

Authentic Assessment

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



Assessment Activity Calendar

& Group Observation Form

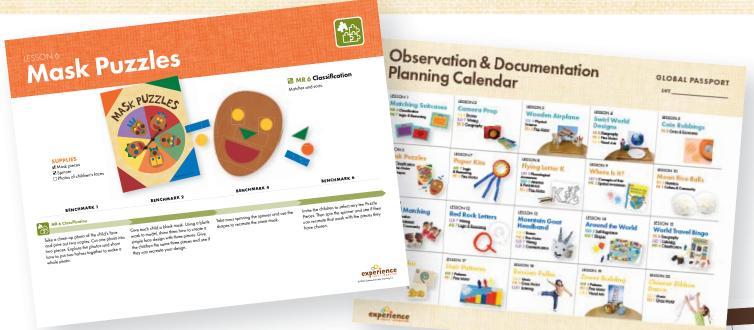


Assessment Activity Sheets



Step-by-Step Assessment

DOCUMENTING A CHILD'S UNIQUE AND BRILLIANT LEARNING STORY



Step 1 PREPARE

Every morning, before children arrive, read the daily Assessment Activity Sheet.

Step 2 POST FOR FAMILIES

Hang the Observation & Documentation Planning Calendar and the day's Assessment Activity Sheet on the wall for families to see. If desired, print or email the families the Observation & Documentation Planning Calendar (available online on Member Resources).

Step 3 IMPLEMENT IN DAILY ROUTINE

These activities are embedded in your Experience Curriculum's daily lesson plans and are a key part of the comprehensive learning system. Check your Teacher Guide for when to naturally integrate the activity into the flow of your day. Look for the starred activity in your Teacher Guide to indicate the featured activity. As children naturally play and participate in the activity, assess and record learning.

Step 4 DOCUMENT LEARNING

Write the names or initials of your children in the Group Observation Form to record the child's skill level. Optional: Transfer the data and save child work samples in the year-long child portfolio.

Step 5 HOST A FAMILY CONFERENCE

Every three months, schedule a meeting with families to discuss the child's progress, explain the skills learned and show work samples. Address any questions families have for you.





Observation & Documentation Planning Calendar

GLOBAL PASSPORT

DATE

LESSON 1

Matching Suitcases



LESSON 2

Camera Prop

CA 4 Drama LLD 7 Writing SS 3 Geography LESSON 3

Wooden Airplane



LESSON 4

Swirl World Designs

SS 3 Geography PD 2 Fine Motor CA 3 Visual Arts

LESSON 5

Coin Rubbings

SS 2 Civics & Economics



IESSON 6

Mask Puzzles

MR 6 Classification PD 2 Fine Motor MR 3 Shapes



IESSON 7

Paper Kite

MR 7 Logic & Reasonina PD 2 Fine Motor IESSON 8

Flying Letter K

LLD 3 Phonological Awareness SED 3 Attention & Persistence PD 2 Fine Motor



IESSON 9

Where Is It?

LLD 5 Concepts of Print MR 2 Spatial Awareness



IESSON 10

Moon Rice Balls

PD 5 Nutrition SS 1 Culture & Community



IESSON 11

Global Matching

MR 6 Classification **SED 1** Self-Awareness SS 1 Culture & Community



IESSON 12

Red Rock Letters

LLD 7 Writing MR 7 Logic & Reasoning



IESSON 13

Mountain Goat Headband

CA 4 Drama PD 2 Fine Motor LLD 7 Writing LLD 2 Communication



IESSON 14

Around the World

SED 2 Self-Regulation MR 5 Shapes



IESSON 15

World Travel Bingo

SS 3 Geography LLD 1 Listenina MR 6 Classification



LESSON 16

Hieroglyphic **Drawinas**

LLD 7 Writing SED 3 Attention & Persistence



LESSON 17

Stair Patterns

MR 5 Patterns PD 2 Fine Motor



LESSON 18

Russian Polka

CA 1 Music PD 1 Gross Motor **LLD1** Listening



LESSON 19

Tower Building

MR 5 Patterns PD 2 Fine Motor CA 3 Visual Arts



LESSON 20

Chinese Ribbon Dance

CA 1 Music PD 1 Gross Motor





experience											MON	THLY S	KILLS										
GROUP OBSERVATION FORM In each child's row, write: • Level 1-8 • E (emerging with help) or M (meeting on own) Sample: 3E (level 3, emerging) CHILD'S NAME	SED 1 Self-Awareness	Self-Regulation	SED 3 Aftention & Persistence	PD1 Gross Motor	PD2 Fine Motor	PD 5 Nutrition	LLD 1 Listening	LLD 2 Communication	LLD 3 Phonological Awareness	LLD 5 Concepts of Print	LLD 7 Writing	MR 2 Spatial Awareness	MR 3 Shapes	MR 5 Shapes	MR 6 Classification	MR 7 Logic & Reasoning	SCI 3 Physical Science	SS 1 Culture & Community	SS 2 Civics & Economics	SS 3 Geography	CA 1 Music	CA 3 Visual Arts	CA 4 Drama
Sample Child			4M								6 E				4E							3M	

Matching Suitcases





MR 6 Classification

Matches and sorts.

BENCHMARK 1 BENCHMARK 2 BENCHMARK 4 BENCHMARK 6



MR 6 Classification

Tape two cards to a wall. Hold one of the matching cards, show it to the child and ask them to help you find the match. Play with the cards and as the child touches and removes any card from the wall, name the picture and talk about if it is the same or different than the card you are holding.

Find four sets of cards. Put half face-up on one side of the table and the other in a different order face-up on the other side. Set out four pipecleaners for the children to connect between the matching cards.

Set out the Suitcase Cards facedown on the table. Flip over two cards to find a match. If cards do not match, turn them back over and flip two new ones. Continue until all suitcase matches are found.

One child holds one set of the cards and their partner holds the other set. The first child picks one of the cards secretly and sets the others aside. The partner tries to guess the secret card by asking yes/no questions: Is it a red? Is it dotted?



Camera Prop





CA 4 Drama

Participates in dramatic and symbolic play. Uses and creates props to represent other objects or ideas.

SUPPLIES

- ☑ Camera cutout
- ✓ Photos
- ☑ Soufflé cup
- ☐ Crayons/markers
- ☐ Scissors
- ☐ Glue/tape

BENCHMARK 1 BENCHMARK 2 BENCHMARK 4 BENCHMARK 6



Cut a hole in the bottom of the soufflé cup and play peekaboo with it. Give the soufflé cup to the child to investigate. Invite the children to pick a crayon and color their camera templates. Help them assemble them. Go outside and pretend to take photos.

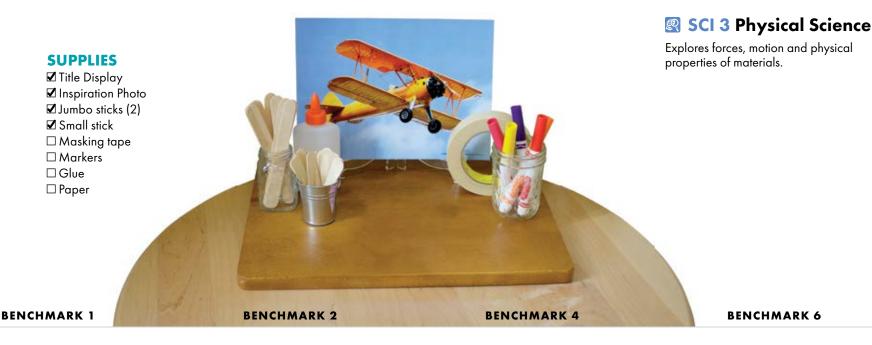
Give the camera template to the children and encourage them to decorate it, then problem-solve how to assemble it. Name a color, then pretend to take a photo of an object of that color in the room.

Decorate and assemble the cameras, then ask the children to draw a place they would like to visit. Tape all of their pictures onto the walls, then invite them to walk around pretending to take photos of their favorite drawings.



Wooden Airplane







SCI 3 Physical Science

Tape the sticks together to make an airplane. Observe as the child holds and explores the assembled airplane, then explore only a single stick. Which does the child prefer?

Set out markers and three sticks for the children. Observe as they play with the sticks and draw on them. Talk about the physical properties of the sticks. Write each child's name on a big craft stick (airplane wings), then help them assemble an airplane.

Look at the airplane photo and talk about what the children see. Encourage them to make an airplane with the sticks. Test-fly the planes.

Look at the photo and sketch an airplane design to make. Use sticks and/or paper to make the design then test-fly it. Put another paper on the floor and try to land the plane on the paper. Change the design or the way the plane is flown to land it on the paper target.



Swirl World Designs







SS 3 Geography

Before working with the child, paint the plate blue. Then paint the child's hand areen and make a few handprints on the plate. Pretend they are continents.

Put the glue and sand mixture in the middle of the plate, then blue and green paint on each side of the mixture. Observe as the child explores the textures with their hand or with the cotton swab. Look at the Earth Photo and identify the water and land.

Set out three bowls: glue and sand mixture, green paint and blue paint. Put a small spoon in each. Give each child a toothpick and paper plate. Talk about the globe photo. Observe how the children add color to their plates, then swirl it around to make a design.

Set out three bowls: glue and sand mixture, green paint and blue paint. Put a small spoon in each. Give each child a toothpick and paper plate. Talk about the globe photo. Observe how the children add color to their plates, then swirl it around to make a design. Ask them to describe their art and how they made it.



Coin Rubbings



SUPPLIES

- ☐ Coins
- ☐ Paper
- \square Crayons
- ☐ Playdough
- ☐ Scissors (optional) ☐ Clear bag
- □Gel



SS 2 Civics & Economics

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

BENCHMARK 6





SS 2 Civics & Economics

Fill a clear bag with gel and a few coins. Observe the child as they explore the texture bag.

Set out playdough and press coins into it. Observe the impressions the children make.

Set out coins and crayons. Explore making coin rubbings.

Make coin rubbings with crayons and paper. Then cut out the paper coins and count how much money was made.



Mask Puzzles





BENCHMARK 1 BENCHMARK 2 BENCHMARK 4 BENCHMARK 6



MR 6 Classification

SUPPLIES ✓ Mask pieces **☑** Spinner

Take a close-up photo of the child's face and print out two copies. Cut one photo into two pieces. Explore the photos and show how to put two halves together to make a whole photo.

Give each child a blank mask. Using a blank mask to model, show them how to create a simple face design with three pieces. Give the children the same three pieces and see if they can recreate your design.

Take turns spinning the spinner and use the shapes to recreate the same mask.

Invite the children to select any ten Puzzle Pieces. Then spin the spinner and see if they can recreate that mask with the pieces they have chosen.



Paper Kite



MR 7 Logic & Reasoning

Recalls info, builds memory, reasoning and problem-solving

SUPPLIES

- ☑ Paper plate
- **☑** Yarn
- ☑ Crepe paper
- □ Paint
- \square Scissors
- ☐ Hole punch
- □Tape

BENCHMARK 1

BENCHMARK 2

BENCHMARK 4

BENCHMARK 6



MR 7 Logic & Reasoning

Cut the center out of a paper plate and attach a ribbon at the top, then tape on a few paper strips or crepe paper. As the child is on their back, dangle the kite for them to reach up and grab. Observe how they problem-solve how to grab the crepe paper and pull it off.

Cut out the center of the paper plate. Attach a ribbon to the top and explore running around the room with the kite. Ask, "Does it float in the air if we let go of the string?" Then decorate the kite as desired.

Ask each child what shape kite they would like. Help them cut their plate into those shapes. Invite them to decorate the kites and attach a top string. Encourage them to run while holding the string. Does the kite fly?

Before doing the activity, cut three plates into shapes: diamond, circle with a hole in it and triangle. Ask the children to explore which floats in the air longest. Then invite them to cut a plate however desired to make their own kites. Attach a string and test-fly them.



Flying Letter K





LLD 3 Phonological

Awareness

Hears small units of sound.

BENCHMARK 1 BENCHMARK 2 BENCHMARK 4 BENCHMARK 6



LLD 5 Concepts of Print

When the child is in a highchair, cut out a large letter K from paper and invite them to touch it with a finger. As they touch it, say the /k/ sound and listen for them to mimic your sounds.

Color the coloring sheet, then tape a piece of yarn to the picture of the kite. Ask the children what pictures they see. Help them say the /k/ sound.

Color the letter K sheet. Use yarn to make the letter K by gluing it inside the printed letter K. Ask the children what sound the letter K makes. Give each child a piece of paper and ask them to draw something that begins with the Letter K. Help them write the word on their paper.



Where Is It?







Uses print concepts and explores books and other text.

SUPPLIES

- ☑ Sight Word Pointers
- ☑ I Can Read book
- ☑ Airmail tags
- $\,\square\,\mathsf{Crayons}$
- □Таре
- ☐ Sticky notes





LLD 5 Concepts of Print

Laminate the picture pages from the book to create a "look mat." Put sticky notes over some of the pictures and observe as the child peeks under the notes or peels them off. Name the pictures on the look mat. Name a picture on a page and encourage the children to point to it.

Read the story together and pause on each page to wait for the children to point at the named picture. Then give one child a "Here It Is" Tag to tape over the picture. Invite the children to take turns holding the book and turning pages while telling you what they see.

Where in the World Is It?

Give each child a book and "Here It Is" Tags. Encourage them to independently read the story and add "Here It Is" Tags as prompted throughout the story.



Moon Rice Balls





PD 5 Nutrition

Follows healthy nutrition routines.

SUPPLIES

- ☐ Cooked rice
- ☐ Cream cheese
- ☐ Filling (corn, peas, avocado)
- ☐ Plastic wrap
- \square Spoons
- □ Plates
- □ Puffed rice cereal

BENCHMARK 1 BENCHMARK 2 BENCHMARK 4 BENCHMARK 6



PD 5 Nutrition

During lunch or snack, explore puffed rice cereal. Touch, taste and enjoy it.

Give each child a small bowl of pre-cooked rice. Explore the texture and taste of rice. Talk about where it grows. Ask if they eat rice at home. What else do they eat at home?

Wash hands, then invite the children to take a scoop of pre-cooked rice and place it on plastic wrap. Add toppings and shape it into a ball. As the children explore the rice, talk about how many enjoy rice balls during the Chinese Lantern Festival. Try the rice and talk about the taste.

Wash hands, then invite the children to take a scoop of rice and place it on plastic wrap. Add toppings and shape it into a ball. As children explore the rice, talk about how many enjoy rice balls during the Chinese Lantern Festival. Try the rice and ask the child to share what they know about rice.



Global Matching





MR 6 Classification

Matches and sorts.

SUPPLIES

✓ Matching Cards

☐ Masking tape

 $\hfill\square$ Toy cars or animals

□ Plate

BENCHMARK 1 BENCHMARK 2 BENCHMARK 4 BENCHMARK 6



MR 6 Classification

Tape photo cards onto plates. Put three plates on the floor upside-down. Hold up three plates that have the matching pictures on them. The child picks up the plate and discovers the picture taped onto it. Stack your plate with the matching picture on top of the child's plate.

Tape two sets of matching pictures on the wall. Look at the four cards and take one off the wall. Ask the child to remove the same photo and hand it to you.

Make three masking tape paths across a table. Put all of the cards under the table. Invite the child to hunt for picture matches, then put one picture at each end of a path. Drive a toy car from one picture to the other. Then hunt for another match.

Play a speed-match game between pairs of children. Tape one set of photo cards on a wall and a second set on an opposite wall.

Put a masking tape starting line in the middle of the room. One child brings a card to the line and the second child grabs it and runs to their wall and puts it next to the matching picture. The second child then grabs a card from their wall and runs it back to the first child at the line. They continue until all the cards have a match. Each pair of children needs their own set of Global Matching Cards.

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Red Rock Letters





LLD 7 Writing

Uses writing to represent meaning.

SUPPLIES

☑ Hands-On Letters: G, K, Q*

- \square Red playdough
- ☐ Nature items: rocks
- □Glue
- □ Sand

BENCHMARK 1 BENCHMARK 2 BENCHMARK 4 BENCHMARK 6



LLD 7 Writing

Glue sand onto the cardboard letters and let the child touch and explore the texture of the letter.

Set out a bowl of rocks and encourage the children to use the rocks to outline the cardboard letters. Set out a bowl of rocks. Encourage the children to form letter shapes with the rocks. Set out letter shapes for reference.

Encourage the children to use the rocks to write their name or other words.



Mountain Goat Headband



SUPPLIES

- ☑ Paper goat & strip
- **☑** Eyes
- ☐ Tape/glue
- ☐ Crayons/markers
- □ Stapler
- ☐ Mirror



CA 4 Drama

Participates in dramatic and symbolic play. Uses and creates props to represent other objects or ideas.

BENCHMARK 1 BENCHMARK 2 BENCHMARK 4 BENCHMARK 6



CA 4 Drama

Assemble the headband for each child. Look into a mirror and see how the children react to their reflections. Talk about the Mountain Goat headband.

Set out markers, sticker eyes and cut horns for the child to draw and stick on. Set out pillows or other objects to climb onto like mountain goats.

As the children decorate their headband, ask them what they know about goats. Talk about mountain goats and how they jump, balance and run. Go outside while wearing headbands and explore balancing on curbs or climbing on steep and tall playground items.

Make the headbands, then create an obstacle course with a friend. Try racing through it like little goats.



Around the World



SUPPLIES

☑ Game Board

☑ Game Cards

☑ People counters*

☐ Towels (10) or blankets



Identifies emotions. Manages feelings and behaviors. Follows routines and transitions.



BENCHMARK 1 BENCHMARK 2 BENCHMARK 4 BENCHMARK 6



SED 2 Self-Regulation

Put two towels or blankets on the floor and a different toy on each. Observe how the child expresses interest in the toys and how they move from one towel to the other to reach the toy. Take turns drawing Color Cards. Move one people counter around the game board. Ask the children to touch the game piece only when it is their turn. Observe how each child manages their movements and emotions as they wait.

Take turns drawing Color Cards and moving a people counter to those colors. Remind the children to wait patiently and encourage them to tell the other players "good job!" Review the names of the places on the Game Board. As the children take turns, if they pass a photo, they have to say the name of the place and on which continent it is located. If they can't, they go back to start. Observe how the child manages their excitement or disappointment. Discuss how to be a good sport.



World Travel Bingo



SUPPLIES

- **☑** Bingo Playing Mats
- ☑ Bingo Calling Cards
- ☑ People counters*
- □Tape
- ☐ Toys or furniture
- ☐ Sticky notes



SS 3 Geography

Identifies types of places and interacts with maps.

BENCHMARK 1 BENCHMARK 2 BENCHMARK 4 BENCHMARK 6



SS 3 Geography

Tape the Calling Cards onto different toys or furniture where the child can reach. As the child moves around the room and touches the cards, name where they are located, e.g., on the chair, up high, by the window. Tape a Playing Mat to the wall. Find the matching Calling Cards and hold them.

Set the rest aside. Give each child a sticky note. Show one child a Calling Card and encourage them to put the sticky note on the matching picture on the Playing Mat.

Continue until all of the children have a turn.

Give each child a Playing Mat and one people counter. Imagine the mat is a map of many interesting places. Make a stack of Calling Cards. Flip over one card and name the picture. If a child has that picture, invite them to move their counter to visit that picture. Give each child a Playing Mat. Name a destination but don't show the Calling Card. Does the child identify the place on their mat? After a child gets three pictures in a row, ask them to name the landmarks. If they correctly name the landmarks and you called that card, they win!

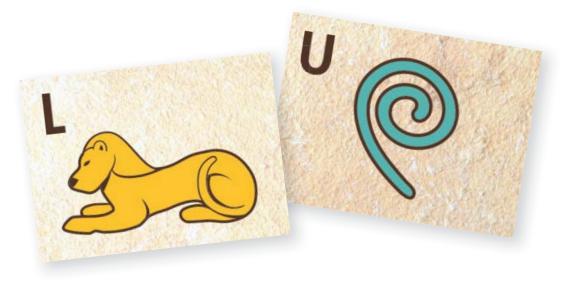


Hieroglyphic Drawings



SUPPLIES

- ☑ Hieroglyphics Poster
- ☑ Hieroglyphics Cards
- ☐ Paper
- \square Crayons
- □ Inkpad
- $\,\square\, \mathsf{Cardboard}$
- ☐ Hot glue
- \square Scissors



LLD 7 Writing

Uses writing to represent meaning.

BENCHMARK 1 BENCHMARK 2 BENCHMARK 4 BENCHMARK 6



LLD 7 Writing

Draw a few hieroglyphic designs on a piece of cardboard. Then use hot glue to make the drawn designs textured. Set out the cardboard and help the child feel and explore the texture.

Cut cardboard into small squares. Use hot glue to make a couple of the hieroglyphic designs on the cardboard. When the glue dries, invite the child to touch the hard glue. Then press the cardboard into an ink pad and press onto paper to stamp hieroglyphics.

Invite the child to find the first letter of their name on the hieroglyphic poster or cards and try to write and copy the design on their paper. Find other letters in their name and try writing their first name in hieroglyphics. Invite the children to work in pairs, each using hieroglyphics to write a secret code message. Trade papers and encourage the pairs to decode each others' messages.



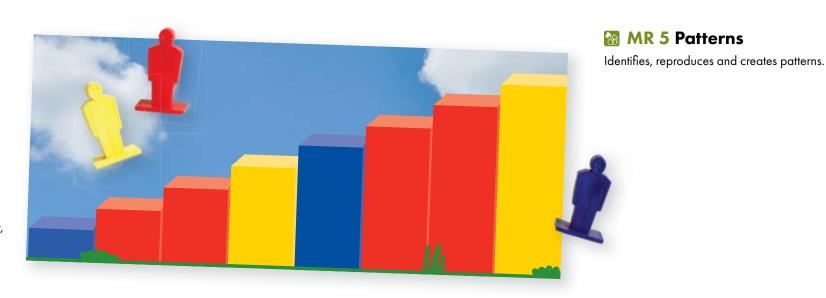
lesson 17

Stair Patterns



SUPPLIES

- ✓ Pattern Mats
- ☑ People counters*
- ☐ Paper
- \square Crayons
- ☐ Playdough: yellow, red, blue



BENCHMARK 1 BENCHMARK 2 BENCHMARK 4 BENCHMARK 6



MR 5 Patterns

Lift the child up-up-up, then lower the child quickly, saying "Down!" Repeat the up-up-down pattern. Observe if the child anticipates the down action.

Set out playdough balls in the same color as on the stair patterns. Ask the child to put the same color playdough on each step. Touch each step and say the color. Can the child identify the repeating pattern and continue to say it over and over. Make the repeating pattern with the manipulatives. Look at the stair color patterns and ask the children to continue the pattern with the manipulatives next to the mat.



Russian Polka



SUPPLIES

☑ Dancing Around the World album

☐ Masking tape



BENCHMARK 1 BENCHMARK 2 BENCHMARK 4 BENCHMARK 6



Sit with the child on your lap facing you. Hold their legs and move them to the beat of the music. Play the music and explore kicking one foot, then the other: right-left, right-left.

Put a masking tape circle on the floor. Play the music and call out dance directions for the children. Say, for example, "March around the circle, stand and kick, squat and jump up, march again." Put a masking tape circle on the floor. Invite one child (the leader) to stand in the middle and the others to stand on the tape circle. Play the music and invite the children to copy the dance leader's movements. After a few seconds, the dance leader tags another child to be the leader.



Tower Building







Set out paper cups and explore stacking them.

Give each child five noodles and four toothpicks. Help them build a repeating pattern tower: noodle-toothpick, noodle- toothpick.

Look at the photo of the Leaning Tower. What do the children notice about the photo? What does it remind them of? Set out the materials and add any other collage materials as desired to give the children more options for building a tower.

Look at the photo of the Leaning Tower and ask the children to describe the patterns they see. Encourage them to use the supplies to build their own towers with a repeating pattern. Set out additional collage materials for more options.



Chinese Ribbon Dance



SUPPLIES

☑ Dancing Around the World album

 \square Scarves or fabric pieces



CA 1 Music

Expresses through music. Develops rhythm and tone.

BENCHMARK 6



Give the child a ribbon. Play the music and model for the child how to wave it to the music.

BENCHMARK 1

Give each child a ribbon and play the music. Model for them how to explore waving and twirling the ribbons to the music. Give each child a ribbon to wave to the beat of the music. Ask them to copy you and wave it side-to-side in beat. Can the child continue waving it back-and-forth in beat?

Children sit and begin by tapping their knees to the beat. Then ask them to pick up their ribbons and wave them to the beat. Can the child find the rhythm and play along with the music?

