Vermont Early Learning: Science

Older Preschoolers

Physical Sciences	**Children construct concepts of the properties of matter, sound, motion and energy through inquiry, exploration and investigations.** 1 Use evidence to discuss what makes something move the way it does and how some movements can be con trolled 2 Describe objects by their physical properties and states of matter 3 Investigate the differences between liquids and solids and explore how liquids can become solids, and solids become liquids 4 Use objects to make different sounds (e.g., put beans in a can to make 1 type of sound and in a plastic tub to make another type of sound) 5 Demonstrate the relationship between shadows, the objects that make them, and the light source
Life Sciences	**Children construct concepts about the characteristics of living organisms, their biology and ecosystems through exploration and investigations.** 1 Describe how plants and animals, including people, grow and change over time. 2 Explain how animals including people use their senses to gather information (e.g., noses are for smelling) 3 Describe how baby animals are similar yet different from their parents 4 Discuss how animals meet their needs for shelter (e.g., birds build nests)
Earth and Space Sciences	**Children construct concepts about Earth's systems, the impacts of human activity on these systems, and Earth's place in the universe through observations, exploration, and investigations.** 1 Record daily weather (e.g., sunny, rainy, snowy) 2 Describe patterns of weather over time (e.g., in the winter it is cold and snowy) 3 Recycle materials appropriately (e.g., compost food scraps) 4 Investigate and ask questions about the properties of earth materials including water, soil, rocks, and sand.
Engineering Design	**Children design, experiment, construct, alter, and problem solve to modify the natural world and meet their needs and wants.** Draw pictures that represent physical structures Follow a simple visual plan to construct a structure

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3 Ask why and how questions to figure out how objects work

4 Use simple tools to construct solutions to problems

5 o Use classroom objects in novel ways to enhance child-directed play