GSE Kindergarten Curriculum Map

These are bundles of core ideas from the Georgia Standards of Excellence related to an anchoring phenomenon.
This document is part of a framework that includes lessons and resources.

Instructional Segment	Physical Attributes	Motion	Living/Non-Living	Earth Materials	Time Patterns and Organisms
Estimated Time	7 weeks	7 weeks	6 weeks	7 weeks	9 weeks
Crosscutting Concepts	● Patterns ● Scale, Proportion, and Quantity	● Patterns ● Cause and Effect ● Energy and Matter ● System and System Models	● Patterns ● Energy and Matter ● Structure and Function ● Stability and Change	● Patterns ● Energy and Matter ● Structure and Function	● Patterns ● Cause and Effect ● System and System Models ● Structure and Function
Anchoring Phenomenon	Aircraft Carrier	A change in motion requires a force	Living Plant, Previously Living Plant, Fake Plant	Bucket Wheel Excavator	Day and Night Time lapse, Mother and Baby Elephant Photo
Core Ideas	● Properties of Matter ● Physical Attributes ● Floating and Sinking	● Objects pull or push each other when they collide or are connected. ● Pushes and pulls can have different strengths and directions. ● Pushing or pulling on an object can change the speed or direction of its motion and can start or stop it.	● All animals need food to live and grow. ● Plants need water and light to live and grow. ● Animals can move around, but plants cannot. ● Living things can survive only where their needs are met. ● Living things exist in different places on land and in water.	● Rocks, soils, and sand ● Plants and animals (including humans) depend on the land, water, and air to live and grow. ● Living things need water, air, and resources from the land, and they try to live in places that have the things they need. (Will connect to life science.)	● Patterns of the motion of the Sun, moon, and stars in the sky, can be observed, described, and predicted. ● Some events on Earth occur in cycles, like day & night ● Animals and plants have different parts. ● Plants and animals have predictable characteristics at different stages of development. Plants and animals grow and change. Adult plants and animals can have young.
Science and Engineering Practices	● Asking questions and defining problems ● Planning and carrying out investigation ● Constructing explanations and designing solutions ● Obtaining, evaluating, and communicating	● Planning and carrying out investigations ● Developing and using models ● Engaging in argument from evidence ● Obtaining, evaluating, and communicating	● Asking questions ● Developing and using models ● Planning and carrying out investigations ● Engaging in argument from evidence ● Obtaining, evaluating, and communicating	● Asking questions ● Planning and carrying out investigations ● Constructing explanations ● Engaging in argument from evidence ● Obtaining, evaluating, and communicating	● Asking questions ● Developing and using models ● Planning and carrying out investigations ● Engaging in argument from evidence ● Obtaining, evaluating, and communicating
GSE	**SKP1**a, b, c	**SKP2**a, b	**SKL1**a, b	**SKE2**a, b, c	**SKE1**a, b; **SKL2**a, b, c