

CML Mobile Museum – Full Standards Alignment

Approaches to Learning (APL)

- Curiosity, Information-Seeking, and Eagerness (APL-1, APL-2)
- Play and Imagination (APL-3, APL-4)
- Risk-Taking, Problem-Solving, and Flexibility (APL-5, APL-6)
- Attentiveness, Effort, and Persistence (APL-7, APL-8, APL-9)

Emotional and Social Development (ESD)

- Developing a Sense of Self (ESD-1, ESD-2)
- Developing a Sense of Self with Others (ESD-3, ESD-4, ESD-5)
- Learning about Feelings (ESD-6, ESD-7)

Health and Physical Development (HPD)

- Physical Health and Growth (HPD-2)
- Motor Development (HPD-4, HPD-5)
- Safety Awareness (HPD-8)

Language Development and Communication (LDC)

- Understanding communication (LDC-1)
- Participating in conversations (LDC-2)
- Asking and answering questions (LDC-3)
- Expressing thoughts and ideas clearly (LDC-4)
- Describing people, places, and events (LDC-5)
- Using grammatical constructions (LDC-6)
- Developing vocabulary (LDC-7)

Mathematical Thinking and Expression (MTE)

- Number sense and operations (MTE-1, MTE-2)

- Algebraic thinking and patterns (MTE-3)
- Geometry and spatial understanding (MTE-4)
- Mathematical reasoning (MTE-6)

Cognitive Development (CD)

- Thinking and reasoning (CD-1, CD-2, CD-3)
- Creative expression (CD-5)
- Scientific exploration (CD-10, CD-11)

South Carolina World Class Skills

- Creativity and innovation
- Critical thinking and problem solving
- Collaboration and teamwork
- Communication
- Technology

Science Standards

- K-PS2-2: Effects of push/pull on motion
- 2-PS1-2: Material properties for purpose
- 2-PS1-3: Objects assembled/disassembled
- 3-PS2-1: Balanced/unbalanced forces
- 3-PS2-2: Predicting motion patterns
- 3-PS2-3: Electric and magnetic interactions

Math Standards

- MPS.PS.1: Problem-solving strategies
- MPS.RC.1: Explain ideas with math language
- MPS.C.1: Conceptual understanding
- MPS.AJ.1: Abstract and quantitative reasoning
- MPS.SP.1: Recognizing patterns
- K.MGSR.2: Shapes and spatial relationships

- K.NR.3 & 1.NR.3: Comparing quantities
- 2.PAFR.2: Patterns