

Authentic Assessment

OBSERVE AND DOCUMENT LEARNING • INFANTS • TODDLERS • PRESCHOOL • SCHOOL-AGE



1-Month
Assessment Activity Calendar
& Group Observation Form



Daily
Assessment Activity Sheets



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Experience Curriculum
is now in **brightwheel**,
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childcare platform.

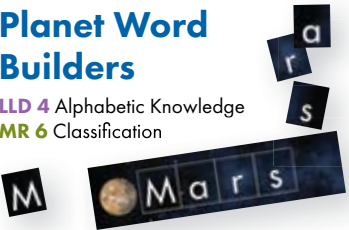
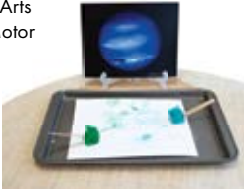
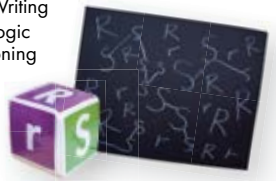
DOCUMENTING A CHILD'S UNIQUE AND BRILLIANT LEARNING STORY



Observation & Documentation Planning Calendar

SPACE & SKY

DATE _____

LESSON 1 Space Nametags LLD 7 Writing SCI 1 Investigation & Inquiry 	LESSON 2 Sun Colors CA 3 Visual Arts PD 2 Fine Motor SCI 2 Natural & Earth Science 	LESSON 3 Hey, Diddle, Diddle LLD 1 Listening SED 3 Attention & Persistence 	LESSON 4 Star Search MR 1 Number Sense SED 2 Self-Regulation PD 1 Gross Motor 	LESSON 5 Toss the Comet PD 1 Gross Motor MR 4 Measurement SCI 2 Natural & Earth Science 
LESSON 6 3rd Planet from the Sun MR 1 Number Sense PD 1 Gross Motor LLD 2 Communication 	LESSON 7 Look Up LLD 4 Alphabetic Knowledge SED 3 Attention & Persistence 	LESSON 8 Trip to Mars SED 4 Social Relationships PD 2 Fine Motor MR 1 Number Sense 	LESSON 9 Solar System Moves LLD 1 Listening PD 1 Gross Motor 	LESSON 10 Space Lotto SED 4 Social Relationships MR 6 Classification 
LESSON 11 Rock Letters LLD 7 Writing PD 2 Fine Motor 	LESSON 12 Planet Word Builders LLD 4 Alphabetic Knowledge MR 6 Classification 	LESSON 13 Swirling Neptune CA 3 Visual Arts PD 2 Fine Motor 	LESSON 14 Rocket Ship to Saturn SED 3 Attention & Persistence MR 6 Classification MR 3 Shapes 	LESSON 15 Galaxy of Letters LLD 7 Writing MR 7 Logic & Reasoning 
LESSON 16 Astronaut Voting SS 2 Civics & Economics SED 1 Self-Awareness 	LESSON 17 Gravity Drop SCI 1 Investigation & Inquiry 	LESSON 18 Space Smoothie PD 5 Nutrition SED 2 Self-Regulation 	LESSON 19 Galaxy Goo SCI 1 Investigation & Inquiry 	LESSON 20 Swinging Planets SCI 3 Physical Science 

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LESSON 1

Space Nametags



SUPPLIES

- ☒ Nametag
- ☐ Crayons or markers
- ☐ Highlighter
- ☐ Water bottle
- ☐ Foil
- ☐ Craft stick
- ☐ Children's photos



LLD 7 Writing

Uses writing to represent meaning.

BENCHMARK 1

BENCHMARK 2

BENCHMARK 4

BENCHMARK 6



LLD 7 Writing

Decorate an old water bottle like a space ship by covering it with foil. Attach a photo of the infant's head to a craft stick. Write the child's name on stick. Invite the infant to explore putting the stick in and out of the top of the water bottle.

Put the Nametags upside-down on the floor. Flip over one and ask, "Whose name is it?" That child stands up and makes a crayon path on the back of the Nametag.

Invite the children to write their own names on a Nametag. If they need help, write their name in highlighter and have them trace over it.

Invite the child to write their first and last name on the Nametag, then tape it on the bottom of paper where they draw themselves as an astronaut.

LESSON 2

Sun Colors



SUPPLIES

- ☒ Inspiration Photo
- ☒ Title Display
- ☒ Paper plate
- ☐ Paint: red, yellow
- ☐ Paintbrushes
- ☐ Scissors
- ☐ Glue & sand mixture
- ☐ Bowls
- ☐ Clear zip bag

CA 3 Visual Arts

Expresses through 2D and 3D visual arts.
Develops visual art techniques.



BENCHMARK 1

BENCHMARK 2

BENCHMARK 4

BENCHMARK 6



CA 3 Visual Arts

Put red and yellow paint, glue and sand inside of a clear zip bag. Seal and secure the bag. Encourage the child to touch and explore how the colors combine and mix.

Give each child a paintbrush and squeeze yellow paint onto the center of the plate. After each child paints with the yellow paint, put some red dots around the edge of the plate. Encourage the children to blend and mix the paint to make a sunburst.

Put yellow and red paint in two bowls. Encourage the children to blend and mix the paint on their paper plate to make a sunburst. Talk about what happens when the colors blend.

Encourage the children to experiment with different amounts of each color when mixing. What happens with a lot of yellow and only a little red? A lot of red and only a little yellow? What color do they want to mix for their sun?

LESSON 3

Hey, Diddle, Diddle



SUPPLIES

- ☒ Rhyme Poster
- ☒ Nametags (from Lesson 1)
- ☒ Letter Card: Z*
- ☐ Tape
- ☐ Blanket
- ☐ Paper plates
- ☐ Marker
- ☐ Bowl
- ☐ Paper



LLD 1 Listening

Understands and interprets language (both words and gestures). Follows directions.

BENCHMARK 1

BENCHMARK 2

BENCHMARK 4

BENCHMARK 6



LLD 1 Listening

Put a plate on the floor. Recite the rhyme while holding the child and jump the child over the plate at the end of the rhyme.

Write letter Z on a paper plate. Recite the rhyme and insert a child's name in place of "cow." Encourage each child to listen for their name, then invite them to jump over the letter Z plate.

Write each child's name on a piece of paper and put them in a bowl. Draw a name. Recite the rhyme and insert the child's name in place of "cow." Encourage that child to listen for their name and a letter. "Jules jumped over the Z Moon!" The child jumps over the paper plate with the letter you named. Begin with three paper plates but add more to make it more complex, if desired.

Set out eight paper plates with the letters O, M, N, C, A, T, W, E. Recite the rhyme and insert a child's name in place of "cow." Then say a word and invite that child to jump in a specific way over the letters that spell it. For example: "Jules jumped backward over the word CAT." Other words might include: moon, cow, cone, mat, came, tame, name, wet, net.

LESSON 4

Star Search



SUPPLIES

- ☒ Star counters*
- ☒ Number Stars
- ☐ Scissors
- ☐ Tape

MR 1 Number Sense

Identifies numerals. Determines quantities.
Understands operations.

BENCHMARK 1

BENCHMARK 2

BENCHMARK 4

BENCHMARK 6



MR 1 Number Sense

Tape the stars on different walls around the room. Hold and walk with the infant around the room. Point at the stars and numbers on them. Allow the child to reach out and touch the star.

Put Numbered Stars 1-5 on the floor. Review the numbers with the children, then give one child a Star Counter. Say a number and encourage them to take turns putting a Star Counter on that number.

Put Numbered Stars 1-5 on the floor. Say a three-number sequence and invite the children to take turns running from one star to the next in that sequence.

Put Number Stars 1-5 in a row on the floor. Say a five-number sequence and invite the children to take turns jumping from one star to the next in that sequence. For example: "Jump over 1-4-2-4-1."

LESSON 5

Toss the Comet



SUPPLIES

- ☒ Earth Photo
- ☒ Crepe paper
- ☒ Pompom
- ☐ Tape/glue
- ☐ Crayons/markers
- ☐ Ribbon
- ☐ Masking tape



PD 1 Gross Motor

Builds strength, coordination and balance of large muscles.

BENCHMARK 1

BENCHMARK 2

BENCHMARK 4

BENCHMARK 6



PD 1 Gross Motor

Explore a pompom with a ribbon tied around it. Lay the child on their back and dangle the pompom above them within reach. Toss it for the baby to crawl after.

Use a marker and write each child's name on a ribbon. Tie the ribbons tightly around the pompoms. Encourage the children to toss their pompoms at the Earth Photo. Did they hit Earth?

Help the children tape the crepe paper to the pompom. Pretend it is a comet. Put a masking tape line on the floor for the children to stand behind. Tape the Earth Photo to a chair at a distance from the tape line. Encourage the children to try to toss their pompom comet to land on Earth (the chair).

Help the children tape the crepe paper to the pompom. Pretend it is a comet. Put a masking tape line on the floor for the children to stand behind. Tape the Earth and the stars to chairs at different distances from the tape line. Encourage the children to try to toss their pompom comet to land on chair and earn points. How many points do they have after three tosses?

3rd Planet from the Sun



SUPPLIES

- ☒ Planet labels
- ☒ 8 paper plates
- ☒ Star Counters
- ☐ Paper circle
- ☐ Glue
- ☐ Beanbags
- ☐ Flashlight
- ☐ Masking tape
- ☐ Pompoms or beanbags



MR 1 Number Sense

Identifies numerals. Determines quantities.
Understands operations.

BENCHMARK 1

BENCHMARK 2

BENCHMARK 4

BENCHMARK 6



MR 1 Number Sense

Explore plates and pompoms. Put one pompom on each plate. Talk about one and one more.

Set out three plates and number the plates 1-3. Take turns tossing a Star Counter and naming the number where it lands.

Tape a planet to each plate. Set out all of the plates and work together to line up the planets in order with the highest number placed the farthest away from the children. Name a plate (first, third, seventh) and take turns tossing a pompom or beanbag to that planet. Which planet did their pompom land on?

Tape a planet to each plate. Set out all of the plates and work together to line up the planets in order with the highest number placed the farthest away from the children. Name a plate (first, third, seventh) and take turns tossing a pompom or beanbag to that planet. Which planet did their pompom land on?

LESSON 7

Look Up



SUPPLIES

- ☒ Sight Word Pointers
- ☒ I Can Read book
- ☐ Crayons
- ☐ Paper stars
- ☐ Marker
- ☐ Tape



LLD 4

Alphabetic Knowledge

Identifies letters and words. Makes letter-sound connections and decodes words.

BENCHMARK 1

BENCHMARK 2

BENCHMARK 4

BENCHMARK 6



LLD 4 Alphabetic Knowledge

Read the book aloud, pointing to the words and emphasizing them.

Write the letter S on the stars and tape them to the ceiling. Read the story aloud and each time you say "look up," encourage the children to look up at the ceiling and point at a star with a letter S on it. For more challenge, print the letter R on some of the stars.

Give each child their own book to read. As you read aloud, encourage them to circle the word "up." If desired, use the Sight Word Pointers to find sight words.

Give each child their own book to read as you read aloud. Afterward, invite the children to go outside, lie on their backs, look up and write or draw whatever they see. Encourage them to show each other their drawings or words and explain them to their peers.

LESSON 8

Trip to Mars



SUPPLIES

- ☒ Board Game
- ☒ Cube Cards: Trip to Mars
- ☐ Pocket Cube
- ☐ Nature items: small rocks
- ☐ Toys
- ☐ Paper
- ☐ Markers/crayons



SED 4

Social Relationships

Develops relationships with adults and peers. Participates cooperatively in groups. Identifies and respects differences in others.

BENCHMARK 1

BENCHMARK 2

BENCHMARK 4

BENCHMARK 6



SED 4 Social Relationships

Enjoy playing together. Roll the cube with the Cube Cards inserted and talk about the colors. Look at toys or the child's clothing and name items with similar colors.

Explore rolling the Pocket Cube or drawing a Cube Card from a bag. Identify the color and put a rock on a matching color star anywhere on the board. Continue to roll and cover the stars.

Take turns rolling the cube and identifying the color. Move a rock to the next star of that color.

Take turns rolling the cube and identifying the color. Move a rock to the next star of that color. Leave out paper and encourage children to create their own game and play it with friends.

LESSON 9

Solar System Moves



SUPPLIES

- ☒ Cube Cards: Movements
- ☐ Paper planets
- ☐ Pocket Cube

LLD 1 Listening

Understands and interprets language (both words and gestures). Follows directions.

BENCHMARK 1

BENCHMARK 2

BENCHMARK 4

BENCHMARK 6



LLD 1 Listening

Roll the cube. Do the movement either while holding the infant or by moving the child's limbs to help them do the movement. Keep it playful and fun. Be sure to name the body parts you are moving.

Roll the cube and say the movement. Invite one child to show you that movement and ask them to do it around the paper planet, then sit down. Repeat with each child and practice following directions.

Place the planets on the floor in the correct sequence from the sun. Roll the cube twice, then do those two movements in sequence, using the planets as "destinations," e.g., leap to your favorite planet, then crawl back to Earth.

Place the planets on the floor in the correct sequence from the sun. Name two planets. Roll the cube twice, then do those two movements in sequence as a race between two children. The winning child names two planets and rolls the cube for the next racers.

LESSON 10

Space Lotto



SED 4

Social Relationships

Develops relationships with adults and peers. Participates cooperatively in groups. Identifies and respects differences in others.

SUPPLIES

- ☒ Boards & cards
- ☐ Playdough



BENCHMARK 1

BENCHMARK 2

BENCHMARK 4

BENCHMARK 6



SED 4 Social Relationships

Laminate one Playing Mat and the matching cards. Sit the child at a table or in a high chair and put one matching card and the mat on the table. Cover the mat with playdough. Talk about the pictures on the mat and the matching card while the child explores the sensory experience.

Set out one Space Lotto Mat and give one child all four matching cards at once. Observe as they place the matches on the mat. Continue until all of the children have had a turn.

Give each child a Playing Mat. Take turns drawing cards and placing matches on the mats. If there is no match, the child places the card at the bottom of the pile. Continue until all of the children have filled their mats.

Give each child a Playing Mat. Take turns drawing cards and placing matches on the mats. Play until one child fills a mat and becomes the winner. Play again.

LESSON 11

Rock Letters



SUPPLIES

- ☒ Cube Cards: S, R*
- ☐ Plates of sand
- ☐ Nature items: rocks
- ☐ Pocket cube

LLD 7 Writing

Uses writing to represent meaning.

BENCHMARK 1

BENCHMARK 2

BENCHMARK 4

BENCHMARK 6



LLD 7 Writing

Set out a few rocks and observe as the infant picks up and explores them with their hands. Narrate the child's actions and discoveries.

Set out all of the photo cards. Invite a child to pick a card, then ask them if it begins with the /r/ sound. If yes, ask them to put a rock on it. Continue until all of the R Cards have been covered with a rock. Trace the letter shape on the card or practice making Rs in the air.

Insert the upper- and lowercase cards into the cube. Set out a plate of sand for each child. Take turns rolling the cube and identifying the letter, then drawing that letter in the sand with rocks.

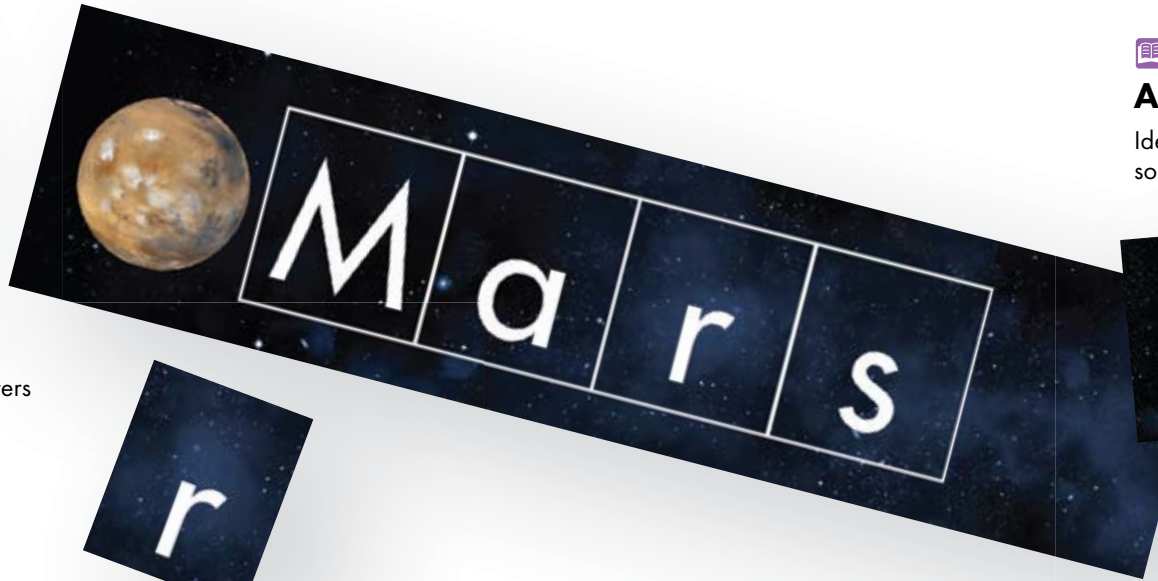
Line up rocks to spell words. For competitive fun, the leader says a short word and teams work together to spell words with the rocks. The first team to finish wins a point.

Planet Word Builders



SUPPLIES

- ☒ Planet Name Strips & Letters
- ☐ Crayons
- ☐ Paper
- ☐ Tape
- ☐ Ball
- ☐ Scissors



LLD 4 Alphabetic Knowledge

Identifies letters and words. Makes letter-sound connections and decodes words.

BENCHMARK 1

BENCHMARK 2

BENCHMARK 4

BENCHMARK 6



LLD 4 Alphabetic Knowledge

Write the first letter of the child's name on paper and tape it to the floor. Roll a ball across the letter toward the child. Play with the ball and talk about the letter on the floor.

Set out two matching Planet Word Builders and two strips that don't match. Encourage the children to match either the picture or the length of the word strips to find the match. Ask them to point to the letters and talk about the first letter on the word strip.

Cut the letters into individual squares and set them on the table. Match the letters to the planet name strips to build the words. Write the names of the planets on paper and draw a picture, if desired.

Write each planet name on a piece of paper and cut apart the letters. Put each set of planet letters in an envelope. Hang the Planet Word Strips on the wall for reference. Two children race. Each select an envelope and on "go," they open it up to see how fast they can figure out which planet the letters spell.

LESSON 13

Swirling Neptune



SUPPLIES

- ☒ Title Display
- ☒ Inspiration Photo
- ☒ Craft sticks
- ☒ Paper
- ☐ Ice cube tray
- ☐ Food coloring
- ☐ Water
- ☐ Baking tray
- ☐ Two paint colors
- ☐ Cling wrap
- ☐ Tape
- ☐ Scissors

CA 3 Visual Arts

Expresses through 2D and 3D visual arts.
Develops visual art techniques.



BENCHMARK 1

BENCHMARK 2

BENCHMARK 4

BENCHMARK 6



CA 3 Visual Arts

Put two colors of paint on any color of construction paper, then cover it with cling wrap. Tape down all sides of the plastic wrap so that the paint can't escape. Invite the infant to touch and spread the paint around the paper. When done, remove the cling wrap and reveal the child's artwork. Cut into the shape of a planet.

Invite the children to choose a colored ice cube to paint their paper. Encourage them to explore painting with ice. When dry, help children cut the paper into a planet shape.

Cut the paper into a planet shape and place it into the baking tray. Help the children choose an ice cube and explore painting the planet shape.

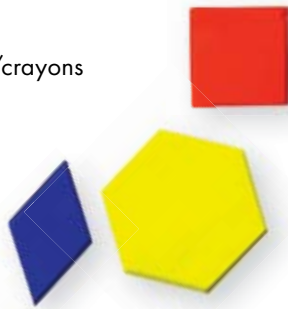
Invite the student to cut out a planet however desired. Set out a variety of colored ice cubes for children to paint their planet shape.

Rocket Ship to Saturn



SUPPLIES

- ☒ Spinner & Design Cards
- ☒ Pattern blocks*
- ☐ Cardboard
- ☐ Scissors
- ☐ Paper
- ☐ Markers/crayons



SED 3

Attention & Persistence

Attends and engages. Shows flexibility and inventiveness.

BENCHMARK 1

BENCHMARK 2

BENCHMARK 4

BENCHMARK 6



SED 3 Attention & Persistence

Cut out a rocketship shape from cardboard and fly it around the child. Observe if the infant pays attention. Add sound effects and make rocket noises. Observe if the child turns their attention to you. Then allow them to reach out and grab it from you. Observe how the child's attention expands with various sensory experiences of sight, sound and touch.

Cut out large triangles, squares and rectangles from cardboard. Work with the children to make one big spaceship. As you build, name the shapes and count them. Encourage the children to keep helping until you have completed the spaceship.

Take turns spinning and placing the matching Pattern Shapes on the Design Cards. Create original designs with matching Pattern Shapes.

Create an outer space design on paper with tangrams. Trace around the shapes, then invite a friend to try to create the design by putting the shapes on the outline.

LESSON 15

Galaxy of Letters



SUPPLIES

- ☒ Cube Cards: R, S*
- ☒ Star counters
- ☐ Crayons
- ☐ Paper
- ☐ Pocket cube
- ☐ Dangling toy
- ☐ Dark paper
- ☐ White paper
- ☐ Hole punch



LLD 7 Writing

Uses writing to represent meaning.

BENCHMARK 1

BENCHMARK 2

BENCHMARK 4

BENCHMARK 6



LLD 7 Writing

Hold a dangling toy above the infant and pretend it is a star. Encourage the child to reach out and touch or grab the toy to build eye-hand coordination needed for future writing.

Encourage the children to make dot stars on their paper. Then create constellations by using a crayon to draw lines connecting the dots.

Take turns rolling the cube and writing the letter rolled on a paper wherever desired. When the paper is filled with letters, connect the Ss by drawing lines from one to another.

In a large group, give everyone a dark paper and ask them to write their names on the back. Ask the children to take turns rolling the letter cube. The child who rolls writes the letter rolled on everyone else's paper. After everyone in the group has rolled a few times, each child takes their own paper, picks one letter, and punches a hole under the matching letters on their page. Put white paper under the dark paper to reveal a star constellation. Write a legend about that new constellation.

Astronaut Voting



SUPPLIES

- ☒ Would You Rather Cards
- ☒ Star counters*
- ☐ Tape

SS 2 Civics & Economics

Follows rules, limits and expectations.
Understands concepts of money and economics.

BENCHMARK 1

BENCHMARK 2

BENCHMARK 4

BENCHMARK 6



SS 2 Civics & Economics

Tape the photos low on the wall where the child can reach them. Observe which picture they reach for and enjoy the most.

Put two photos on the floor and ask simple questions such as "Would you want to fly on a spaceship or on a star?" Invite the children to put a Star Counter on the picture of their choice.

Choose a Would You Rather card and read it to the children. Set out the corresponding photos. Encourage the children to place a star counter on their preferred photo. Which got the most votes?

Look at one of the Would You Rather questions and rephrase it to be open-ended. For example: "Would you rather ride in a rocket ship or boat to space?" Rewording: "What would you want to ride in to space?" Invite each child to draw a picture or write a word for a possible answer. Put all pictures and words on the floor and invite the children to put a Star Counter on their favorite option.

LESSON 17

Gravity Drop



SUPPLIES

- ☐ Variety of light and heavy objects
- ☐ Pompom
- ☐ Stool or chair
- ☐ 2 buckets
- ☐ Tray



SCI 1

Investigation & Inquiry

Observes, inquires and investigates.

BENCHMARK 1

BENCHMARK 2

BENCHMARK 4

BENCHMARK 6



SCI 1 Investigation & Inquiry

Hold a pompom above the baby and drop it in their lap or on their belly. Repeat multiple times. Does the child start to anticipate the falling toy when you hold it up?

Set the objects on a table. Invite the children to take two items, then carry them to the stool. Safely stand on the stool and drop the two items. Which fell faster?

Set out two buckets on the floor. Place items of different weights on a tray. Encourage the children to experiment with dropping two items at the same time into the buckets.

Invite the children to find an object that they think will fall quickly to the ground. Children guess which one will fall faster and explain why. Test the guesses. Repeat.

LESSON 18

Space Smoothie



SUPPLIES

- ☒ Cube Cards: 9-14 (from Lesson 3)
- ☐ Clear zip bags
- ☐ Variety of fruits: banana, strawberry, etc.
- ☐ Water (or yogurt)
- ☐ Blender
- ☐ Scissors
- ☐ Tray
- ☐ Pocket cube

PD 5 Nutrition

Follows healthy nutrition routines.

BENCHMARK 1

BENCHMARK 2

BENCHMARK 4

BENCHMARK 6



PD 5 Nutrition

Explore a banana and eat it. While the child eats, talk about fruits and how they are healthy for our bodies.

Put a strawberry and a chunk of banana or other soft food in clear zip bags. Explore squeezing and smashing them. Cut a hole in the corner of the bags and invite the children to sip out the space food.

Put a strawberry and a chunk of banana or other soft food in clear zip bags. Explore squeezing and smashing them. Cut a hole in the corner of the bags and invite the children to sip out the space food.

Put a strawberry and a chunk of banana or other soft food in clear zip bags. Explore squeezing and smashing them. Cut a hole in the corner of the bags and invite the children to sip out the space food. Talk about gravity and what would happen to the food if they were in space.

Galaxy Goo



SUPPLIES

- ☒ Star Counters
- ☐ Glue
- ☐ Glitter
- ☐ Food coloring
- ☐ Liquid starch
- ☐ Zip bag
- ☐ Craft sticks



SCI 1

Investigation & Inquiry

Observes, inquires and investigates.

BENCHMARK 1

BENCHMARK 2

BENCHMARK 4

BENCHMARK 6



SCI 1 Investigation & Inquiry

Place some premade "goo" into a zip bag and encourage the infant to explore squeezing, pressing and patting the sensory bag.

Roll Star Counters into the goo and encourage children to explore ways of digging them out, e.g., pulling or using craft sticks. Be sure to add enough liquid starch to the goo mixture so that it does not stick too much to the Star Counters.

Set out all of the ingredients and ask the children to help you measure, pour and stir the mixture to make goo. Investigate it.

Set out all of the ingredients and a recipe. Encourage the children to follow the recipe on their own and make the goo. Ask them to describe what is happening as they make it.

Swinging Planets



SUPPLIES

- ☐ Wiffle balls or pompoms
- ☐ Yarn
- ☐ Paper star
- ☐ Tape
- ☐ Book to read aloud
- ☐ Markers
- ☐ Paper

SCI 3 Physical Science

Explores forces, motion and physical properties of materials.

BENCHMARK 1

BENCHMARK 2

BENCHMARK 4

BENCHMARK 6



SCI 3 Physical Science

Dangle a paper star on yarn above the child. Explore moving it gently to encourage the child to reach for it.

Hang wiffle balls under a table. Invite the children to lie under the table and bat at the ball or pompom while listening to the story. After the story, talk about how the planet swings back and forth and round and round following the same path in the same way planets follow an orbit.

Hang 3-5 wiffle balls or pompoms from the ceiling with yarn. Hang them low enough that the children can touch them as they listen to you read a book aloud. Encourage the children to push the "planets" and watch how they circle, swing and "orbit."

Set out yarn, wiffle balls or pompoms, tape, markers and paper. Encourage the children to figure out how to attach the marker to the ball, then swing the ball to draw an orbit on the paper.