

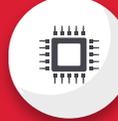
SPECIFIC STEM CATEGORIES: 2-3 YEARS

The toy supports one or more learning goals in at least two STEM subjects.

RATING CRITERIA

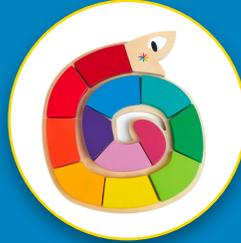
Area	Criteria	Example Toy
Science 	<p>Scientific Practices</p> <ul style="list-style-type: none"> Expressing curiosity by asking questions and solving problems Creating models to represent their ideas (e.g. mix colors of paint to show the colors of leaves changing on a tree) Planning and carrying out simple investigations (e.g. compare textures of objects using the sense of touch) Understanding basic safety, and using nonstandard and standard scientific tools, in experiments (e.g. studying natural items under a magnifying glass) <p>Organisms</p> <ul style="list-style-type: none"> Observing, investigating, describing, and categorizing living things Understanding changes that occur in themselves and the environment (e.g. looking at photos of themselves when younger and comparing how they have grown) Describing and comparing the basic needs of living things <p>Matter</p> <ul style="list-style-type: none"> Understanding changes that occur in matter (e.g. mix substances such as baking soda and water) Observing, investigating, describing, and categorizing physical objects; including earth/water/air <p>Forces</p> <ul style="list-style-type: none"> Exploring and describing simple forces such as wind, gravity, and magnetism <p>Earth's Systems and Human Activity</p> <ul style="list-style-type: none"> Understanding changes in the weather and seasons Learning to respect nature and take care of the environment 	<p>SmartMax Start STEM Magnetic Discovery Building Set</p> <p>A construction toy that uses magnets to stick together, introducing children to the concept that magnets can repel and attract.</p> 

RATING CRITERIA

Area	Criteria	Example Toy
Technology 	<p>Digital Tools</p> <ul style="list-style-type: none"> Recognizing that a range of technology is used for different purposes Selecting and using technology for purposes Starting to use simple technology such as tablet devices 	<p>TOMY John Deere Build a Johnny Tractor</p> <p>A working toy tractor that children can build and take apart, introducing them to using tools (i.e. a screwdriver) and how screws work (twisting to go in/out).</p> 
Engineering 	<p>General Engineering</p> <ul style="list-style-type: none"> Learning the concept of object permanence (that objects still exist even if they can't see them) Using levers, buttons, or instructions (e.g. press here) to get a reaction Showing curiosity about how things work 	<p>Edushape Curiosity Cubes</p> <p>A collection of four maze cubes that require children to move a bead between a 'start' and 'end' point, using logical movement.</p> 

SPECIFIC STEM CATEGORIES: 2-3 YEARS

RATING CRITERIA

Area	Criteria	Example Toy
Mathematics 	<p>Numbers and Operations</p> <ul style="list-style-type: none"> Connecting numbers to quantities, counting objects up to five Verbally reciting numbers one to 10, and know the next number up Recognizing some single digit written numerals Recognizing that numbers and quantities can be combined or separated to make another number, and identifying this new number, up to 10 Estimating and comparing quantities using objects using “more”, “less”, “greater than”, “fewer”, “equal to”, or “same as” <p>Shapes and Measurements</p> <ul style="list-style-type: none"> Measuring length and capacity using non-standard measurements (e.g. a pencil) and estimations, moving onto using standard measurements Using vocabulary to describe and compare length, height, weight, capacity, and size Gaining a sense of time through routine Recognizing and naming common 2D and 3D shapes Describing, comparing, and sorting shapes by some attributes (e.g. number of sides) Combining 2D shapes to create new shapes Understanding how a shape might look if it changes size, rotation, or position 	<p>Tender Leaf Toys Color Me Happy Snake</p> <p>A shape sorting toy that encourages children to recognize and match shapes, requiring shape rotation.</p> 

RATING CRITERIA

Area	Criteria	
Mathematics 	<p>Analysis</p> <ul style="list-style-type: none"> Describing, categorizing, and ordering objects by a single attribute, moving onto using multiple attributes Recognizing, copying, and extending simple patterns by describing or modelling with objects or actions Generating questions, making predictions, and gathering data to answer them with support (e.g. discussing whether trees have buds yet and going outside to check) Organizing, representing and analyzing data with objects, with support (e.g., predict that the class collected more yellow than red leaves on the nature walk before sorting and counting them) 	