational skills and knowledge to navigate and utilize technology effectively and responsibly.

This comprehensive overview provides a guide to the curriculum's requirements, learning objectives, key areas, topics covered, and assessment criteria.

Learning Objectives: Develop Digital Literacy:

- Gain familiarity with basic computer operations, including using a mouse, keyboard, and touchscreen.
- Understand digital citizenship concepts, including online safety, responsible use of technology, and digital etiquette.

Explore Digital Tools and Applications:

- Discover age-appropriate software, apps, and online platforms for educational purposes.
- Develop basic skills in navigating digital interfaces and using technology to create and communicate.

Promote Critical Thinking and Problem Solving:

- Encourage logical thinking and problem-solving skills through age-appropriate coding activities and puzzles.
- Foster creativity and innovation by exploring digital tools for creating multimedia content.

Build Information Literacy Skills:

- Develop skills to find, evaluate, and use digital information from various sources.
- Understand the importance of verifying information and practicing good online research habits.

Key Learning Areas: Basic Computer Skills:

- Familiarize with computer hardware, such as mouse, keyboard, and monitor.
- Learn basic operations, including opening and closing programs and saving files.

Digital Citizenship and Online Safety:

- Understand the importance of online safety, privacy, and responsible digital behavior.
- Learn about appropriate online communication, cyberbullying prevention, and protection of personal information.

Digital Tools and Applications:

- Explore age-appropriate educational software, apps, and online platforms.
- Learn basic skills for creating, editing, and presenting digital content, such as drawings, slideshows, and simple animations.

Introduction to Coding and Robotics:

- Engage in coding activities using age-appropriate tools and platforms.
- Explore fundamental coding concepts, such as sequencing, patterns, and problem-solving.

Information Literacy and Research Skills:

- Develop skills to find and evaluate information from digital sources.
- Understand the importance of copyright and proper citation of digital content.

Requirements for Assessment: Assessment in the Kindergarten Technology curriculum focuses on evaluating students' progress and understanding. Teachers may assess students based on the following criteria:

Digital Literacy and Skills:

- Demonstrating basic computer operations, including mouse and keyboard skills.
- Applying responsible and safe online behaviors and digital etiquette.

Digital Creativity and Innovation:

- Using digital tools to create and present multimedia content.
- Demonstrating creativity, problem-solving, and critical thinking skills.

Information Literacy:

- Finding and evaluating digital information from appropriate sources.
- Understanding and applying good research and citation practices.

Topics Covered:

- Computer Basics and Operations
- Online Safety and Digital Citizenship
- Digital Tools for Creation and Communication
- Coding and Robotics Basics
- Information Literacy and Research Skills

Additional Information:

- Responsible Technology Use: Promoting responsible and balanced use of technology, including managing screen time and digital well-being.
- Cybersecurity Education: Providing age-appropriate information about online threats, protecting personal information, and safe online practices.
- Digital Citizenship Education: Promoting ethical and responsible digital behavior, emphasizing empathy, respect, and positive online interactions.
- Collaborative Projects: Encouraging students to work together using technology to foster teamwork, communication, and collaboration.

Conclusion: The Kindergarten Technology curriculum empowers young learners to navigate the digital world with confidence, digital literacy, and responsible online behavior. By developing essential technology skills, understanding digital citizenship concepts, and fostering critical thinking and creativity, students are prepared to be active participants in the digital age. Teachers create a safe and inclusive learning environment that encourages exploration, collaboration, and responsible use of technology.