



**AT-HOME  
LEARNING**

# DIGITAL BACKPACK

## ENGLISH LANGUAGE ARTS





# AT-HOME LEARNING

Dear Parents and Caregivers,

Academic year 2021 brings with it unprecedented challenges and opportunities for you and your children. PBS Kids and the Cade Museum for Creativity and Invention are here to help!

Congratulations on creating innovative ways to make learning at home fun and exciting, and now we invite you to make us your home education partners.

We are thrilled to offer this new digital backpack filled with activities, resources, curriculum, and experiments, designed to engage and ignite young minds in dynamic new ways.

**Let's unpack some of the digital backpack's key resources:**

- **State standards guide for families**
- **Family reading list**
- **Printable hands-on activities**
- **PBS KIDS programming learning goals and reflection guide**
- **STEAM-focused videos from The Cade featuring activities and experiments**
- **Tips for balancing screen time**
- **PBS KIDS apps and associated learning goals**

To learn more and download PBS Backpacks in added core subjects, visit **[PBSbackpack.org](https://pbsbackpack.org)**

To share photos of your family learning with the PBS backpack, or to contact us with questions, email us at **[education@wuft.org](mailto:education@wuft.org)**. Sign-up for our newsletter at **[pbs.org/parents/newsletter](https://pbs.org/parents/newsletter)**.

Sincerely,

The WUFT Education Team



# Family Learning Guide

## ENGLISH LANGUAGE ARTS



To help families understand English Language Arts standards for Kindergarten students, we have prepared this Family Learning Guide with specific literacy skills students are expected to have by the end of Kindergarten. We've also included activities you can do at home to prepare your child for school and make English Language Arts fun and exciting.

### Reading

- Follow print from left to right and top to bottom
- Name all upper- and lower-case letters and their sounds
- Recognize own name in print
- Identify and say rhyming words
- Count syllables, pronounce and blend letters in spoken words
- Ask and answer questions about details in a story
- Explain how the illustrations in a book relate to the story
- Compare and contrast characters and adventures between stories
- Ask and answer questions about unknown words
- Retell the story in own words and identify the characters, setting and important events



### Family Tips for At-Home Learning

- Practice reading skills by reading together
- Encourage children to act out parts of a story
- Point out the words on the page and move your fingers from left to right while reading
- Ask children questions before, during, and after reading
- Sound out new words and use illustrations and context clues to help your child understand the meaning of words

### Writing

- Write all upper- and lower-case letters
- Spell words out based on their sounds
- Use capital letters for I and when beginning sentences
- Use question words like who, what, where, when, how, and why
- Use correct punctuation and identify the names of punctuation marks
- Use preposition words like to, from, in, out, on, off, for, of, by, and with
- Use drawing and writing to form a summary about a book to retell facts of a story
- Improve and elaborate on writing with adult guidance
- Share personal thoughts and opinions about stories
- Create and expand sentences to give more details

### Family Tips for At-Home Learning

- Encourage children to look at letters and words on food packaging, road signs, and other places in their daily lives
- Take turns writing words and sentences and eventually stories
- Help children trace and copy written words



## Knowledge of Language

- Understand verbs and adjectives
- Sort objects into categories (e.g., color, shapes)
- Identify the opposites of words
- Make real-life connections between words
- Figure out the meaning of unknown and multiple-meaning words and phrases
- Use affixes (-ed, -s, re-, un-, pre-, -ful, -less) as clues to understand the meaning of words
- Use words and phrases they learn through conversations, reading, and being read to
- Understand different meanings with words describing the same general action like walk, march, and prance

### Family Tips for At-Home Learning

- Play games with students using everyday household objects, such as I SPY. Give your child clues to help them find objects around them (e.g., “I spy something red and round”)
- Help them identify the opposite word of objects they find around the house (e.g., “Is a fork the opposite of a spoon?”)
- Sort objects you see around the neighborhood or at the store
- Encourage your child to sort toys by categories like color, size, shape and features

## Speaking, Listening, Comprehension and Collaboration

- Participate in conversations with peers and adults using agreed-upon rules such as listening to others and taking turns speaking
- Stop a conversation and continue it later
- Ask and answer questions about texts and key details
- Ask questions when something is not understood or they need help

### Family Tips for At-Home Learning

- Help children practice speaking and listening to other children and adults
- Encourage active participation in conversations by taking turns talking, listening and asking questions while speaking with others

## Presentation of Knowledge and Ideas

- Describe familiar people, places, things, and events in detail
- Add drawings to descriptions to provide additional details
- Speak clearly and at an appropriate volume to express thoughts, feelings and ideas

### Family Tips for At-Home Learning

- Build self-confidence and speaking skills by having children practice sharing their thoughts and ideas about books they read, games they play and TV shows they watch
- Ask questions and demonstrate to children how they can answer the question using part of the question in their response. (e.g., Ask, “Why do you think the bear ate the sandwich?” and your child can reply with, “The bear ate the sandwich because he was hungry”)



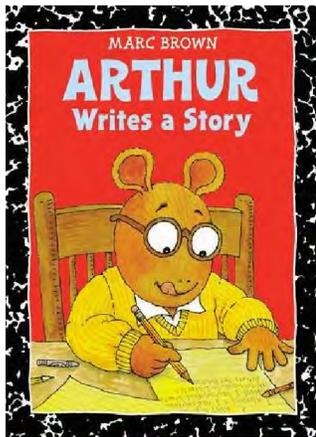
# Family Reading List

## ENGLISH LANGUAGE ARTS



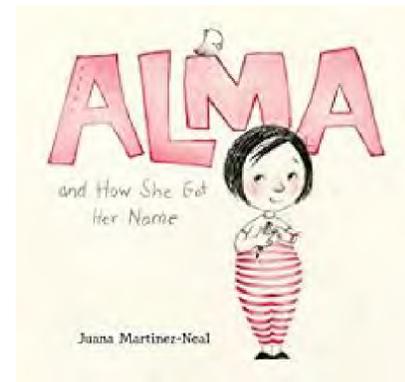
Reading time can be an easy and fun way to introduce and reinforce literacy skills at home. Check with your local public library to access these books online or click on the book covers to watch a read aloud of the story.

### Arthur Writes a Story



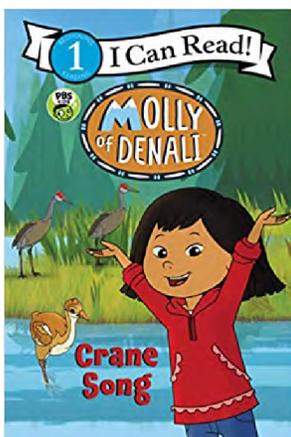
By Marc Brown  
Ages: 4 to 8

### Alma and How She Got Her Name



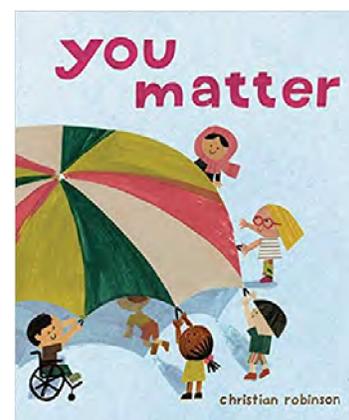
By Juana Martinez-Neal  
Ages: 4 to 7

### Molly of Denali: Crane Song

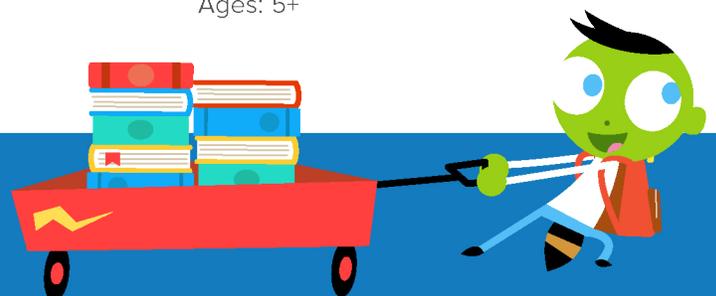


By Princess Daazhrai Johnson & WGBH  
Ages: 4 to 8

### You Matter



By Christian Robinson  
Ages: 5+



# Family Activity

## LITERACY SKILLS



## Trace Words on the Sidewalk

Help your child learn to spell her name or other words in this outdoor literacy activity, all while learning fine motor skills and the concept of tracing.

### Materials

- Small tub filled with water
- Sidewalk chalk
- A flat stretch of pavement
- Large paintbrush (choose one with a handle appropriate for your child's hand size)

### Directions

- 1 Using the chalk, write your child's name. Help younger children with letter recognition by writing one letter at a time. Older children can practice sight words.

Thanks to our Sponsor



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**2** Offer your child a small tub of water and a paintbrush. Ask your child to trace over the chalk, using water and the paint brush. The water will wash away the chalk as your child practices writing.

**3** Ready for more of a challenge? Instead of letters, write dots that your child will connect into letters.

## Explore Further

Use numbers or shapes to turn this into a math activity. Draw shapes, numbers or equations to help build your child's math skills.

Jamie Reimer learned to be a hands-on mom by creating activities, crafts and art projects for her three boys to do and shares them on *hands on : as we grow*. Jamie uses the creative outlet as a way to get through the early years of parenting with a smile!

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<https://www.pbs.org/parents/crafts-and-experiments/trace-words-on-the-sidewalk>





When you go back to school, there may be some things that are the **SAME**, **NEW**, or **DIFFERENT** from before. You may have questions about school or about things that are changing. Talk with your family about your questions and about your feelings. You can use the boxes below to draw pictures, cut and paste pictures, or write about what might be the **SAME**, **NEW**, or **DIFFERENT**. Here are some examples: Your teacher or caregiver will be the same. Your classroom will be new. Mealtimes at school will be different.

**SAME**

**DIFFERENT**

**NEW**

**THINGS MAY CHANGE, AND THAT'S OKAY.  
TODAY WE CAN DO THINGS A DIFFERENT WAY.**

**Find Daniel Tiger's Neighborhood games and activities at [pbskids.org/daniel](http://pbskids.org/daniel)**



# AT-HOME LEARNING

NAME \_\_\_\_\_

## PBS KIDS Episode Reflection Guide Grades Pre-K–2

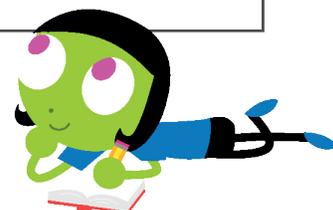
Directions: Take a moment to reflect on your learning from the PBS KIDS episode you watched. Then answer the questions below. To view At-Home Learning schedules for educational programming airing on KCET, PBS SoCal, KLCS and WORLD, visit [athomelearning.org](http://athomelearning.org).

**What did you learn from this episode?** Discuss with your child key ideas and details. Briefly explain why these details are important to you, the community, and the world.

**How can you connect the learning in this episode to everyday learning at home?**

For example, if you watched an episode about counting, you and your child can expand this learning at home by counting items during daily routines like doing laundry or washing dishes.

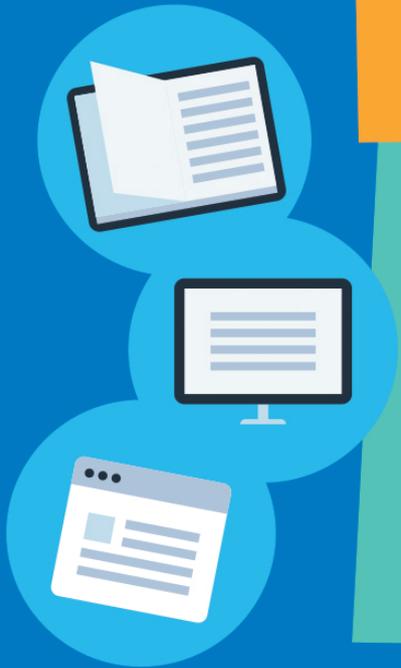
**After watching this episode, what do you want to learn more about?**



## We don't replace reading, we complement reading

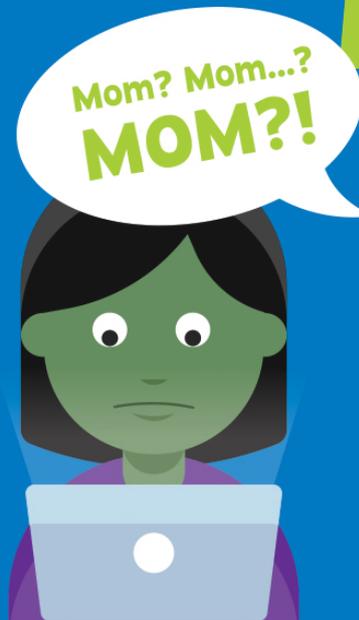
Reading is a skill and left untouched for several months, that skill will get weaker! The best part of free time reading is that you get to choose what you want to read!

**SORRY!** text messages and social media are typically too short to call reading



## Screen zombies are real

Screen zombies are in a halfway state between being awake and being asleep. When you see a zombie, there are two main recommendations: if it's not bedtime, tell the zombie to turn off the screen and do something active. And if it is bedtime, go to bed!



## Find your balance

Screens can be used for things that are BOTH entertaining and informative. Find your balance: watch your movies, but also write a short story. Watch an episode of Nature about cute animals. Design a game. Video chat your grandparents.

Enjoy the game AND discuss strategy.

## Adjust your screens at night

We know that bright screens keep people awake—even if the brain and body are tired, bright lights send a strong wake-up signal. After the sun goes down, turn down the intensity of screens.

People with screens in their bedrooms sleep on avg 15 min less per night. That's almost 2 hrs less sleep per week!



# OUTDOOR EXPLORATION APPS



**Nature Cat's Great Outdoors** Go on a new adventure every day with the Nature Cat crew as they explore, discover and observe nature in their own backyard and beyond! Kids can observe the daily weather and use a compass, camera, sound recorder and journal to record each nature adventure. **FREE**



**Ready Jet Go! Space Explorer** Kids can explore the solar system and visit planets, stars and constellations with Jet and his friends. Go on a galactic journey with Jet, Sydney, Sean, Mindy and Sunspot from their backyard in Boxwood Terrace through space! **FREE**



**Wild Kratts Baby Buddies** Join Martin, Chris, and the Wild Kratts team on an African Savannah creature sitting adventure. These baby animals need a lot of attention and care, and with Wild Kratts Baby Buddies app, kids are in charge of feeding, washing, protecting and playing with each one.



**Splash and Bubbles Ocean Adventure** Join Splash, Bubbles, Dunk, and Ripple on a journey to the world's undersea habitats. Kids will discover the creatures that live there, learn about many different plants and animals, and build and decorate their very own ocean!



**Wild Kratts World Adventure** Kids can tilt and tap their way through six multi-level games that encourage exploration of habitats around the world. Focusing on science, each game lets kids observe, explore and use creature power suits to complete missions and help the Kratt Brothers.



**Outdoor Family Fun with Plum** Get ready for some Outdoor Family Fun with Plum! This app offers daily activities that get families outside, exploring their neighborhood and learning about nature. Spending time outdoors has many benefits and nature is all around – you just have to look! **FREE**



**Photo Stuff with Ruff** In this camera-based experience, children learn about science by taking pictures of different materials to complete silly scenes. Play it together and record and share your observations in fun, creative ways! **FREE**

Look for more APPS  
for iOS and Android  
at [pbskids.org/apps](http://pbskids.org/apps)



# PBS KIDS Learning Goals



## SOCIAL & EMOTIONAL LEARNING

Daniel Tiger's Neighborhood	2-4	Social & Emotional Learning
Sesame Street	2-5	Social & Emotional Learning, Literacy, Math, Spanish
Clifford the Big Red Dog	3-5	Social & Emotional Learning
Mister Rogers' Neighborhood	3-6	Social & Emotional Learning
Arthur	4-8	Social & Emotional Learning, Social Studies
Xavier Riddle and the Secret Museum	5-8	Social & Emotional Learning

## LITERACY

Molly of Denali	4-8	Literacy (Informational Text)
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## SOCIAL STUDIES, THE ARTS & MORE

Pinkalicious & Peterrific	3-6	The Arts, Creative Expression
Let's Go Luna!	4-7	Social Studies (World Cultures and Geography)

### Digital-Only

Kart Kingdom	3-6	Systems Thinking
Oh Noah!	4-8	Spanish, Cultural Awareness

## STEM (Science, Technology, Engineering & Math)

Curious George	3-5	Science Inquiry, Engineering, Math
Elinor Wonders Why	3-5	Science Inquiry, Life/Earth Science, Engineering & Technology
The Cat in the Hat Knows a Lot About That!	3-6	Science Inquiry, Life/Earth/Physical Science, Engineering & Technology
Dinosaur Train	3-6	Science Inquiry, Life/Earth Science
Nature Cat	3-7	Life/Earth Science
Wild Kratts	4-8	Science Inquiry, Life Science
Hero Elementary	4-8	Science Inquiry, Life/Earth & Space/Physical Science, Engineering & Technology
Odd Squad	5-8	Math
Ready Jet Go!	5-8	Science Inquiry, Earth & Space/Life/Physical Science, Engineering & Technology

### Digital-Only

The Ruff Ruffman Show	4-8	Science Inquiry, Physical Science, Engineering & Technology
Design Squad Nation	4-8	Science Inquiry, Physical Science, Engineering
PBS KIDS Scratch Jr	5-8	Computational Thinking
SciGirls	6-8	Science Inquiry, Life/Physical/Earth Science, Engineering & Technology, Math



# STEAM Experiment & Activity Videos

Each of these STEAM videos, created by the educators and innovators at the Cade Museum for Creativity and Invention in Gainesville, is your child's hall pass to an exciting world of science, technology, creativity, and exploration. Videos feature hands-on experiments, and are accompanied by supply lists, and lesson plans, aligned with Florida's C-Palms and Next Generation Science Standards (NGSS).

## EARTH & SPACE SCIENCE

<b>Comets at The Cade/Space Travel &amp; Colonization</b>		<b>6+</b>	See video at <a href="https://PBSbackpack.org/EarthSpace">PBSbackpack.org/EarthSpace</a>
<b>Educational Standards</b>	<b>C-Palms</b> Observe and describe water in its solid liquid and gaseous states.	<b>NGSS</b> Construct an argument with evidence that some changes caused by heating and cooling can be reversed and some cannot.	
<b>Expanding Galaxy/Space Travel &amp; Colonization</b>		<b>6+</b>	See video at <a href="https://PBSbackpack.org/EarthSpace">PBSbackpack.org/EarthSpace</a>
<b>Educational Standards</b>	<b>C-Palms</b> Discover how materials can be altered to change some of their properties, while not all materials respond the same way to any one alteration.	<b>NGSS</b> Investigate and evaluate experimental designs to provide evidence that fields exist between objects exerting forces on each other even though the objects are not in contact.	
<b>Birth of a Nebula/Space Travel &amp; Colonization</b>		<b>6+</b>	See video at <a href="https://PBSbackpack.org/EarthSpace">PBSbackpack.org/EarthSpace</a>
<b>Educational Standards</b>	<b>C-Palms</b> Identify the Sun as a star that emits energy, some in the form of light.	<b>NGSS</b> Support an argument that differences in the apparent brightness of the sun compared to other stars is due to their relative distance from Earth.	
<b>Rocket/Space Travel &amp; Colonization</b>		<b>4+</b>	See video at <a href="https://PBSbackpack.org/EarthSpace">PBSbackpack.org/EarthSpace</a>
<b>Educational Standards</b>	<b>C-Palms</b> Recognize that objects are pulled towards the ground unless something holds them up.	<b>NGSS</b> Make observations or predictions on an object to provide evidence that a pattern can be used to predict future motion.	

## MATHEMATICS & DESIGN

<b>Moving Character in Scratch/Codes: Designs &amp; Patterns</b>		<b>10+</b>	See video at <a href="https://PBSbackpack.org/MathematicsDesign">PBSbackpack.org/MathematicsDesign</a>
<b>Educational Standards</b>	<b>C-Palms</b> Explain that computers model intelligent behavior.	<b>NGSS</b> Optimize design solution.	
<b>Spot/Codes: Measurements &amp; Calculations</b>		<b>10+</b>	See video at <a href="https://PBSbackpack.org/MathematicsDesign">PBSbackpack.org/MathematicsDesign</a>
<b>Educational Standards</b>	<b>C-Palms</b> Evaluate different file types for different purposes.	<b>NGSS</b> A solution needs to be tested and modified to improve it.	
<b>Drum Set/Music: Acoustics/Wave</b>		<b>10+</b>	See video at <a href="https://PBSbackpack.org/MathematicsDesign">PBSbackpack.org/MathematicsDesign</a>
<b>Educational Standards</b>	<b>C-Palms</b> Evaluate different file types for different purposes.	<b>NGSS</b> A situation people want to change or create can be approached as a problem to be solved through engineering.	
<b>Coral/Design &amp; Patterns: Agriculture/Life Sciences</b>		<b>10+</b>	See video at <a href="https://PBSbackpack.org/MathematicsDesign">PBSbackpack.org/MathematicsDesign</a>
<b>Educational Standards</b>	<b>C-Palms</b> Evaluate different file types for different purposes.	<b>NGSS</b> Optimize design solution.	
<b>Animation/Codes: Design &amp; Patterns</b>		<b>10+</b>	See video at <a href="https://PBSbackpack.org/MathematicsDesign">PBSbackpack.org/MathematicsDesign</a>
<b>Educational Standards</b>	<b>C-Palms</b> Evaluate different file types for different purposes.	<b>NGSS</b> A situation people want to change or create can be approached as a problem to be solved through engineering.	

## FORCE & MOTION

<b>House (Lego)/Structural Design</b>		<b>5+</b>	See video at <a href="https://PBSbackpack.org/ForceMotion">PBSbackpack.org/ForceMotion</a>
<b>Educational Standards</b>	<b>C-Palms</b> Evaluate different file types for different purposes.	<b>NGSS</b> Optimize design solution.	
<b>Vertical Jump/Who's Hot/Simple Mechanics</b>		<b>6+</b>	See video at <a href="https://PBSbackpack.org/ForceMotion">PBSbackpack.org/ForceMotion</a>
<b>Educational Standards</b>	<b>C-Palms</b> Explore the law of gravity by demonstrating that gravity is a force that can be overcome.	<b>NGSS</b> Each force acts on one particular object and has both a strength and a direction.	
<b>Vertical Jump/Propulsion &amp; Locomotion</b>		<b>6+</b>	See video at <a href="https://PBSbackpack.org/ForceMotion">PBSbackpack.org/ForceMotion</a>
<b>Educational Standards</b>	<b>C-Palms</b> Explore the law of gravity by demonstrating that gravity is a force that can be overcome.	<b>NGSS</b> Objects in contact exert forces upon each other.	
<b>Jumps/Propulsion &amp; Locomotion</b>		<b>6+</b>	See video at <a href="https://PBSbackpack.org/ForceMotion">PBSbackpack.org/ForceMotion</a>
<b>Educational Standards</b>	<b>C-Palms</b> Identify some basic forms of energy such as light, heat, sound, electrical, and mechanical.	<b>NGSS</b> Pushes and pulls can have different strengths and directions.	
<b>Newton's 2nd Law of Motion/Propulsion &amp; Locomotion</b>		<b>6+</b>	See video at <a href="https://PBSbackpack.org/ForceMotion">PBSbackpack.org/ForceMotion</a>
<b>Educational Standards</b>	<b>C-Palms</b> Investigate the effect of applying various pushes and pull on different objects.	<b>NGSS</b> Defining Engineering Problems.	
<b>Newton's 3rd Law of Motion/Propulsion &amp; Locomotion</b>		<b>6+</b>	See video at <a href="https://PBSbackpack.org/ForceMotion">PBSbackpack.org/ForceMotion</a>
<b>Educational Standards</b>	<b>C-Palms</b> Recognize that objects are pulled toward the ground unless something holds them up.	<b>NGSS</b> For any pair of interacting objects, the force of the first object exerted on the second object is equal to the strength of the second object that exerts on the first but in the opposite direction.	
<b>Newton's 1st Law of Motion/Propulsion &amp; Locomotion</b>		<b>6+</b>	See video at <a href="https://PBSbackpack.org/ForceMotion">PBSbackpack.org/ForceMotion</a>
<b>Educational Standards</b>	<b>C-Palms</b> Identify familiar forces that cause objects to move, such as pushes and pulls, including gravity acting on falling objects.	<b>NGSS</b> Cause-and-effect relationships are routinely identified.	
<b>Marshmallow Defenders/Propulsion &amp; Locomotion</b>		<b>6+</b>	See video at <a href="https://PBSbackpack.org/ForceMotion">PBSbackpack.org/ForceMotion</a>
<b>Educational Standards</b>	<b>C-Palms</b> Evaluate different file types for different purposes.	<b>NGSS</b> For any pair of interacting objects, the force of the first object exerted on the second object is equal to the strength of the second object that exerts on the first but in the opposite direction.	



# STEAM Experiment & Activity Videos

## ELECTRICITY

### Electrolyte Ball Science Fun/Electrical Systems & Circuits

6+

See video at [PBSbackpack.org/Electricity](https://www.pbsbackpack.org/Electricity)

**Educational Standards**

**C-Palms**

Recognize and explore how cells of all organisms undergo similar process to maintain homeostasis, including extracting energy.

**NGSS**

All living things are made up of cells, said to be the smallest living unit.

## LIFE SCIENCE

### Reaction Time/Homeostasis

6+

See video at [PBSbackpack.org/LifeScience](https://www.pbsbackpack.org/LifeScience)

**Educational Standards**

**C-Palms**

Recognize and explore how cells of all organisms undergo similar process to maintain homeostasis, including extracting energy.

**NGSS**

Use a model to test interactions concerning the functioning of a natural system.

### Pickles In America/Friend & Foe, or Germs!/Agriculture

6+

See video at [PBSbackpack.org/LifeScience](https://www.pbsbackpack.org/LifeScience)

**Educational Standards**

**C-Palms**

Investigate and describe the many physical and chemical changes affected by temperature.

**NGSS**

Explore how food moves through a series of chemical reactions within individual organisms.

## ENERGY

### Air Conditioned Shoulder Pads/Heating & Cooling

6+

See video at [PBSbackpack.org/Energy](https://www.pbsbackpack.org/Energy)

**Educational Standards**

**C-Palms**

Describe the changes water undergoes when it changes state, through heating and cooling, by using familiar scientific terms such as melting, freezing, boiling, evaporation, and condensation.

**NGSS**

Every human-made product is designed by applying some knowledge of the natural world, and is built using materials from the natural world.

### Shoulder Pads, Reaction Time/Heating & Cooling

6+

See video at [PBSbackpack.org/Energy](https://www.pbsbackpack.org/Energy)

**Educational Standards**

**C-Palms**

Recognize that animals including humans use energy from food.

**NGSS**

Every human-made product is designed by applying some knowledge of the natural world, and is built using materials from the natural world.

### Who's Hot/Heating & Cooling

6+

See video at [PBSbackpack.org/Energy](https://www.pbsbackpack.org/Energy)

**Educational Standards**

**C-Palms**

Investigate and explain that electrical energy can be transformed into heat, light, and sound energy as well as the energy of motion.

**NGSS**

Make measurements and observation of materials based on their properties.

### Batteries, Stored Power/Conversions: Electrical Systems & Circuits

6+

See video at [PBSbackpack.org/Energy](https://www.pbsbackpack.org/Energy)

**Educational Standards**

**C-Palms**

Identify and classify materials that conduct electricity and materials that do not.

**NGSS**

Energy can be transferred in various ways between objects.

## MATTER

### Marion Donovan & Floaters/Materials Science Engineering

6+

See video at [PBSbackpack.org/Matter](https://www.pbsbackpack.org/Matter)

**Educational Standards**

**C-Palms**

Changes in Matter can occur physically or chemically.

**NGSS**

Make observations to construct an evidence-based account of how an object is made of a small set of pieces can be disassembled and made into a new object.

### Sidewalk Chalk/Materials Science Engineering

4+

See video at [PBSbackpack.org/Matter](https://www.pbsbackpack.org/Matter)

**Educational Standards**

**C-Palms**

Investigate and describe that many physical and chemical changes are affected by temperature.

**NGSS**

Cause-and-effect relationships may be used to predict phenomena in natural or designed systems.

### Making Toothpaste/Materials Science Engineering

5+

See video at [PBSbackpack.org/Matter](https://www.pbsbackpack.org/Matter)

**Educational Standards**

**C-Palms**

Observe and describe water in its solid and liquid and gaseous states.

**NGSS**

When two or more substances are mixed, a new substance with different properties may be formed.

### Popsicle: How Cool?/State of Matter

4+

See video at [PBSbackpack.org/Matter](https://www.pbsbackpack.org/Matter)

**Educational Standards**

**C-Palms**

Investigate and describe that many physical and chemical changes are affected by temperature.

**NGSS**

Analyze testing using different materials.

### Fizzing Cade Dust/Releasing of Stored Energy

6+

See video at [PBSbackpack.org/Matter](https://www.pbsbackpack.org/Matter)

**Educational Standards**

**C-Palms**

Compare physical and chemical changes in matter.

**NGSS**

When two or more different substances are mixed, a new substance with different properties may be formed.



The mission of The Cade Museum is to transform communities by inspiring and equipping future inventors, entrepreneurs, and visionaries.

For even more resources, sign up for our e-newsletter at [pbs.org/parents/newsletter](https://www.pbs.org/parents/newsletter).

To learn more and download PBS Backpacks in added core subjects, visit [PBSbackpack.org](https://www.pbsbackpack.org). To contact us with questions, suggestions, or to share photos of your family learning with the digital backpack, email us [education@wuft.org](mailto:education@wuft.org).

The WUFT Education Team



# APP LEARNING GOALS



## MULTIPLE LEARNING GOALS FOR KIDS 2-8



Free learning games with your favorite PBS KIDS characters anytime, anywhere!



Thousands of free videos from PBS KIDS, the #1 educational media brand for kids.

## SOCIAL EMOTIONAL DEVELOPMENT

Daniel Tiger's For Parents	2-5	Social Emotional Development
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## LITERACY

Dinosaur Train A to Z	3-6	Literacy
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Molly of Denali	4-8	Informational Text
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## ARTS, CREATIVITY AND MORE

PBS KIDS Kart Kingdom	4-8	Creativity
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PBS KIDS Party	4-8	Healthy Habits
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PBS KIDS Stickers	4-8	Creativity	iOS Only
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Plum's Creaturizer	6-9	Creativity
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## STEM (Science, Technology, Engineering & Math)

Cyberchase 3D Builder	6-9	Math	
Cyberchase Shape Quest	6-9	Math — Geometry	
Dinosaur Train Classic in the Jurassic Jr.	3-6	Math	
Fetch! Lunch Rush	4-8	Math	iOS Only
Jet's Bot Builder: Robot Games	4-8	Space Science	
Nature Cat's Great Outdoors	6-8	Earth Science	
Outdoor Family Fun with Plum	6-9	Nature, Life Science	
PBS KIDS Measure Up!	2-5	Math	
PBS KIDS ScratchJr	5-8	Coding	
PBS Parents Play & Learn	2-5	Math, Literacy	
Photo Stuff with Ruff	4-8	Material Science	
Play & Learn Science	2-5	Weather	
Plum's Photo Hunt	6-9	Life Science, Nature	iOS Only
Plum's Creaturizer	6-9	Life Science	iOS Only
Ready Jet Go! Space Explorer	4-8	Space Science	
Ready Jet Go! Space Scouts	4-8	Space Science	
The Cat in the Hat Builds That!	3-5	Science Inquiry, Engineering	



# APP LEARNING GOALS



## PAID APPS at [pbskids.org/apps](http://pbskids.org/apps)



### SOCIAL EMOTIONAL DEVELOPMENT

Daniel Tiger's Day & Night	2-5	Social Emotional Development — Routines
Daniel Tiger's Grr-ific Feelings	2-5	Social Emotional Development — Feelings
Daniel Tiger's Stop & Go Potty	2-5	Social Emotional Development — Potty Training
Daniel Tiger's Neighborhood: Play at Home with Daniel	3-5	Social Emotional Development
Daniel Tiger's Storybooks	2-5	Social Emotional Development

### LITERACY

SUPER WHY! ABC Adventures	3-6	Literacy
Super Why! Phonics Fair	3-6	Literacy
Super Why! Power to Read	3-6	Literacy

### ARTS, CREATIVITY & MORE

Pinkalicious Party	4-6	Creative Process, Art, Design, Creativity, Roleplaying, Music
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### STEM (Science, Technology, Engineering & Math)

Odd Squad: Blob Chase	6-8	Math	
Peg + Cat: The Tree Problem	3-6	Math	
Splash and Bubbles Ocean Adventure	4-7	Ocean Science	
Wild Kratts Baby Buddies	4-8	Social Emotional Learning, Animal Science	
Wild Kratts Creature Math	4-8	Math	iOS Only
Wild Kratts Rescue Run	4-8	Animal Science	
Wild Kratts World Adventure	4-8	Animal Science	



All apps are available for all devices unless otherwise indicated

