



# The Curriculum

## Kindergarten (Age 5)

### WRITING

Category	C.C. Reference	Common Core Standard	Night Zookeeper Reference
Text Types and Purposes	LITERACY.W.K.1	Use a combination of drawing, dictating, and writing to compose opinion pieces in which they tell a reader the topic or the name of the book they are writing about and state an opinion or preference about the topic or book (e.g., <i>My favorite book is...</i> ).	<i>Coming soon October 2021!</i>
	LITERACY.W.K.2	Use a combination of drawing, dictating, and writing to compose informative/explanatory texts in which they name what they are writing about and supply some information about the topic.	<a href="#">NZK.K.S2</a> <a href="#">NZK.K.S8</a>
	LITERACY.W.K.3	Use a combination of drawing, dictating, and writing to narrate a single event or several loosely linked events, tell about the events in the order in which they occurred, and provide a reaction to what happened.	<a href="#">NZK.K.S1</a> <a href="#">NZK.K.S5</a> <a href="#">NZK.K.S7</a>
Production and Distribution of Writing	LITERACY.W.K.4	Begins in Grade 3	
	LITERACY.W.K.5	With guidance and support from adults, respond to questions and suggestions from peers and add details to strengthen writing as needed.	Our tutors provide regular feedback on student writing. They encourage children to revisit their work and make revisions to it.
	LITERACY.W.K.6	With guidance and support from adults, explore a variety of digital tools to produce and publish writing, including in collaboration with peers.	Night Zookeeper is an online creative writing community, therefore, we provide students with an excellent platform to achieve this standard. <a href="#">NZK.K.G4</a>
Research to Build and Present Knowledge	LITERACY.W.K.7	Participate in shared research and writing projects (e.g., explore a number of books by a favorite author and express opinions about them).	<a href="#">NZK.K.S8</a>
	LITERACY.W.K.8	With guidance and support from adults, recall information from experiences or gather information from provided sources to answer a question.	<a href="#">NZK.K.S8</a>
	LITERACY.W.K.9	Begins in Grade 4	
Range of Writing	LITERACY.W.K.10	Begins in Grade 3	

## LANGUAGE

Category	C.C. Reference	Common Core Standard	Night Zookeeper Reference
Conventions of Standard English	LITERACY.L.K.1: Demonstrate command of the conventions of standard English grammar and usage when writing or speaking.		
	LITERACY.L.K.1.A	Print many upper- and lowercase letters.	<a href="#">NZK.K.C36</a>
	LITERACY.L.K.1.B	Use frequently occurring nouns and verbs.	<a href="#">NZK.K.G7</a> <a href="#">NZK.K.S7</a> <a href="#">NZK.K.C11</a> <a href="#">NZK.K.C9</a> <a href="#">NZK.K.G7</a>
	LITERACY.L.K.1.C	Form regular plural nouns orally by adding /s/ or /es/ (e.g., dog, dogs; wish, wishes).	<a href="#">NZK.K.S4</a>
	LITERACY.L.K.1.D	Understand and use question words (interrogatives) (e.g., who, what, where, when, why, how).	<a href="#">NZK.K.S10</a>
	LITERACY.L.K.1.E	Use the most frequently occurring prepositions (e.g., to, from, in, out, on, off, for, of, by, with).	<a href="#">NZK.K.C33</a>
	LITERACY.L.K.1.F	Produce and expand complete sentences in shared language activities.	
	LITERACY.L.K.2	Demonstrate command of the conventions of standard English capitalization, punctuation, and spelling when writing.	<a href="#">NZK.K.S10</a> <a href="#">NZK.K.C36</a> <a href="#">NZK.K.C35</a>
	LITERACY.L.K.2.A	Capitalize the first word in a sentence and the pronoun I.	<a href="#">NZK.K.C34</a>
	LITERACY.L.K.2.B	Recognize and name end punctuation.	<a href="#">NZK.K.C35</a>
	LITERACY.L.K.2.C	Write a letter or letters for most consonant and short-vowel sounds (phonemes).	NZK.K. NZK.K.
	LITERACY.L.K.2.D	Spell simple words phonetically, drawing on knowledge of sound-letter relationships.	<a href="#">NZK.K.S4</a> <a href="#">NZK.K.G1</a> <a href="#">NZK.K.G3</a> <a href="#">NZK.K.G6</a>
	Knowledge of Language	LITERACY.L.K.3	Begins in Grade 2
Vocabulary	LITERACY.L.K.4: Determine or clarify the meaning of unknown and multiple-meaning words and phrases based on kindergarten reading		

Acquisition and Use	and content.		
	LITERACY.L.K.4.A	Identify new meanings for familiar words and apply them accurately (e.g., knowing duck is a bird and learning the verb to duck).	<i>Coming soon November 2021!</i>
	LITERACY.L.K.4.B	Use the most frequently occurring inflections and affixes (e.g., -ed, -s, re-, un-, pre-, -ful, -less) as a clue to the meaning of an unknown word.	<a href="#">NZK.K.S4</a>
	LITERACY.L.K.5: With guidance and support from adults, explore word relationships and nuances in word meanings.		
	LITERACY.L.K.5.A	Sort common objects into categories (e.g., shapes, foods) to gain a sense of the concepts the categories represent.	<a href="#">NZK.K.C37</a> <a href="#">NZK.K.C38</a> <a href="#">NZK.K.C39</a> <a href="#">NZK.K.C40</a>
	LITERACY.L.K.5.B	Demonstrate understanding of frequently occurring verbs and adjectives by relating them to their opposites (antonyms).	<a href="#">NZK.K.C27</a> <a href="#">NZK.K.G11</a> <a href="#">NZK.K.G12</a>
	LITERACY.L.K.5.C	Identify real-life connections between words and their use (e.g., note places at school that are colorful).	<a href="#">NZK.K.C38</a> <a href="#">NZK.K.C40</a>
	LITERACY.L.K.5.D	Distinguish shades of meaning among verbs describing the same general action (e.g., walk, march, strut, prance) by acting out the meanings.	<a href="#">NZK.K.C25</a> <a href="#">NZK.K.G2</a>
	LITERACY.L.K.6	Use words and phrases acquired through conversations, reading and being read to, and responding to texts.	<a href="#">NZK.K.S7</a> <a href="#">NZK.K.S8</a>



## Night Zookeeper Lesson Content

NZK Ref.	Series Name	Learning Goals	Text Type	Key Vocabulary	Learning Outcome
NZK.K.S1	Describing Characters with Maji	<ul style="list-style-type: none"> <li>- Use adjectives to describe appearance.</li> <li>- Use adjectives to describe personality.</li> <li>- Use verbs to describe character actions.</li> <li>- Use different speech verbs.</li> </ul>	Narrative	big, spotty red, purple, happy, funny, brave, jump, fly, run, shout, ask, order	To write sentences describing a character from a story.
NZK.K.S2	Igloo City Instructions	<ul style="list-style-type: none"> <li>- Identify instructions and commands</li> <li>- Use verbs correctly</li> <li>- Use nouns correctly</li> </ul>	Instructions	Verbs: pull, put, wrap, fasten, zip, tie Nouns: gloves, scarf, coat, boots, hat Verbs: knock, tap, push, stroke, pull, twist, turn, look, find, walk, follow, move	To write instructional sentences using nouns and verbs.
NZK.K.S3	The Sea Lion Sight Words	<ul style="list-style-type: none"> <li>- Learn high frequency sight words.</li> </ul>	Spelling	she, we, be, he, me, was, my, you, her, they, all, are, said, so, have, like, some, come, were, there, little, one	To write sentences including high frequency words.
NZK.K.S4	Night Zoo Spelling	<ul style="list-style-type: none"> <li>- Spell words with the suffix -ing where the root words stays the same.</li> <li>- Spell words with the suffix -ing where the root word changes.</li> <li>- Use the letter y at the end of a word makes the long e sound.</li> <li>- Use the letter y at the end of a word makes the long i sound.</li> <li>- Use the long oo sound.</li> <li>- Use the short oo sound.</li> <li>- Use the ve sound - the ve spelling pattern is usually used at the end of a word.</li> <li>- Add -s to make a plural.</li> <li>- Add -es to make a plural.</li> </ul>	Spelling	inventing, singing, playing, looking, cleaning create - creating make - making come - coming smile - smiling happy, clumsy, funny try, my, spy zoo, igloo, moon, spoon book, cook, good, wood cave, have, live, five, move, wave birds, beds, legs buses, peaches, buzzes, foxes, dresses, bushes	To write sentences whilst spelling target words correctly.
NZK.K.S5	Monsters of Nulth	<ul style="list-style-type: none"> <li>- Use adjectives and nouns to describe characters and actions.</li> <li>- Use and understand vocabulary about the Night Zoo.</li> </ul>	Narrative, Report	Voids, unkind, robot spider, red eyes, black legs, scare, trap, evil, owl, metal, Igloo City, rules, round, orange, enemy, hates imagination, hates freedom, mask, army, robotic spiders, small, squirrel, red eyes, metal, Nulth's army, monster, metal, gorilla, big, red eyes, metal gloves,	To write sentences to describe characters.

NZK.K.S6	Rhyming with Riya	<ul style="list-style-type: none"> <li>- Identify rhyming words.</li> <li>- Use rhyming words.</li> </ul>	Poetry	hat, cat, fat, mat, sat, rat, bat bed, fed, red hot, dot, pot bun, run, sun, fun deer, ear, stir, fur, son, run, fun	To write simple sentences using rhyming words.
NZK.K.S7	Will's Words	<ul style="list-style-type: none"> <li>- Use common and proper nouns to describe characters.</li> <li>- Use adjectives to describe characters.</li> <li>- Use verbs to describe actions.</li> </ul>	Narrative	hat, backpack, coat Will, Riya, Sam small, blue, large jump, roar, point, run	To use target words to write sentences about a character from a story.
NZK.K.S8	Fun Animal Facts	<ul style="list-style-type: none"> <li>- To use facts to write sentences.</li> <li>- To learn new animal facts.</li> </ul>	Reports	ears, trunk, Africa, Asia, grass, plants, fruit, mud, Arctic, habitat, endangered, black skin, large, thick fur, Africa, tall, long neck, long legs, leaves, long tongue, nectar, flower, hive, honey, pollen, furry, mane, big cats, Africa, pride, meat, roar, black, white, swimmers, fish, underwater, birds, small, jumpers, climbers, swimmers, round ears, long tails, rodent, night, flippers, swim, fish, squid, land, smart, leaves, flowers, nuts, insects, troop, tribe, long arms, long tails, birds, pink, one leg, great balance	To write sentences about animals using key vocabulary.
NZK.K.S9	The Night Zookeeper Show	<ul style="list-style-type: none"> <li>- Use and understand vocabulary about the Night Zoo.</li> </ul>	Report, Narrative	Lord Nulth, Will, Riya, Void monster, The Whispering Woods, Green Guardian, panda, Monkey Mountain, volcano, Grand Master, gong, Voids, shape-shifting, Campfire of Creativity, stories, Guardian of Orange, Endless Ocean, Grand Master, Gigantic Garden, magical butterfly, Guardian of Red, dance, Maji, orb, Guardian of Blue, bubbles, Guardian of Grey/Gray, imagination, lonely, colour/color	To answer comprehension questions based on a story. To write simple sentences using key vocabulary.
NZK.K.S10	Sentences with Sam	<ul style="list-style-type: none"> <li>- Recognize and name end punctuation.</li> <li>- Capitalize the first word in a sentence.</li> <li>- Use end punctuation for sentences.</li> <li>-Understand and use question words.</li> </ul>	Sentences	statement, capital letter, period question, question mark, why, where, when, who, how what command, stop, get, dance, walk, look exclamations, exclamation point	To write a statement using a capital letter and a period. To write a question using a capital letter and a question mark. To use question words to begin a question.

					<p>To write commands using action words. To write an exclamation using a capital letter and an exclamation point.</p>
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## Night Zookeeper Skills Challenges

NZK Ref.	Learning Goal	Challenge Example	Learning Outcome
NZK.K.C1	Use capital letters for names of people.	Will, Riya, Maji	To select the word that uses capital letters correctly. To group words that should start with a capital letter.
NZK.K.C2	Use capital letters for names for places.	London, New York City, India	To reorder jumbled words, placing the capital letter at the beginning of the word. To write a sentence including at least two words that start with a capital letter.
NZK.K.C3	Use capital letters for days of the week.	Monday, Tuesday, Wednesday	To write a sentence including a day of the week. To identify days of the week in a sentence.
NZK.K.C4	Spell the days of the week correctly.	Thursday, Friday, Saturday	To select the correct answer on a multiple choice quiz. To group the days that are spelled correctly.
NZK.K.C5	Spell common words correctly.	book, shoe, house	To type the appropriate word into a sentence. To unscramble words so they are spelled correctly.
NZK.K.C6	Use the ff spelling for the /f/ sound.	off, fluff, puff	To write a sentence including a word that ends in -ff.
NZK.K.C7	Identify rhyming words.	cat / hat, me / tree, did / hid	To group rhyming words together. To match words to those that they rhyme with.
NZK.K.C8	Use the ll spelling for the // sound.	well, ball, dull	To unscramble words that include the 'll' spelling pattern. To find words that include the 'll' pattern in a wordsearch.
NZK.K.C9	Use common modal verbs that help to understand what's happening in a sentence.	is, can, did, will	To re-order a jumbled sentence ensuring it makes sense.
NZK.K.C10	Use the ss spelling for the /s/ sound.	miss, class, gloss	To find words that include the ss pattern in a wordsearch. To unscramble words that include the 'ss' spelling pattern.
NZK.K.C11	Use frequently occurring action verbs.	run, walk, sing	To write sentences using action verbs. To identify action verbs using their definitions.
NZK.K.C12	Use the zz spelling for the /z/ sound.	buzz, jazz, frizz	To write a sentence including a word with the 'zz' spelling pattern.
NZK.K.C13	Use the ck spelling for the /k/ sound.	back, luck, dock	To use a word with the 'ck' spelling pattern in a sentence. To identify 'ck' words from pictures.
NZK.K.C14	Spell words containing the consonant digraph	watch, hatch, witch	To find a 'tch' word in a sentence or paragraph.



	'tch' correctly.		To spell 'tch' words correctly.
NZK.K.C15	Spell words containing the consonant digraph 'wr' correctly.	wrap, wrench, wrong	To select the correct spellings in a multiple choice quiz.
NZK.K.C16	Divide words into syllables.	c-at, ch-air, li-on	To count syllables and identify the correct answer on a multiple choice quiz.
NZK.K.C17	Spell words containing the consonant digraph 'wh' correctly.	where, when, which	To use a word with the 'wh' spelling pattern in a sentence.
NZK.K.C18	Use the /v/ sound at the end of word.	shave, live, give	To unscramble jumbled up words containing the /v/ sound.
NZK.K.C19	Spell words containing the consonant digraph 'th' correctly.	that, three, there	To use words including 'th' correctly in sentences.
NZK.K.C20	Use --ay for certain sounds at the end of words and at the end of syllables.	day, play, say	To find words that include the '--ay' pattern in a wordsearch. To identify '--ay' words from a picture.
NZK.K.C21	Use --oy for certain sounds at the end of words and at they end of syllables.	boy, toy, enjoy	To find words that include the '--oy' pattern in a wordsearch.
NZK.K.C22	Spell words using the a-e sound correctly.	made, came, same	To identify 'a-e' words from their definitions.
NZK.K.C23	Spell words containing the vowel digraph 'oa' correctly.	boat, coat, road	To unscramble jumbled up words containing the 'oa' pattern.
NZK.K.C24	Use collective nouns to name a group of things or people.	group, team, family	To match collective nouns to their correct group. To add a collective noun to a sentence.
NZK.K.C25	Identify and use similar words.	big / large, little / small, cry / weep	To use synonyms when writing sentences.
NZK.K.C26	Spell words using the e-e sound correctly.	these, theme, complete	To find words that include the 'e-e' pattern in a wordsearch.
NZK.K.C27	Identify and use opposite words.	bad / good, big / small, up / down	To answer multiple choice quiz questions correctly. To match opposite words to their appropriate partner.
NZK.K.C28	Spell words using the i-e spelling pattern correctly..	five, ride, like	To unscramble jumbled up words containing the 'i-e' spelling pattern.
NZK.K.C29	Spell words using the o-e spelling pattern correctly.	home, those, woke	To unscramble jumbled up words containing the 'o-e' spelling pattern.
NZK.K.C30	Spell words using the u-e spelling pattern correctly.	June, rule, rude	To find words that include the 'u-e' pattern in a wordsearch. To identify 'a-e' words from their definitions.

NZK.K.C31	Spell words containing the o-u spelling pattern correctly.	out, about, mouth	To unscramble jumbled up words containing the 'o-u' spelling pattern.
NZK.K.C32	Know the difference between ue and ew.	blue, clue, threw	To group words correctly identifying the difference between 'ue' and 'ew'.
NZK.K.C33	Use common linking words within a sentence.	to, from, in, out	To complete sentences by using linking words.
NZK.K.C34	Use a capital letter at the beginning of sentences.	The dog is red.	To write sentences using capital letters correctly.
NZK.K.C35	Use sentence ending punctuation correctly.	The cat is green.	To unscramble sentences to display the correct use of punctuation.
NZK.K.C36	Use upper and lower case letters correctly.	The house is by my school. The school is called St. Andrews.	To write sentences using upper and lower case letters correctly.
NZK.K.C37	Write about food and drink.	vegetable, water, rice	To group food and drink into correct categories.
NZK.K.C38	Use words to describe school life.	desk, science, lesson	To write sentences including vocabulary used to describe school life.
NZK.K.C39	Use words to write about hobbies.	football, tennis, swimming	To write sentences about hobbies.
NZK.K.C40	Use words to describe life in a zoo.	giraffe, flamingo, habitat	To identify words from their definitions. To group words into categories.
NZK.K.C41	Answer simple questions about a short text.		To answer questions correctly to show an understanding of a text.
NZK.K.C42	Make the correct word choices.		To complete sentences by making the correct word choices.
NZK.K.C43	Use simple adjectives to describe characters.	tall, pretty, clever	To write sentences to describe characters. To select adjectives that match a picture.
NZK.K.C44	Use simple adjectives to describe places and objects.	dry, dusty, hot	To put adjectives into correct groups. To write sentences including adjectives.

## Night Zookeeper Vocabulary, Spelling & Grammar Games

NZK Ref.	Game Name	Learning Goal	Game Explanation	Learning Outcome
NZK.K.G1	Volcano Word Hop	Identify words that are correctly spelled.	Students work on their spelling skills by selecting the correctly spelled words on the volcano platforms before they sink into the lava.	To increase confidence and accuracy when spelling common words.
NZK.K.G2	Forest Word Climb	Identify and use similar words.	The objective of the game is to help your animal climb as high up the tree as possible by selecting the synonyms that appear on the branches.	To build and broaden vocabulary for use when writing a variety of text types.
NZK.K.G3	Word Wings	Spell common words correctly.	In this game, children are challenged to spell words by collecting letters in the correct order.	To increase confidence and accuracy when spelling common words.
NZK.K.G4	Torch Type in Nulth	Develop proficient typing skills.	Students develop their keyboard skills in this game by typing the words as they fall from the top of the screen.	To increase speed and stamina when typing stories and reports.
NZK.K.G5	Waterfall Word Jumble	Construct sentences using correct grammar.	The objective of this game is to construct sentences using the words available. Students collect the words as they fall down the waterfall and need to place them in the grammatically correct order to help their animal run around the mountain.	To develop an understanding of grammatical structure when writing sentences.
NZK.K.G6	Word Void Wrecker	Spell common words correctly.	Children complete words by filling in the missing letters that have been stolen by the void monster. The objective is to spell as many words correctly as possible to defeat the monster and send them back to Nulth.	To increase confidence and accuracy when spelling common words.
NZK.K.G7	Underwater Word Hunt	Identify verbs correctly.	In 'Word Hunt', students need to correctly identify the verbs that are floating in the water in front of them. They score points of every verb collected.	To gain an understanding of grouping words into categories, whilst also growing a broader vocabulary.
NZK.K.G8	Sentence Dash	Proof-read to check for errors in punctuation, spelling and grammar.	In this live game, students compete against other users to spot the mistakes in the sentences as quickly as possible. The first player to 20 mistakes identified wins the game.	To develop skills in proof-reading in order to check draft work before publishing.
NZK.K.G9	Night Zoom	Identify and use similar and opposite words. To identify rhyming words.	Night Zoom is a live racing game where children increase the speed of their vehicle by answering quiz questions correctly. They also score points for accuracy so it is not all about answering quickly.	To build and broaden vocabulary for use when writing a variety of text types.

NZK.K.G10	Night Zoo Card Battles	Identify and use similar and opposite words. To identify rhyming words.	Night Zookeeper students collect points for their animals by completing English Language Arts challenges. These points are then used to help them increase their performance in this game. They also answer quiz questions relating to vocabulary.	To build and broaden vocabulary for use when writing a variety of text types.
NZK.K.G11	Word Woods	Identify and use similar and opposite words.	This platform game challenges children to run through the Whispering Woods with their animal answering questions as they progress. The questions test their knowledge of synonyms and antonyms.	To build and broaden vocabulary for use when writing a variety of text types.
NZK.K.G12	Word Pairs	Identify and use similar and opposite words.	In this game, children use their memory and knowledge of synonyms & antonyms to find matching pairs of words.	To build and broaden vocabulary for use when writing a variety of text types.