



NIDO & MARIANA QUBEIN **CHILDREN'S MUSEUM**

NORTH CAROLINA STANDARDS ALIGNMENT

KINDERGARTEN



INTRODUCTION

Each exhibit within the Nido and Mariana Qubein Children's Museum aligns with the North Carolina standard course of study in eight subject areas. We believe children learn best when they have opportunities to explore open-ended concepts through play and inquiry. "We learn more by looking for the answer to a question and not finding it than we do from learning the answer itself" (Lloyd Alexander) and therefore encourage all of our visitors to ask questions, make mistakes, and discover solutions through play. A visit to the museum includes inquiry-based activities directly correlated to each of the following standards in kindergarten.

While all of our exhibits integrate multiple subject areas, those most applicable to each subject area appear above the standards which are aligned to that exhibit.

Our unique field trip experiences can cater to the needs of your class or group. Are you looking for specific support or reinforcement on a particular concept, ask, and we will be happy to help!

OPTIONAL DISCOVERY GUIDE LED LESSON

(\$3 per student)

Our Discovery Guide led field trip experience integrates all of the elements of STEAM through a fun, engaging, and hands-on 45 minute lesson and experiment. After the lesson, students will be deeply engaged in all the museum has to offer and better prepared to fully immerse themselves in the activities and learning opportunities available in each exhibit. Additionally, a museum scavenger hunt catered to kindergarten standards is available for use by classroom chaperones and students to ensure they receive the complete museum experience!



ARTS EDUCATION – DANCE AND MUSIC

The “Big Kid” room and Playroom are specifically geared to get kids singing, dancing and creating! Fun music, tik tok challenges, the giant piano and more can be used to hone students’ performing arts abilities. The following dance and music standards are in practice during a visit to the museum.

CREATION AND PERFORMANCE

K.CP.1 Use choreographic principles, structures, and processes to create dances that communicate ideas, experiences, feelings, and images.

DANCE MOVEMENT SKILLS

K.DM.1 Understand how to use movement skills in dance.

RESPONDING

K.R.1 Use a variety of thinking skills to analyze and evaluate dance.

CONNECTING

K.C.1 Understand cultural, historical, and interdisciplinary connections with dance.

MUSICAL LITERACY

K.ML.1 Apply the elements of music and musical techniques in order to sing and play music with accuracy and expression.

K.ML.3 Create music using a variety of sound and notational sources.

MUSICAL RESPONSE

K.MR.1 Understand the interacting elements to respond to music and music performances.

CONTEXTUAL RELEVANCY

K. CR.1 Understand global, interdisciplinary, and 21st century connections with music.



ARTS EDUCATION – THEATRE ARTS

WHPU-TV, the Play Room, and the outdoor amphitheater are perfect areas for students to explore their theatre arts passions! In these spaces, visitors of all ages will enjoy imagining, creating, acting out and viewing a wide array of theatrical productions, whether filmed on the green screens, demonstrated with puppets or set on the outdoor stage! The following theatre arts standards are in practice during a visit to the museum.

COMMUNICATION

K.C.1 Use movement, voice, and writing to communicate ideas and feelings.

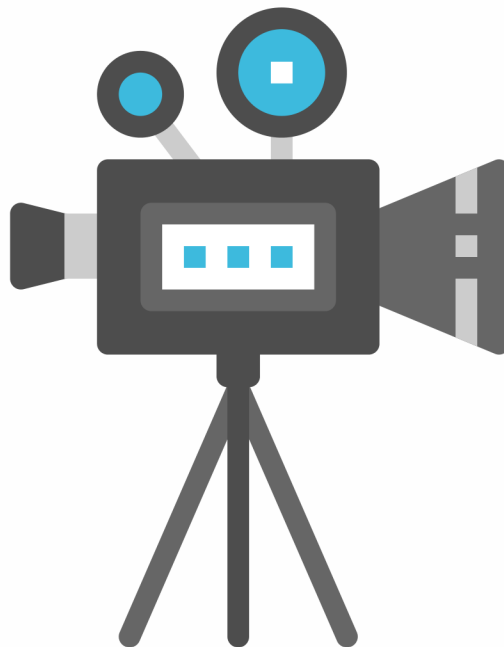
K.C.2 Use performance to communicate ideas and feelings.

ANALYSIS

K.A.1 Analyze literary texts and performances.

AESTHETICS

K.AE.1 Understand how to design technical theatre components, such as costumes, sets, props, makeup, lighting, and sound.



ARTS EDUCATION – VISUAL ARTS

Visitors will delve into the many facets of the visual arts throughout the Nido and Mariana Qubein Children’s Museum! However, the Art Studio, Furniture Design Studio and STEAM Lab are specifically designed to showcase these areas and provide hands-on learning environments that offer creative experiences that encourage imagination, creativity and discovery while encouraging the integration of STEAM concepts. The following visual arts standards are in practice during a visit to the museum.

VISUAL LITERACY

K.V.1 Use the language of visual arts to communicate effectively.

K.V.2 Apply creative and critical thinking skills to artistic expression.

K.V.3 Create art using a variety of tools, media, and processes, safely and appropriately.

CONTEXTUAL RELEVANCY

K.CX.1 Understand the global, historical, societal, and cultural contexts of the visual arts.

K.CX.2 Understand the interdisciplinary connections and life applications of the visual arts.

CRITICAL RESPONSE

K.CR.1 Use critical analysis to generate responses to a variety of prompts.



ENGLISH LANGUAGE ARTS

As a print rich environment, the Nido and Mariana Qubein Children's Museum naturally encourages students' growth in Language Arts in a fun and engaging way! Eye-catching graphics with facts and thought provoking text get even the youngest of learners eager to read. While the entire museum is a dedicated space for practicing Language Arts, the following exhibits will stretch visitors' learning in this area: Kids Point, Hall of Mysteries, Mars Academy, STEAM Lab and Nations. Additionally, speaking, listening, collaboration and communication are major components of a day at the museum! In every exhibit, students will be encouraged and guided through collaborating with other visitors to imagine, create, test and explore! The following English Language Arts standards are in practice during a visit to the museum.

READING STRAND

READING STANDARDS FOR LITERATURE

RL.K.1 With prompting and support, ask and answer questions about key details in a text.

Range of Reading and Level of Complexity

RL.K.10 Actively engage in group reading activities with purpose and understanding.

READING STANDARDS FOR INFORMATIONAL TEXT

RI.K.1 With prompting and support, ask and answer questions about key details in a text.

RI.K.2 With prompting and support, identify the main topic and retell key details of a text.

RI.K.3 With prompting and support, describe the connection between two individuals, events, ideas, or pieces of information in a text.

RI.K.4 With prompting and support, ask and answer questions about words in a text.

RI.K.10 Actively engage in group reading activities with purpose and understanding.



READING FOUNDATIONAL SKILLS

Print Concepts

RF.K.1. Demonstrate understanding of the organization and basic features of print.

Phonics and Word Recognition

RF.K.4 Know and apply grade-level phonics and word analysis skills in decoding words.

Fluency

RF.K.5 Read emergent-reader texts with purpose and understanding.

SPEAKING AND LISTENING STRAND

Collaboration and Communication

SL.K.1 Participate in collaborative conversations with diverse partners about kindergarten topics and texts with peers and adults in small and larger groups.

SL.K.2. Confirm understanding of a text read aloud or information presented orally or through other media by asking and answering questions about key details and requesting clarification if something is not understood.

SL.K.3. Ask and answer questions in order to seek help, get information, or clarify something that is not understood.

Presentation of Knowledge and Ideas

SL.K.4. Speak audibly and express thoughts, feelings, and ideas clearly.

SL.K.5. Add drawings or other visual displays to descriptions as desired to provide additional detail.

LANGUAGE STRAND

Conventions of Standard English

L.K.1 Demonstrate command of the conventions of standard English grammar and usage when writing or speaking; demonstrate proficiency within the K-1 grammar continuum.

Vocabulary Acquisition and Use

L.K.4 Determine and/or clarify the meaning of unknown words and phrases based on kindergarten reading and content: context clues, word parts, and word relationships.

L.K.6 Use words and phrases learned through conversations, reading and being read to, and responding to texts.



HEALTHFUL LIVING

HEALTH AND PHYSICAL EDUCATION

The physical, mental, and emotional health of our community, particularly our children, is of the utmost importance to the Nido and Mariana Qubein Children's Museum. This is why when children visit the museum, the first and foremost thing they will do is have fun! We know that the more fun and exercise kids get, the better they will learn! All of our exhibits get students actively moving and engaged in learning. The Witcher Super U Fit Lab in conjunction with the Kids Point Cafe, Dentist, Fire Department, Emergency Medical Services, and Grocery actively educates visitors on healthy choices in their physical activities, diet and lifestyle choices. The following healthful living standards are in practice during a visit to the museum.

MENTAL AND EMOTIONAL HEALTH

K.MEH.1 Remember the association of healthy expression of emotions, mental health, and healthy behavior.

PERSONAL AND CONSUMER HEALTH

K.PCH.1 Apply measures for cleanliness and disease prevention.

K.PCH.2 Understand necessary steps to prevent and respond to unintentional injury.

INTERPERSONAL COMMUNICATION AND RELATIONSHIPS

K.ICR.1 Understand healthy and effective interpersonal communication and relationships.

NUTRITION AND PHYSICAL ACTIVITY

K.NPA.2 Understand the importance of consuming a variety of nutrient dense foods and beverages in moderation.

MOTOR SKILL DEVELOPMENT

K.MS.1 Apply competent motor skills and movement patterns needed to perform a variety of physical activities.

MOVEMENT CONCEPTS

K.MC.2 Understand concepts, principles, strategies and tactics that apply to the learning and performance of movement.

HEALTH-RELATED FITNESS

K.HF.3 Understand the importance of achieving and maintaining a health-enhancing level of physical fitness.

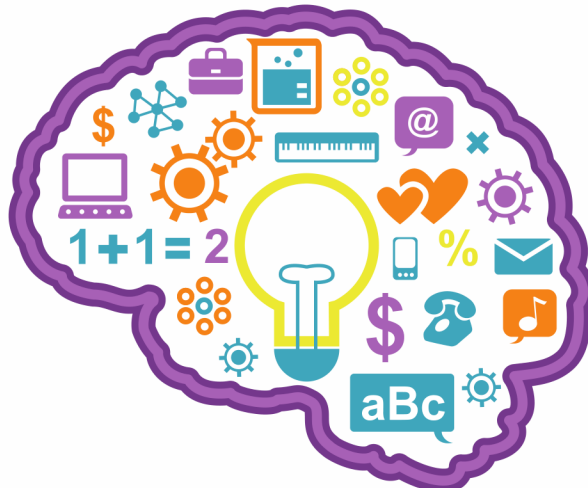
PERSONAL/SOCIAL RESPONSIBILITY

K.PR.4 Use behavioral strategies that are responsible and enhance respect of self and others and value activity.

DIGITAL LEARNING

The Nido and Mariana Qubein Children's Museum values its role in encouraging responsible digital citizenship and educating students on the ever-changing technological advances available to them. Our goal is to demonstrate to our guests that they have the capabilities to solve real-world problems and improve their communities both locally and globally. Unique technology is available to guests throughout the museum and direct instruction on digital learning is provided through "pop-up" STEAM experiments, the STEAM lab, Mars Academy, Kids Point WHPU-TV, Speed and Sport, Furniture Design Studio, Water Works and the Tech Lounge (Big Kid Room). The following Digital Learning standards are in practice during a visit to the museum.

1. Students leverage technology to take an active role in choosing, achieving and demonstrating competency in their learning goals, informed by the learning sciences.
2. Students recognize the rights, responsibilities and opportunities of living, learning and working in an interconnected digital world, and they act and model in ways that are safe, legal and ethical.
3. Students critically curate a variety of resources using digital tools to construct knowledge, produce creative artifacts and make meaningful learning experiences for themselves and others
4. Students use a variety of technologies within a design process to identify and solve problems by creating new, useful or imaginative solutions.
5. Students develop and employ strategies for understanding and solving problems in ways that leverage the power of technological methods to develop and test solutions.
6. Students communicate clearly and express themselves creatively for a variety of purposes using the platforms, tools, styles, formats and digital media appropriate to their goals.
7. Students use digital tools to broaden their perspectives and enrich their learning by collaborating with others and working effectively in teams locally and globally.



MATHEMATICS

Mathematics skills are a necessity for everyday life and are a significant component of the Nido and Mariana Qubein Children's Museum STEAM programs. Students will implement the following mathematics standards throughout the museum, but especially in the STEAM Lab, Kids Point Grocery, Cafe, Furniture Design Studio, Speed and Sport, the Hall of Mysteries and Mars Academy. The following Mathematics standards are put into practice during a visit to the museum.

COUNTING AND CARDINALITY

NC.K.CC.1 Know number names and recognize patterns in the counting sequence.

NC.K.CC.2 Count forward beginning from a given number within the known sequence, instead of having to begin at 1.

NC.K.CC.4 Understand the relationship between numbers and quantities.

NC.K.CC.5 Count to answer "How many?"

NC.K.CC.6 Identify whether the number of objects, within 10, in one group is greater than, less than, or equal to the number of objects in another group, by using matching and counting strategies.

NC.K.CC.7 Compare two numbers, within 10, presented as written numerals.

OPERATIONS AND ALGEBRAIC THINKING

NC.K.OA.1 Represent addition and subtraction, within 10

NC.K.OA.2 Solve addition and subtraction word problems, within 10, using objects or drawings to represent the problem.

NC.K.OA.4 For any number from 0 to 10, find the number that makes 10 when added to the given number using objects or drawings, and record the answer with a drawing or expression.

NC.K.OA.6 Recognize and combine groups with totals up to 5 (conceptual subitizing).

NC.K.OA.5 Demonstrate fluency with addition and subtraction within 5.

MEASUREMENT AND DATA

NC.K.MD.1 Describe measurable attributes of objects; and describe several different measurable attributes of a single object.

NC.K.MD.3 Classify objects into given categories; count the numbers of objects in each category and sort the categories by count.

GEOMETRY

NC.K.G.1 Describe objects in the environment using names of shapes, and describe the relative positions of objects using positional terms.

NC.K.G.2 Correctly name squares, circles, triangles, rectangles, hexagons, cubes, cones, cylinders, and spheres regardless of their orientations or overall size.

SCIENCE

The Nido and Mariana Qubein Children's Museum is a beacon for Scientific exploration for kids! Science is exciting and intriguing when children can get messy, make mistakes, and experiment with what interests them. Elements of STEAM are found in every aspect of the Children's Museum and are especially highlighted in the STEAM Lab, Mars Academy, Water Works, Kids Point Speed 'N Sport Shop, Pet Clinic, and Hall of Mysteries. The following Science standards are in practice during a visit to the museum.

FORCES AND MOTION

K.P.1 Understand the positions and motions of objects and organisms observed in the environment.

MATTER: PROPERTIES AND CHANGE

K.P.2 Understand how objects are described based on their physical properties and how they are used.

EARTH SYSTEMS, STRUCTURES AND PROCESSES

K.E.1 Understand change and observable patterns of weather that occur from day to day and throughout the year.

STRUCTURES AND FUNCTIONS OF LIVING ORGANISMS

K.L.1 Compare characteristics of animals that make them alike and different from other animals and nonliving things.



SOCIAL STUDIES

The Nido and Mariana Qubein Children's Museum enhances High Point's city and surrounding areas while encouraging visitors to engage with the local community, appreciate our diversity, and better understand the unique cultures that come together across the globe. Students can read facts about countries around the world at the Nations Table, actively engage in "pop-up" activities centralized around cultural and historic celebrations, and will interact with economic and financial literacy concepts through exhibits such as Kids Point Cafe and Grocery. The following Social Studies standards are in practice during a visit to the museum.

HISTORY

K.H.1 Understand change over time.

GEOGRAPHY AND ENVIRONMENTAL LITERACY

K.G.1 Understand the interaction between humans and the environment.

ECONOMICS AND FINANCIAL LITERACY

K.E.1 Understand basic economic concepts.

CIVICS AND GOVERNMENT

K.C&G.1 Understand the roles of a citizen.

CULTURE

K.C.1 Understand how individuals are similar and different.



GUIDANCE

The Nido and Mariana Qubein Children's Museum is the perfect place for kids to be kids and learn through playing with one another! Through play, visitors learn communication, collaboration and problem-solving strategies while exploring the intersection of numerous community members and organizations that are available to support them.

SOCIO-EMOTIONAL

SE. 1 Understand the meaning and importance of personal responsibility and self-awareness.

SE. 2 Understand the relationship between self and others in the broader world.

SE. 3 Use communication strategies effectively for a variety of purposes and audiences.

COGNITIVE

C.1 Use creative strategies to make decisions and solve problems.

C.2 Use analytical strategies to understand situations and make appropriate decisions.

CAREER

CR.1 Understand the meaning and importance of career self-awareness and career goals.

CR.2 Understand the relationship among career goals and interests, personal interests, aptitudes, and abilities.

