



Florida Curriculum Guide

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Welcome to **Blocks Rock!**

Early childhood educators know that block play is a fundamental experience for young children. The “Block Corner” is a time-honored tradition in early learning environments as block play promotes young children’s growth and learning in many ways – language development, mathematical understanding, curiosity, and friendships. Numerous research studies have shown the benefits of structured block play as part of a young child’s classroom experience. Structured block play requires the ability to analyze a spatial representation and develops skills in estimation, measurement, patterning, part-whole relations, visualization, symmetry, transformation, and balance (Newman, et al., 2016).

Blocks Rock! is a competitive block-building activity that helps children develop spatial thinking and mental rotation skills. This brain development tool was created in 2005 as an educational resource to help children learn through play. This guide provides the rationale for using **Blocks Rock!** in your classroom and offers suggestions for implementing the game as well as enhancing the experience.

As an early childhood educator, you play a critical role in modeling curiosity and persistence to support young children’s learning. Creating an environment where children feel safe in taking risks, asking questions and making leaps in their thinking is critical to their success. The competitive nature of this game motivates many children to continue playing the game. Use the **Blocks Rock!** game to encourage creativity in problem-solving, to promote positive social interactions, and to stretch children’s thinking.

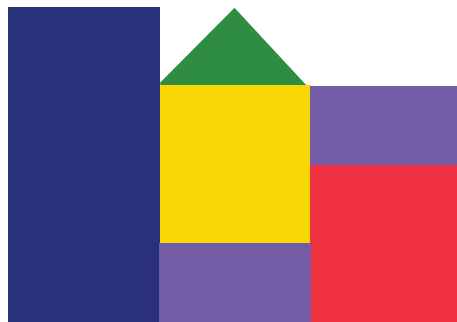
Overview of STEM Curriculum for Early Learning Environments

Early care and education programs are constructed around the concepts of STEM = Science, Technology, Engineering and Mathematics. Through the exploration of STEM concepts, young children increase conceptual knowledge and strengthen social and emotional skills, including executive function, all of which are critical for later school success. The learning environment, experiences and interactions with adults and peers are intentionally designed to promote growth and learning for children.

In a high-quality early learning environment, the key goals and outcomes include:

- Improving the child's social development skills - conversing with peers and adults, being independent, keeping hands to self, sharing and listening.
- Improving the child's cognitive skills. Ex: recognition of letters, pre-reading skills, concepts such as numbers and colors, book knowledge and vocabulary.
- Improving the child's executive function (promoting positive school behavior skills). Ex: turn-taking, manipulating materials, listening to a story, self-help skills.
- Improving parenting and family engagement practices – helping families learn how to observe their child in an educational environment, implementing at-home assignments and leading within the child's learning environment through classroom involvement.

A word about competition and cooperation: In the early learning environment, educators may observe children engaged in “constructive competition” which is grounded in mutual respect and an understanding that other children possess desirable skills and competencies. Some children are motivated by the competitive aspects of playing the game. Others enjoy the cooperative nature of playing together. Often, the child with specific skills will teach the other children how to play the game and how to use strategies to win. While winning is very important to preschoolers, being friends and spending time with peers is even more important (Sheridan & Williams, 2006). Early childhood educators can support children’s cognitive and social-emotional development by focusing on both competition and cooperation.



These child outcomes align with the Indiana Department of Education's Academic Standards. The Indiana Early Learning Standards (Foundations to the Indiana Academic Standards) establish guidelines for early learners' development of foundational skills in the content areas as well as critical social-emotional competencies. Specifically, the Foundations which focus on STEM-specific learning and functions include:

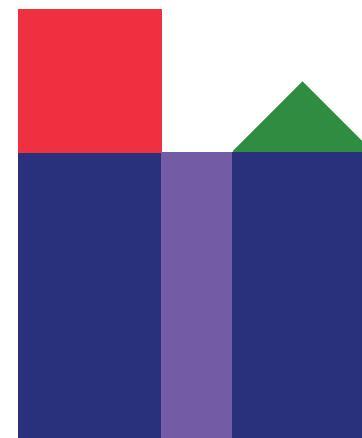
- ▲ Early Reading: alphabet awareness, phonological awareness, concepts of print and comprehension.
- ▲ Numeracy: counting, cardinality, written numerals, quantity and comparison.
- ▲ Computation and Algebraic Thinking: mathematical structure and patterning.
- ▲ Data Analysis: classification, data collection, organization and description.
- ▲ Geometry: spatial relationships and space analysis.
- ▲ Sense of Self: self-awareness, confidence, identification and expression of emotions.
- ▲ Science: properties of objects, characteristics of living creatures and plants.
- ▲ Engineering: solving problems using the engineering design process.
- ▲ Self-Regulation: executive functions such as impulse control, planning and emotional regulation.
- ▲ Building Relationships: social development and engagement with others.
- ▲ Initiative and Exploration: initiative, self-direction, interest and curiosity as a learner.
- ▲ Attentiveness and Persistence: focus on a specific activity; persistence to complete tasks

Using Blocks in the Early Learning Environment

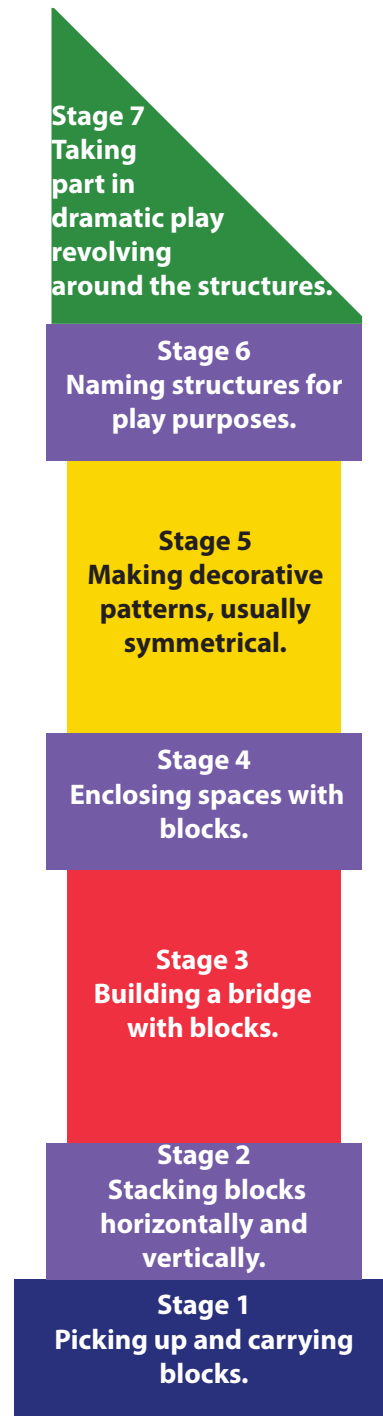
Ten Things Young Children Learn from Block Play

Problem Solving
Imagination
Self-expression
Mathematics
Continuity and Permanence
Creativity
Science
Self-esteem
Social and Emotional Growth
Development in all areas

Source: National Association for the Education of Young Children



Stages of Block Building



Researchers have long studied the positive contribution of block play to development and have empirically identified the increasingly complex stages of block play in children.

When young children play the **Blocks Rock!** game, they often demonstrate many of these stages. In a study completed at The Indianapolis Children's Museum, children ages 3 – 5 years old who played **Blocks Rock!** were observed picking up and carrying blocks (Stage 1), stacking blocks (Stage 2), building bridges (Stage 3), and making symmetrical, decorative patterns with the blocks (Stage 5). Young children were more likely to continue playing the game if an adult engaged with them as they played.

Source: Wolf, 2011



Playing the Game

The *Blocks Rock!* game has a set of cards; two identical sets of blocks of varying shape, size, colors; and a bell. Each player has a set of blocks, and one player turns over a card during play that has a particular structure, point value, and how to build the structure (e.g., up or flat on the table). The complexity of the structure increases during play. Each player attempts to build the structure as fast as possible with the player who does so correctly first and rings the bell being awarded the points displayed on the card. The score is kept and once all cards have been played the winner is the player with more points or cards.

Helping young children to be ready for *Blocks Rock!* includes several opportunities for the exploration of the game. To do this, select a low-traffic area for guided explorations of the game materials. In this space, sit down with a child and place the same number, color, and shape of blocks in front of both of you. Be sure to have the bell handy, so that this can be practiced as well. Begin by stacking your blocks on top of each other, and ask the child to do the same. Even though in *Blocks Rock!* children will be asked to organize the blocks horizontally, begin with vertical stacking to capitalize upon children's natural inclination to build vertically. Once the child has built the tower, let them ring the bell.

After you have practiced building towers and ringing the bell, you will want to move to demonstrating how towers can be built on their sides (horizontally). As you place blocks in a predictable sequence (e.g., red-red-blue, blue-red-blue, etc.) horizontally in front of you, be sure to talk about what you are doing. Ask the child to create the sequence with their blocks as you are building yours. When they have completed the pattern, let them ring the bell. Once they are able to match your pattern, ask them to create a pattern for you to make and ring the bell.

Now that you have practiced building, it's time to introduce the cards included in the *Blocks Rock!* game. You will want to be strategic here in which cards you begin with (i.e., structures made of four – five blocks are where to begin), and you will want to ensure that both you and the child have the number, shape and size of blocks necessary to build the structure represented on the card. Demonstrate how to construct the structure. As you build, ask the child to make the structure as well. Be sure to use the names of shapes, the color of those shapes, as well as how they relate to the other shapes being used in the structure (e.g., You might say, "Next to my green triangle, I'll put my red square. Can you place your red square next to your green triangle?"). Once the structure is built, ask the child to ring the bell. It is important to remember in this step of the exploratory phase that many attempts and practices will be needed before being able to move forward. To be successful here requires the child to integrate many concepts (i.e., shape rotation, motor skills, hand-eye coordination, and spatial reasoning), to create a plan, and to take turns with another player (you), all things that may be difficult at times.

As children become more competent in building from the templates (i.e., the cards) found in the *Blocks Rock!* game, you will want to introduce the final component to the game...speed. When selecting the cards from which the next structure is to be built, add the idea of being fast at building. To do this, start by looking at the card together and selecting the appropriate blocks to use. Once you both have your blocks picked out, verbalize the steps you will take in putting your structure together (e.g., You might say while pointing to the shapes on the card, "First, I'll put my green triangle here. Then, I'll place my red square below it. Finally, I'll put by blue rectangle under the red square."). Don't expect the child to verbalize their thinking, but model it for them. After you've verbalized your process, ask the child to create the structure. When the structure is made, let them ring the bell.

For young children, three- and four-year-olds, **Blocks Rock!** is a game that they will play with an adult. Typically, these will be one-on-one interactions within a quiet, low-traffic space in the classroom that allows for concentrated efforts to occur. However, this game, once introduced in your classroom, is something that children and parents can play together. Using the **Blocks Rock!** game as a means of guided construction play will help children develop the capacity to rotate and analyze shapes (spatial visualization); the ability to shift focus from one stimulus to another (cognitive flexibility); the aptitude to solve problems in a variety of ways; and the competence to increase language use as they engage in conversations about their building.



Materials and Props to Enhance Block Play

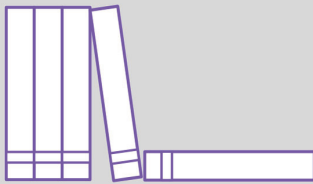
The block corner is a powerful arena for children's learning. Consider incorporating a variety of materials into the block corner to encourage children's creativity, spatial reasoning and imagination. The **Blocks Rock!** materials can be housed in the block corner for easy access.

environmental signs
dress up clothes
blueprint paper
tape measures
wood cookies figurines
mirrors containers
flat boulders mats rulers
cars pallets tree stumps
vehicles tires pencils slow tables
trucks photos loose parts
items from nature
labels shoe boxes
wooden spools
clipboards
cardboard tubes
fabric pieces
Blocks Rock! game

Activities to Extend Blocks Rock!

In addition to the structured competitive game, *Blocks Rock!* offers endless possibilities for learning. Early childhood educators can use the materials from *Blocks Rock!* to introduce new concepts, reinforce learning, and encourage innovation and creativity in thinking. Educators can structure activities during free play, as center activities or in small groups with guided instruction.

Read Aloud



Introduce STEM concepts by reading aloud picture books (see list). Use vocabulary related to building and problem-solving to give children a foundation in the language of STEM. Prompt discussion with questions to foster comprehension and predictions.



Free Exploration

Allow children to use the materials independently. This provides the child opportunity to explore all facets of the materials, to construct an understanding of the physical properties of the blocks, to practice using the bell, and to develop confidence using the materials.



Counting Rocks!



Model 1:1 correspondence, counting, grouping, count sets of items, compare sets – use words such as more, fewer.

Conversations:

Use the playing cards to start conversations, talk about the designs, use concept words – on top of, below, next to, more than, etc.



Let's Play



Observe how children use the blocks as symbolic representations of items in their dramatic play. For example, using the rectangular blue block and pretending to make a phone call on a mobile phone

Sign Up

Demonstrate how to make a sign-up sheet for children to take turns using the Blocks Rock! Game. Encourage children to create their own lists to track who has the next turn.



Freeze Dance

Use the bell as a signal for children to "Freeze" when dancing to music.



Copy Cat

Show children how to use the larger play mat with the block designs to replicate, either by placing blocks directly onto the mat, or next to the mat.



Monkey See, Monkey Do



Invite children to copy or extend a pattern (ABAB or ABCABC) that you have created with movements (ex: clap, stomp, clap, stomp) and then use the blocks to create patterns for children to extend or copy.

Sort it Out

Encourage children to classify the blocks into different categories, focusing on the physical properties such as color, shape, size.



Children’s Literature Related to **Blocks Rock!**

Thinking Like a **S**cientist

Beaty, A. and Roberts, D. (2016). *Ada Twist, Scientist*. Abrams Books for Young Readers.

Murray, D. (2016). *City Shapes*. Little, Brown.

Yamada, K. (2014). *What Do You Do with an Idea?* Compendium, Inc.

Using **T**echnology

Eggers, D. (2015). *This Bridge Will Not Be Gray*. McSweeney’s.

Galdone, P. (1979). *The Three Billy Goats Gruff*. Seabury Press.

Milich, Z. (2005). *City signs*. Kids Can Press.

Portis, A. (2001). *Not a box*. Harper Collins.

Engineering and Building

Alling, N. (2012). *When I build with blocks*. Create Space.

Barton, B. (1990). *Building a house*. Mulberry Books.

Beaty, A. and Roberts, D. (2007). *Iggy Peck, Architect*. Abrams Books for Young Readers.

Beaty, A. and Roberts, D. (2013). *Rosie Revere, Engineer*. Abrams Books for Young Readers.

Hoberman, M.A. (1978). *A House is a House for Me*. Viking Penguin.

Hutchins, P. (1987). *Changes, Changes*. Aladdin Picture Books.

Shulman, L. and Wolff, A. (2004). *Old MacDonald had a woodshop*. Puffin Books.

Solving Problems with **M**athematics

Fleming, D. (2006). *Alphabet under construction*. Square Fish.

Galdone, P. (1970). *The Three Little Pigs*. Seabury Press.

Gibbons, G. (1990). *How a house is built*. Holiday House.

Hale, C. (2012). *Dreaming Up*. Lee and Low Books.

Yolen, J. (2016). *What to do with a box*. Creative Editions.

Florida Early Learning and Developmental Standards- Four Years Old to Kindergarten

Domain/Components	Standards Key Standards addressed by the structured play with Blocks Rock! are red.	Suggested Activities
I. Physical Development		
A. Health and Wellbeing	a. Active Physical Play 1. Engages in physical activities with increasing balance, coordination, endurance and intensity.	Free Exploration Let’s Play Freeze Dance Monkey See Copy Cat
	b. Safety 1. Shows awareness of safety and increasingly demonstrates knowledge of safe choices and risk assessment when participating in daily activities.	
	c. Personal Care Routine 1. Responds to and initiates care routines that support personal hygiene.	
	d. Feeding and Nutrition 1. Responds to feeding or feeds self with increasing efficiency and demonstrates increasing interest in eating habits and making food choices.	
B. Motor Development	a. Gross Motor Development 1. Demonstrates use of large muscles for movement, position, strength and coordination. 2. Demonstrates use of large muscles to move in the environment.	
	b. Gross Motor Perception (Sensorimotor) Uses perceptual information to guide motions and interactions with objects and other people.	

I. Physical Development		
B. Motor Development	<p>c. Fine Motor Development</p> <p>1. Demonstrate increasing precision, strength, coordination and efficiency when using hand muscles for play and functional tasks.</p> <p>2. Increasingly coordinates hand and eye movements to perform a variety of actions with increasing precision.</p>	Playing BR! with a peer Free Exploration Sort it Out Counting Rocks Let's Play Freeze Dance Monkey See Copy Cat Sign Up
II Approaches to Learning		
A. Eagerness and Curiosity	<p>1. Shows increased curiosity and is eager to learn new things and have new experiences.</p>	Playing BR! with a peer Free Exploration Sort it Out Counting Rocks Conversations Let's Play Monkey See Copy Cat
B. Persistence	<p>1. Attends to tasks for a brief period of time.</p>	Playing BR! with a peer Free Exploration Read Aloud Sort it Out Counting Rocks Let's Play Monkey See Copy Cat Sign Up
C. Creativity and Inventiveness	<p>1. Approaches daily activities with creativity and inventiveness.</p>	Playing BR! with a peer Free Exploration Sort it Out Counting Rocks Conversations Let's Play Monkey See Copy Cat Sign Up
D. Planning and Reflection	<p>1. Demonstrates some planning and learning from experiences.</p>	Playing BR! with a peer Free Exploration Sort it Out Counting Rocks Conversations Let's Play Monkey See Copy Cat Sign Up

III. Social and Emotional Development		
A. Emotional Functioning	<p>1. Expresses, identifies and responds to a range of emotions.</p> <p>2. Demonstrates appropriate affect between behavior and facial expression.</p>	
B. Managing Emotions	<p>1. Demonstrates ability to self-regulate.</p> <p>2. Attends to sights, sounds, objects, people and activities.</p>	Playing BR! with a peer Free Exploration Sort it Out Counting Rocks Let's Play Freeze Dance Monkey See Copy Cat Sign Up
C. Building and Maintaining Relationships with Adults and Peers	<p>1. Develops positive relationships with adults.</p> <p>2. Develops positive relationships with peers.</p> <p>3. Develops increasing ability to engage in social problem solving.</p> <p>4. Exhibits empathy by demonstrating care and concern for others.</p>	Read Aloud Conversations Let's Play
		Playing BR! with a peer Let's Play Sign Up
		Playing BR! with a peer Free Exploration Read Aloud Conversations Let's Play

III. Social and Emotional Development		
D. Sense of Identity and Belonging	1. Develops sense of identity and belonging through play.	Playing BR! with a peer Free Exploration Let's Play Monkey See
	2. Develops sense of identity and belonging through exploration and persistence.	Playing BR! with a peer Free Exploration Sort it Out Counting Rocks Conversations
	3. Develops sense of identity and belonging through routines, rituals and interactions.	Let's Play Monkey See Copy Cat Sign Up
	4. Develops sense of self-awareness and independence.	
IV. Language and Literacy		
A. Listening and Understanding	1. Demonstrates understanding when listening.	Playing BR! with a peer Free Exploration Read Aloud Conversations Let's Play Freeze Dance Monkey See Copy Cat
A. Listening and Understanding	2. Increases knowledge through listening.	
	3. Follows directions.	Playing BR! with a peer Sort it Out Counting Rocks Freeze Dance Monkey See Copy Cat Sign Up
B. Speaking	1. Speaks and is understood when speaking.	Conversations Let's Play

IV. Language and Literacy		
C. Vocabulary	1. Shows an understanding of words and their meanings (receptive).	Playing BR! with a peer Free Exploration Read Aloud Conversations
	2. Uses vocabulary to describe objects, actions and events (expressive).	Playing BR! with a peer Free Exploration Sort it Out Conversations Let's Play Sign Up
D. Sentences and Structure	1. Uses age-appropriate grammar in conversations and increasingly complex phrases and sentences.	Playing BR! with a peer Free Exploration Conversations Let's Play
	2. Connects words, phrases and sentences to build ideas.	
E. Conversation	1. Uses verbal and non-verbal communication and language to express needs and feelings, share experiences and resolve problems.	Playing BR! with a peer Free Exploration Read Aloud Sort it Out Conversations Let's Play
	2. Asks questions, responds to adults and peers in a variety of settings.	
	3. Demonstrates understanding of the social conventions of communication and language use.	Playing BR! with a peer Free Exploration Conversations Let's Play Monkey See
F. Emergent Reading	1. Shows motivation for and appreciation of reading.	
	2. Shows age-appropriate phonological awareness.	
	3. Shows alphabetic and print knowledge.	
	4. Demonstrates comprehension of books read aloud.	

IV. Language and Literacy		
G. Emergent Writing	1. Begins to show motivation to engage in written expression and appropriate knowledge of forms and functions of written composition.	
V. Mathematical Thinking		
A. Number Sense	1. Subitizes up to five objects.	Playing BR! with a peer Free Exploration Sort it Out Counting Rocks
	2. Counts and identifies the number sequence "1 to 31."	
A. Number Sense	3. Demonstrates one-to-one correspondence when counting objects placed in a row.	Playing BR! with a peer Free Exploration Sort it Out Counting Rocks Conversations Copy Cat
	4. Identifies the last number spoken tells "how many" up to 10 (cardinality).	
	5. Constructs and counts sets of objects.	
	6. Uses counting and matching strategies to find which is more, less than or equal to 10.	
	7. Reads and writes some numerals one to 10 using appropriate activities.	

V. Mathematical Thinking		
B. Number and Operations	1. Explores quantities up to eight using objects, fingers and dramatic play to solve real-world joining and separating problems	Playing BR! with a peer Free Exploration Sort it Out Counting Rocks Let's Play Monkey See Copy Cat
	2. Begins to demonstrate how to compose and decompose (build and take apart) sets up to eight, using objects, fingers and acting out.	
C. Patterns	1. Identifies and extends a simple AB repeating pattern.	Playing BR! with a peer Free Exploration Sort it Out Monkey See Copy Cat
	2. Duplicates a simple AB pattern using different objects.	
	3. Recognition of the unit of repeat of a more complex pattern and extends the pattern.	
D. Geometry	1. Recognizes and names two-dimensional shapes of different size and orientation.	Playing BR! with a peer Free Exploration Sort it Out Let's Play Monkey See Copy Cat
	2. Describes, sorts and classifies two- and three-dimensional shapes using some attributes such as size, sides and other properties.	
	3. Creates two-dimensional shapes using other shapes.	

V. Mathematical Thinking		
D. Geometry	4. Constructs with three-dimensional shapes in the environment through play.	Playing BR! with a peer Free Exploration Let's Play Monkey See Copy Cat
E. Spatial Relations	1. Describes relationships between objects and locations with words and gestures by constructing models to demonstrate an understanding of proximity.	Playing BR! with a peer Free Exploration Conversations Let's Play Monkey See Copy Cat
	2. Uses directions to move through space and find places in space.	Playing BR! with a peer Free Exploration Conversations Let's Play Freeze Dance Monkey See Copy Cat
F. Measurement and Data	1. Measures object attributes using a variety of standard and nonstandard tools.	
	2. Identifies measurable attributes such as length and weight and solves problems by making direct comparisons of objects.	Playing BR! with a peer Free Exploration Sort it Out Counting Rocks Copy Cat
	3. Seriates up to six objects in order by height or length.	
	4. Represents, analyzes and discusses data.	Playing BR! with a peer Free Exploration Sort it Out Conversations Let's Play Sign Up
	5. Begins to predict the results of data collection.	Playing BR! with a peer Free Exploration Sort it Out Counting Rocks Conversations Let's Play Sign Up

VI. Scientific Inquiry		
A. Scientific Inquiry through Exploration and Discovery	1. Uses senses to explore and understand their social and physical environment.	
	2. Uses tools in scientific inquiry.	
	3. Uses understanding of causal relationships to act on social and physical environments.	Playing BR! with a peer Free Exploration Sort it Out Counting Rocks Conversations Let's Play Monkey See Copy Cat
B. Life Science	1. Demonstrates knowledge related to living things and their environments.	
C. Physical Science	1. Demonstrates knowledge related to physical science.	Playing BR! with a peer Free Exploration Sort it Out Counting Rocks Conversations Let's Play Monkey See Copy Cat
D. Earth and Space Science	1. Demonstrates knowledge related to the dynamic properties of earth and sky.	
E. Environment	1. Demonstrates awareness of relationship to people, objects and living/non-living things in their environment.	
F. Engineering and Technology	1. Shows interest and understanding of how simple tools and machines assist with solving problems or creating objects.	Playing BR! with a peer Free Exploration Sort it Out Counting Rocks Monkey See Copy Cat

VII. Social Studies		
A. Culture	1. Identifies self as a member of a culture.	
	2. Understands everyone belongs to a culture.	
	3. Explores culture of peers and families in the classroom and community.	
	4. Explores cultural attributes by comparing and contrasting different characteristics.	
B. Individual Development and Identity	1. Identifies characteristics of self as an individual.	Playing BR! with a peer Free Exploration Let's Play Freeze Dance Sign Up
	2. Identifies the ways self is similar to and different from peers and others.	
	3. Recognizes individual responsibility as a member of a group.	
C. Individuals and Groups	1. Identifies differences and similarities of self and others as part of a group.	
	2. Explores the role of groups within a community.	
	3. Demonstrates awareness of group rules.	Playing BR! with a peer Free Exploration Conversations Let's Play Freeze Dance Sign Up
	4. Exhibits leadership skills and roles.	
D. Spaces, Places and Environments	1. Identifies the relationship of personal space to surroundings.	Playing BR! with a peer Free Exploration Let's Play Freeze Dance
	2. Identifies differences and similarities between own environment and other locations.	
	3. Identifies differences and similarities of basic physical characteristics.	

VII. Social Studies		
D. Spaces, Places and Environments	4. Uses spatial words.	Playing BR! with a peer Free Exploration Sort it Out Conversations Let's Play Freeze Dance Monkey See Copy Cat
	5. Recognizes some geographic tools and resources.	
	6. Begins to identify the relationship between human decisions and the impact on the environment.	
E. Time, Continuity and Change	1. Identifies changes within a sequence of events to establish a sense of order and time.	
	2. Observes and recognizes changes that take place over time in the immediate environment.	
F. Governance, Civic Ideas and Practices	1. Recognizes and follows rules and expectations in varying settings.	Playing BR!with a peer Sort it Out Let's Play Freeze Dance Monkey See Copy Cat Sign Up
	2. Participates in problem solving and decision making.	
	3. Begins to explore the basic principles of democracy.	
G. Economics and Resources	1. Recognizes the difference between wants and needs.	
	2. Begins to recognize that people work to earn money to buy things they need or want.	
H. Technology and Our World	1. Uses and shows awareness of technology and its impact on how people live.	

VIII. Creative Expression through the Arts	
A. Sensory Art Experience	1. Combines with intention a variety of open-ended, process-oriented and diverse art materials.
B. Music	1. Actively participates in a variety of individual and group musical activities.
	2. Expresses and represents thoughts, observations, imagination, feelings, experiences, and knowledge in group music activities.
C. Creative Movement	1. Continues to engage in individual and group movement activities to express and represent thoughts, observations, imagination, feelings, experiences, and knowledge.
D. Imaginative and Creative Play	1. Expresses and represents thoughts, observations, imagination, feelings, experiences, and knowledge, verbally and non-verbally, with others using a variety of objects in own environment.
E. Appreciation of the Arts	1. Uses appropriate art vocabulary to describe own art creations and those of others.
	2. Compares own art to similar art forms.
	3. Begins to recognize that instruments and art forms represent cultural perspectives of the home and the community, now and in the past.

Activity	Florida Early Learning and Developmental Standards- Four Years Old to Kindergarten							
	I. Physical Development	II. Approaches to Learning	III. Social and Emotional Development	IV. Language and Literacy	V. Mathematics Thinking	VI. Scientific Inquiry	VII. Social Studies	VIII. Creative Expression through the Arts
BR! Structured block play with an adult.	B.c	A; B; C; D	A2; B1; B2; C1; C3; C4; D1; D2; D3; D4	A1; A3; B1; C1; C2; D1; E1; E2; E3	A1; A2; A3; A4; A5; A6; B1; B2; C1; C2; D1; D2; D3; D4; E1; E2; F2; F4; F5	A3; C1; F1	B1; C3; D1; D4; F1; F2	
BR! Structured block play with a peer.	B.c	A; B; C; D	B1; B2; C2; C3; C4; D1; D2; D3; D4	A1; A3; C1; C2; D1; D2; E1; E2; E3	A1; A2; A3; A4; A5; A6; B1; B2; C1; C2; C3; D1; D2; D3; D4; E1; E2; F2; F4; F5	A3; C1; F1	B1; B2; B3; C1; C2; C3; C4; D1; D4; F1; F2	E1; E2
Free Exploration	A.a; B.a; B.c	A; B; C; D	A2; B1; B2; C2; C4; D1; D2; D3; D4	A1; C1; C2; D1; D2; E1; E2; E3	A1; A2; A3; A4; A5; A6; B1; B2; C1; C2; C3; D1; D2; D3; D4; E1; E2; F1; F2; F3; F4; F5	A1; A2; A3; C1; F1	B1; B3; C3; C4; D1; D4; F1	A1; D1; E1; E2
Read Aloud			A2; B2; C1; C4; D2; D3	A1; A2; C1; E2; F1; F4			C1	
Sort it Out	B.c	A; B; C; D	B1; B2; C2; D2; D3; D4	A3; C2; E2	A1; A2; A3; A4; A5; A6; B1; B2; C3; D1; D2; D3; F1; F2; F3; F4; F5	A2; A3; C1; F1	C1; D4; F2	

	I. Physical Development	II. Approaches to Learning	III. Social and Emotional Development	IV. Language and Literacy	V. Mathematics Thinking	VI. Scientific Inquiry	VII. Social Studies	VIII. Creative Expression through the Arts
Counting Rocks!	B.c	A; B; C; D	B1; B2; C2; D2; D3; D4	A3; C2; E2	A1; A2; A3; A4; A5; A6; B1; B2; C3; D1; D2; D3; F1; F2; F3; F4; F5	A2; A3; C1; F1	C1; D4; F2	
Conversations		A; B; C; D	A1; A2; B2; C1; C2; C4; D3; D4	A1;A2; B1; C1; C2;D1; D2; E1; E2; E3	A4; A5; D2; E1; E2; F4; F5	A3; C1	B2; B3; C1; C2; C3; C4; D4; E1; E2; F1	D1
Let's Play	A.a; B.a; B.c	A; B; C; D	A1; A2; B1; B2; C1; C2; C3; C4; D1; D2; D3; D4	A1;A2; B1; C2; D1;D2; E1; E2; E3; F1; G1	A6; A7; B1; B2; D1; D2; D3; D4; E1; E2; F3; F4; F5	A1; A2; A3; C1	B1; B2; B3; C1; C2; C3; C4; D1; D4; E1; E2; F1; F2	D1; E1
Freeze Dance	A.a; B.a; B.c		A1; B1; C2	A1; A3	E2	A1	B1; C2; C3; C4; D1; D4; F1; F2	C1; E1
Monkey See Monkey Do	A.a; B.a; B.c	A; B; C; D	B1; B2; C2; D1; D2; D3; D4	A1; A3; E3; F3	A5; A6; B1; B2; C1; C2; C3; D1; D2; D4; E1; E2	A3; C1; F1	B2; D4; F2	E2

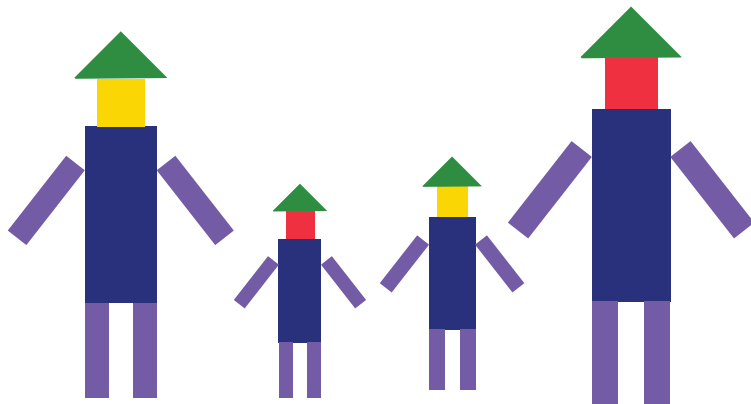
	I. Physical Development	II. Approaches to Learning	III. Social and Emotional Development	IV. Language and Literacy	V. Mathematics Thinking	VI. Scientific Inquiry	VII. Social Studies	VIII. Creative Expression through the Arts
Copy Cat	A.a; B.c	A; B; C; D	B1; B2; C2; D2; D3; D4	A1; A3; F3	A5; A6; B1; B2; C1; C2; C3; D1; D2; D4; E1; E2; F1; F2; F3	A3; C1; F1	D4; F2	E1; E2
Sign Up	B.c	B; C; D	B1; B2; C2; C3; D2; D3; D4	A3; C2; E1; F1; G1	A7; F4; F5	A2	B1; B3; C1; C2; C3; C4; E1; F1; F2; F3	

Sharing Information with Families

Communicating with families is an important way to connect home and school. Parents are the child's first teacher and when families feel as if they have meaningful interactions with school, they are more likely to stay involved. Helping families to understand their child's experience in your setting is an important step in developing a strong partnership with families.

Suggestions:

- Send a letter home explaining to families that you have been playing a new game and provide them with prompts to engage their child and to learn more about the game. See the sample letter.
- Host a family game night. Young children can learn about taking turns, following directions and sportsmanship when playing games with peers and adults.
- Share information about how to order the Blocks Rock! game for home. Or, provide instructions for downloading the app. To learn more, visit blocksrock.com.



SAMPLE LETTER TO FAMILIES

Dear Families,

We have been playing a new game in our classroom, Blocks Rock! This competitive block-building activity helps children develop spatial thinking and mental rotation skills. Blocks Rock! encourages creative problem-solving, positive social interactions, and fun!

As your child's first teacher, you play an important role in modeling curiosity and persistence to support learning. At home you can create an environment where your child feels safe in taking risks, asking questions and making leaps in their thinking. Extend your child's experience with this game by asking about playing Blocks Rock!:

- o Tell me about the block game you played today.
- o Which friends played Blocks Rock! with you?
- o Tell me about what you built with the blocks.
- o Describe how you played the game? What did you use?

Blocks Rock! has been proven to help children develop important knowledge and skills in science, technology, engineering and mathematics (STEM). Playing this game with an adult or a classmate is another way that your child is learning essential concepts. If you are interested, you can purchase Blocks Rock! to play at home or you can download the app. Check out the Blocks Rock! website to learn more about this class favorite - <https://blocksrock.com/app>.

As always, thank you for sharing your child with us. Please don't hesitate to call or email with any questions.

Sincerely,
Your Name

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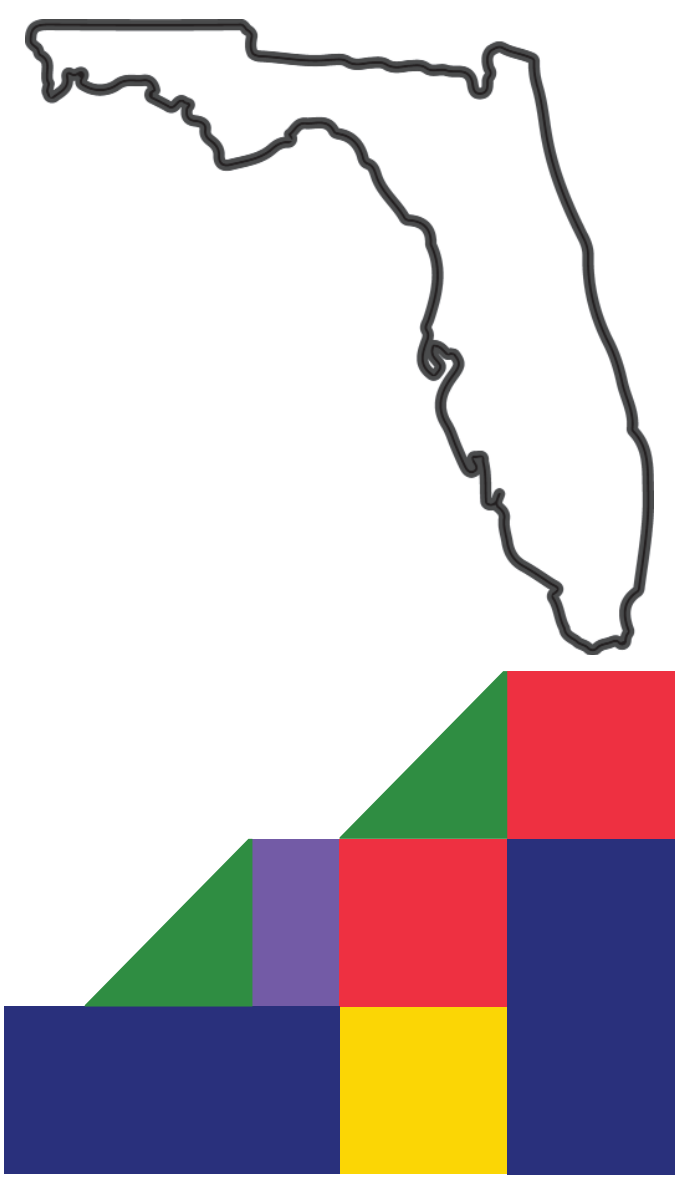


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