

Ingenuity and Opportunity: Choices

Computer Science	
Computational Thinking	
L1:CT.1	Understand and use the basic steps in algorithmic problem-solving (e.g., problem statement and exploration, examination of sample instances, design, implementation, and testing).
Computing Practice & Programming	
L1:CPP.3	Use technology tools (e.g., multimedia and text authoring, presentation, web tools, digital cameras, and scanners) for individual and collaborative writing, communication, and publishing activities.
Computers and Communications Devices	
L1:CD.2	Understand the pervasiveness of computers and computing in daily life (e.g., voice mail, downloading videos and audio files, microwave ovens, thermostats, wireless Internet, mobile computing devices, GPS systems).
Community Global, and Ethical Impacts	
L1:CI.4	Understand ethical issues that relate to computers and networks (e.g., equity of access, security, privacy, copyright, and intellectual property).
English Language Arts	
Reading: Literature	
CCSS.ELA-LITERACY.RL.2	Determine a theme of a story, drama, or poem from details in the text, including how characters in a story or drama respond to challenges or how the speaker in a poem reflects upon a topic; summarize the text.
Reading: Informational Text	
CCSS.ELA-LITERACY.RI.2	Determine two or more main ideas of a text and explain how they are supported by key details; summarize the text.
CCSS.ELA-LITERACY.RI.9	Integrate information from several texts on the same topic in order to write or speak about the subject knowledgeably.
Reading: Foundational Skills	
CCSS.ELA-LITERACY.RF.4B	Read grade-level prose and poetry orally with accuracy, appropriate rate, and expression on successive readings.
Writing	
CCSS.ELA-LITERACY.W.4	Produce clear and coherent writing in which the development and organization are appropriate to task, purpose, and audience.
CCSS.ELA-LITERACY.W.7	Conduct short research projects that use several sources to build knowledge through investigation of different aspects of a topic.
Speaking & Listening	
CCSS.ELA-LITERACY.SL.5	Include multimedia components (e.g., graphics, sound) and visual displays in presentations when appropriate to enhance the development of main ideas or themes.
Language	
CCSS.ELA-LITERACY.L.4	Determine or clarify the meaning of unknown and multiple-meaning words and phrases based on grade 5 reading and content, choosing flexibly from a range of strategies.

Fine Arts	
Creating	
DA:Cr1.1	a. Build content for choreography using several stimuli (for example, music/sound, text, objects, images, notation, observed dance, experiences, literary forms, natural phenomena, current news, social events). b. Construct and solve multiple movement problems to develop choreographic content.
DA:Cr2.1	a. Manipulate or modify a variety of choreographic devices to expand choreographic possibilities and develop a main idea. Explain reasons for movement choices. b. Develop a dance study by selecting a specific movement vocabulary to communicate a main idea. Discuss how the dance communicates nonverbally.
TH:Cr3.1	a. Revise and improve an improvised or scripted drama/theatre work through repetition and self-review. b. Use physical and vocal exploration for character development in an improvised or scripted drama/theatre work. c. Create innovative solutions to design and technical problems that arise in rehearsal for a drama/theatre work.
VA:Cr2.1	a. Experiment and develop skills in multiple art-making techniques and approaches through practice. b. Demonstrate quality craftsmanship through care for and use of materials, tools, and equipment. c. Identify, describe, and visually document places and/or objects of personal significance.
Performing/Presenting/Producing	
MA:Pr4.1	Create media artworks through the integration of multiple contents and forms, such as a media broadcast.
Responding	
DA:Re8.1	a. Interpret meaning in a dance based on its movements. Explain how the movements communicate the main idea of the dance using basic dance terminology.
VA:Re8.1	Interpret art by analyzing characteristics of form and structure, contextual information, subject matter, visual elements, and use of media to identify ideas and mood conveyed.
Connecting	
DA:Cn11.1	a. Describe how the movement characteristics and qualities of a dance in a specific genre or style communicate the ideas and perspectives of the culture, historical period, or community from which the genre or style originated.
MU:Cn11.1	Demonstrate understanding of relationships between music and the other arts, other disciplines, varied contexts, and daily life.
Mathematics	
Numbers & Operations in Base Ten	
CCSS.MATH.CONTENT.NBT.A.1/NS.A.1	Recognize that in a multi-digit number, a digit in one place represents 10 times as much as it represents in the place to its right and 1/10 of what it represents in the place to its left.
CCSS.MATH.CONTENT.NBT.A/B.2/NS.A/B.2	Explain patterns in the number of zeros of the product when multiplying a number by powers of 10, and explain patterns in the placement of the decimal point when a decimal is multiplied or divided by a power of 10. Use whole-number exponents to denote powers of 10.

Number & Operations - Fractions	
CCSS.MATH.CONTENT.NF.A.3/3/FP.A.3/F.A.3	Interpret a fraction as division of the numerator by the denominator ($a/b = a \div b$). Solve word problems involving division of whole numbers leading to answers in the form of fractions or mixed numbers, e.g., by using visual fraction models or equations to represent the problem.
Physical Education and Health	
Motor Skills and Movement	
S1.E3	Combines jumping & landing patterns with locomotor and manipulative skills in dance, educational gymnastics and small-sided practice tasks and games environments
S1.E4	
S1.E10	Performs curling, twisting & stretching actions with correct application in dance, gymnastics, small-sided practice tasks in games environments.
S1.E11	Combines locomotor skills and movement concepts (levels, shapes, extensions, pathways, force, time, flow) to create and perform a dance with a group.
S1.E12	Combines actions, balances and weight transfers to create a gymnastics sequence with a partner on equipment or apparatus.
Movement and Performance	
S2.E4	Applies skill.
Health Enhancement & Fitness	
S3.E6	Analyzes the impact of food choices relative to physical activity, youth sports & personal health.
Personal and Social Behavior	
S4.E1	Engages in physical activity with responsible interpersonal behavior (e.g., peer to peer, student to teacher, student to referee).
Value of Physical Activity	
S5.E1	Compares the health benefits of participating in selected physical activities.
Science	
Earth and Space Sciences	
ESS2-1	Develop a model using an example to describe ways the geosphere, biosphere, hydrosphere, and/or atmosphere interact.
ESS2-2	Describe and graph the amounts and percentages of water and fresh water in various reservoirs to provide evidence about the distribution of water on Earth.
Engineering Design	
ETS1-1	Define a simple design problem reflecting a need or a want that includes specified criteria for success and constraints on materials, time, or cost.
Social/Emotional Learning	
Responsible Decision Making	
1C.b	Analyze why one achieved or did not achieve a goal.
Social Studies	
World History	
NSS-WS3-4	The development of early agrarian civilizations in Mesoamerica
NSS-WS3-5	Major global trends from 1000 BCE-300 CE
NSS-WS4-1	Imperial crises and their aftermath, 300-700 CE
NSS-WS4-2	Causes and consequences of the rise of Islamic civilization in the 7th-10th centuries
NSS-WS4-3	Major developments in East Asia and Southeast Asia in the era of the Tang dynasty, 600-900 CE

NSS-WS4-4	The search for political, social, and cultural redefinition in Europe, 500-1000 CE
NSS-WS4-5	The development of agricultural societies and new states in tropical Africa and Oceania
NSS-WS4-6	The rise of centers of civilization in Mesoamerica and Andean South America in the first millennium CE
NSS-WS4-7	Major global trends from 300-1000 CE