| Grade | Subject | Big Ideas | Concepts |
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| 1 | | | |
| | Math | Mathematical Practices<br>Geometry & Measurement | Using mathematical processes to demonstrate mathematical understanding<br>Identify 3-dimensional solids and describe their attributes |
| | Science | Matter and Energy<br>Force and Motion | Classifying objects by attributes and patterns<br>Demonstatrate how objects move depending on their attributes |
| | LA | N/A | |
| | SS | Geography<br>Citizenship<br>Social Studies Skills | Use models to represent physical characteristics of a geographical place<br>Create physical representations of the American flag, the Liberty Bell, the Battleground landmarks<br>Represent a topic using physical models such as the 4th of July, holidays, or traditions |
| | Art | Observation and perception | Elements of art and principles of design<br>Creative expression<br>Art connections to other disciplines |
| | Tech | Creativity and Innovation<br>Communication and collaboration<br>Research and Information fluency<br>Critical Thinking, Problem Solving, and Decision Making<br>Digital Citizenship<br>Technology Operation and Concepts | Using creative thinking and innovation processes to construct knowledge and develop digital products<br>Collaborating and communicating locally and globally using digital tools and resources<br>Acquiring and evaluating digital content<br>Applying critical thinking skills to solve problems, guide research, and evaluate projects using digital tools<br>Practicing safe, responsible, legal, and ethical behavior while using digital resources<br>Demonstrating knowledge and appropriate use of digital tools |

2

| Subject | Topic | Description |
|---|---|---|
| Math | Mathematical Practices<br>Geometry & Measurement | Using mathematical processes to demonstrate mathematical understanding<br>Analyzing 2D figures and 3D shapes<br>Describe length and area of 2D figures and 3D shapes |
| Science | Matter and Energy | Classify matter by physical properties<br>Demonstrate changes in matter under various conditions<br>Investigate the effects of light and sound on an object<br>Observe and identify how magnets are used in real life<br>Identify patterns in objects' movements depending on their attributes |
| LA | N/A | |
| SS | History<br>Citizenship | Represent national landmarks and state and national celebrations such as Veterans Day, Memorial Day, Independence Day, and Thanksgiving<br>Create physical representations of state and national symbols such as birds and flowers, and American landmarks and traditions |
| Art | Observation and perception | Elements of art and principles of design<br>Creative expression<br>Art connections to other disciplines<br>Critical evaluation of art |

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|---|---|---|---|
| | Tech | Creativity and Innovation<br>Communication and collaboration<br>Research and Information fluency<br>Critical Thinking, Problem Solving, and Decision Making<br>Digital Citizenship<br>Technology Operation and Concepts | Using creative thinking and innovation processes to construct knowledge and develop digital products<br>Collaborating and communicating locally and globally using digital tools and resources<br>Acquiring and evaluating digital content<br>Applying critical thinking skills to solve problems, guide research, and evaluate projects using digital tools<br>Practicing safe, responsible, legal, and ethical behavior while using digital resources<br>Demonstrating knowledge and appropriate use of digital tools |
| 3 | | | |
| | Math | Mathematical Practices<br>Geometry & Measurement | Using mathematical processes to demonstrate mathematical understanding<br>Analyzing 2D figures and 3D shapes<br>Describe length and area of 2D figures and 3D shapes |
| | Science | Scientific Investigation and Reasoning<br>Matter and Energy | Use models to represent the natural world<br>Measure, test, and record physical properties of matter<br>Describe and classify different samples of matter<br>Predict and observe changes in matter by heating and cooling |
| | LA | N/A | |
| | SS | Geography | Represent variations in the physcial environment such as climate, landforms, natural resources, and natural hazards |

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| | Art | Observation and perception | Elements of art and principles of design<br>Creative expression<br>Art connections to other disciplines<br>Critical evaluation of art |
| | Tech | Creativity and Innovation<br>Communication and collaboration<br>Research and Information fluency<br>Critical Thinking, Problem Solving, and Decision Making<br>Digital Citizenship<br>Technology Operation and Concepts | Using creative thinking and innovation processes to construct knowledge and develop digital products<br>Collaborating and communicating locally and globally using digital tools and resources<br>Acquiring and evaluating digital content<br>Applying critical thinking skills to solve problems, guide research, and evaluate projects using digital tools<br>Practicing safe, responsible, legal, and ethical behavior while using digital resources<br>Demonstrating knowledge and appropriate use of digital tools |
| 4 | | | |
| | Math | Mathematical Practices<br>Geometry & Measurement | Using mathematical processes to demonstrate mathematical understanding<br>Analyzing 2D figures and 3D shapes<br>Describe length and area of 2D figures and 3D shapes |
| | Science | Scientific Problem Solving<br>Matter and Energy<br>Force, Motion, and Energy | Represent the natural world using models<br>Compare and contrast physical attributes of matter<br>Use models to demonstrate electical circuts<br>Use models to demonstrate the effect of force |

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| SS | Geography | | Represent geographic regions of the state including landforms, climate, and vegetation<br>Create physical representations of celebrations and traditions from different cultures such as Cinco de Mayo, Oktoberfest, Strawberry Fest, and Fiesta |
| SS | | | |
| Art | Observation and perception | | Elements of art and principles of design<br>Creative expression<br>Art connections to other disciplines and careers<br>Critical evaluation of art |
| Tech | Creativity and Innovation<br>Communication and collaboration<br>Research and Information fluency<br>Critical Thinking, Problem Solving, and Decision Making<br>Digital Citizenship<br>Technology Operation and Concepts | | Using creative thinking and innovation processes to construct knowledge and develop digital products<br>Collaborating and communicating locally and globally using digital tools and resources<br>Acquiring and evaluating digital content<br>Applying critical thinking skills to solve problems, guide research, and evaluate projects using digital tools<br>Practicing safe, responsible, legal, and ethical behavior while using digital resources<br>Demonstrating knowledge and appropriate use of digital tools |
| 5 | | | |
| Math | Mathematical Practices<br>Geometry & Measurement | | Using mathematical processes to demonstrate mathematical understanding<br>Use models to represent algebraic equations and volume |

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|---|---|---|
| Science | Scientific Problem Solving<br>Matter and Energy<br>Force, Motion, and Energy | Develop models to represent abstract concepts such as the sun, earth, moon system, and formation and function of sedimentary rocks<br>Classify matter based on physical properties<br>Model the flow of electricity and it s effects on light, heat, and sound<br>Model the effects of force on an object<br>Demonstrate sun and the ocean's interaction with the water cycle<br>Demonstrate eath's rotation on its axis<br>Identify and compare physical characteristics of the sun, earth, and moon<br>Model the nature of the environment at different times |
| LA | N/A | |
| SS | Geography | Represent geographic regions of the US including landforms, climate, and vegetation<br>Represent US landmarks such as Mount Rushmore, the White House, and the Statue of Liberty<br>Create physical representations of the various racial, ethnic, and religious groups in the US |
| Art | Observation and perception | Elements of art and principles of design<br>Creative expression<br>Art connections to other disciplines and careers<br>Critical evaluation of art |

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|---|---|---|---|
| | Tech | Creativity and Innovation<br>Communication and collaboration<br>Research and Information fluency<br>Critical Thinking, Problem Solving, and Decision Making<br>Digital Citizenship<br>Technology Operation and Concepts | Using creative thinking and innovation processes to construct knowledge and develop digital products<br>Collaborating and communicating locally and globally using digital tools and resources<br>Acquiring and evaluating digital content<br>Applying critical thinking skills to solve problems, guide research, and evaluate projects using digital tools<br>Practicing safe, responsible, legal, and ethical behavior while using digital resources<br>Demonstrating knowledge and appropriate use of digital tools |
| 6 | | | |
| | Math | Mathematical Practices<br>Expressions, Equations, and Relationships | Using mathematical processes to demonstrate mathematical understanding<br>Use models to represent two expressions are equivalent |
| | Science | Scientific Investigation and Reasoning<br>Force and Motion<br>Earth and Space | Use models to represent the natural world such as eath's layers<br>Identify advantages and limitations of using models<br>Identify, describe, and calcualte changes in speed<br>Model the structure of earth, the rock cycle, and plate tectonics<br>Describe the physical movements in the solar system and the role of gravity |
| | LA | N/A | |

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| | SS | Geography | Represent geographic regions of the world including landforms, climate, and vegetation<br>Represent the ways in which people have adapted to various physical environments<br>Create physical representations of various cultures around the world. |
| | Art | Observation and perception | Elements of art, principles of design, and expressive properties of artwork<br>Creative expression<br>Career and avocational opportunities in art<br>Critical evaluation and response |
| | Tech | Creativity and Innovation<br>Communication and collaboration<br>Research and Information fluency<br>Digital Citizenship<br>Technology Operation and Concepts | Using creative thinking and innovation processes to construct knowledge and develop digital products<br>Collaborating and communicating locally and globally using digital tools and resources<br>Acquiring and evaluating digital content<br>Practicing safe, responsible, legal, and ethical behavior while using digital resources<br>Demonstrating knowledge and appropriate use of digital tools |
| 7 | Math | Mathematical Practices<br>Geometry and Measurement | Using mathematical processes to demonstrate mathematical understanding<br>Use models to represent volume and the relationships between prisms and pyramids with congruent bases and heights.<br>Use models to represent surface area |

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| Science | Scientific Investigation and Reasoning<br>Earth and Space | Use models to represent the natural world such as the human body systems and plant and animal cells<br>Identify advantages and limitations of using models<br>Model the effects of human activity on groundwater and surface water in a watershed<br>Analyze the characteristics of objects in the solar system that allow life to exist |
| Reading | N/A | |
| LA | Procedural Text | Follow multi-dimensional instructions to complete a task |
| SS | Geography | Create models representing various aspects of the state during the 19th, 20th, and 21st centuries |
| Art | Observation and perception | Elements of art, principles of design, and expressive properties of artwork<br>Creative expression<br>Career and avocational opportunities in art<br>Critical evaluation and response |
| Tech | Creativity and Innovation<br>Communication and collaboration<br>Research and Information fluency<br>Digital Citizenship<br>Technology Operation and Concepts | Using creative thinking and innovation processes to construct knowledge and develop digital products<br>Collaborating and communicating locally and globally using digital tools and resources<br>Acquiring and evaluating digital content<br>Practicing safe, responsible, legal, and ethical behavior while using digital resources<br>Demonstrating knowledge and appropriate use of digital tools |

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|---|---|---|
| Math | Mathematical Practices<br>Geometry and Measurement | Using mathematical processes to demonstrate mathematical understanding<br>Model volume and the relationship between cones and cylinders with congruent bases and heights.<br>Use models to represent the Pythagorean Theorem |
| Science | Scientific Investigation and Reasoning<br>Force, Motion, and Energy | Use models to represent the natural world such as atoms, molecules, space, and geologic features<br>Identify advantages and limitations of using models<br>Use models to differentiate between speed, velocity, and acceleration<br>Use models to describe Newton's three laws of motion<br>Model how earth's rotation and revolution affect the seasons<br>Demonstrate the lunar cycle<br>Demonstrate how the positions of the moon and sun affect ocean tides<br>Model how plate tectonics affect the formation of crustal features |
| Reading | N/A | |
| LA | Listening and Speaking | Follow and give complex oral instructions to complete a task |
| SS | Geography | Create models representing places and regions of importance in the US during the 17th, 18th, and 19th centuries. |
| Art | Observation and perception | Elements of art, principles of design, and expressive properties of artwork<br>Creative expression<br>Career and avocational opportunities in art<br>Critical evaluation and response |

| Tech | Creativity and Innovation<br>Communication and collaboration<br>Research and Information fluency<br>Digital Citizenship<br>Technology Operation and Concepts | Using creative thinking and innovation processes to construct knowledge and develop digital products<br>Collaborating and communicating locally and globally using digital tools and resources<br>Acquiring and evaluating digital content<br>Practicing safe, responsible, legal, and ethical behavior while using digital resources<br>Demonstrating knowledge and appropriate use of digital tools |
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