

Change and Continuity: Same and Different

Computer Science

Computational Thinking

L1:CT.4	Recognize that software is created to control computer operations.
---------	--

Computing Practice & Programming

L1:CPP.6	Gather and organize information using concept-mapping tools.
----------	--

Computers and Communications Devices

L1:CD.1	Use standard input and output devices to successfully operate computers and related technologies.
---------	---

English Language Arts

Reading: Literature

CCSS.ELA-LITERACY.RL.5	Recognize common types of texts (e.g., storybooks, poems).
------------------------	--

CCSS.ELA-LITERACY.RL.9	With prompting and support, compare and contrast the adventures and experiences of characters in familiar stories.
------------------------	--

Reading: Informational Text

CCSS.ELA-LITERACY.RI.9	With prompting and support, identify basic similarities in and differences between two texts on the same topic (e.g., in illustrations, descriptions, or procedures).
------------------------	---

Reading: Foundational Skills

CCSS.ELA-LITERACY.RF.2	Demonstrate understanding of spoken words, syllables, and sounds (phonemes).
------------------------	--

Writing

CCSS.ELA-LITERACY.W.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.
-----------------------	---

Speaking & Listening

CCSS.ELA-LITERACY.SL.2	Confirm understanding of a text read aloud or information presented orally or through other media by asking and answering questions about key details and requesting clarification if something is not understood.
------------------------	--

Language

CCSS.ELA-LITERACY.L.5	With guidance and support from adults, explore word relationships and nuances in word meanings.
-----------------------	---

Fine Arts

Creating

DA:Cr1.1	a. Respond in movement to a variety of stimuli (for example, music/sound, text, objects, images, symbols, observed dance). b. Explore different ways to do basic locomotor and nonlocomotor movements by changing at least one of the elements of dance.
----------	--

DA:Cr3.1	a. Apply suggestions for changing movement through guided improvisational experiences. b. Depict a dance movement by drawing a picture or using a symbol.
----------	---

MU:Cr1.1	a. With guidance, explore and experience music concepts (such as beat and melodic contour). b. With guidance, generate musical ideas (such as movements or motives).
----------	--

Performing/Presenting/Producing

MA:Pr4.1	With guidance, combine arts forms and media content, such as dance and video, to form media artworks.
----------	---

TH:Pr6.1	a. With prompting and support, use voice and sound in dramatic play or a guided drama experience (e.g., process drama, story drama, creative drama).
Responding	
MA:Re9.1	Share appealing qualities and possible changes in media artworks.
VA:Re8.1	Interpret art by identifying subject matter and describing relevant details.
Connecting	
TH:Cn11.1	a. With prompting and support, identify skills and knowledge from other areas in dramatic play or a guided drama experience (e.g., process drama, story drama, creative drama). b. With prompting and support, identify stories that are different from one another in dramatic play or a guided drama experience (e.g., process drama, story drama, creative drama). c. With prompting and support, tell a short story in dramatic play or a guided drama experience (e.g., process drama, story drama, creative drama).
VA:Cn11.1	Identify a purpose of an artwork.
Mathematics	
Counting & Cardinality	
CCSS.MATH.CO NTENT.CC.B.4	Understand the relationship between numbers and quantities; connect counting to cardinality.
CCSS.MATH.CO NTENT.CC.C.6	Identify whether the number of objects in one group is greater than, less than, or equal to the number of objects in another group, e.g., by using matching and counting strategies.
CCSS.MATH.CO NTENT.CC.C.7	Compare two numbers between 1 and 10 presented as written numerals.
Physical Education and Health	
Motor Skills and Movement	
S1.E18	Taps a ball using the inside of the foot, sending it forward.
S1.E21	Kicks a stationary ball from a stationary position, demonstrating 2 of the 5 elements of a mature kicking pattern.
Movement and Performance	
S2.E3	Travels in general space with different speeds.
Health Enhancement & Fitness	
S3.E2	Actively participates in physical education class.
Personal and Social Behavior	
S4.E2	Acknowledges responsibility for behavior when prompted.
Science	
Earth and Space Sciences	
ESS2-1	Use and share observations of local weather conditions to describe patterns over time.
ESS3-2	Ask questions to obtain information about the purpose of weather forecasting to prepare for, and respond to, severe weather.
Social/Emotional Learning	
Self-Management	
1A.b	Demonstrate control of impulsive behavior.
Social Studies	
U.S. History	

NSS-US.2a1	Create a historical narrative about the history of his or her local community from data gathered from local residents, records found in early newspapers, historical documents and photographs, and artifacts and other data found in local museums and historical societies.
NSS-US.2a2	From resources that are available in the local community, record changes that have occurred in goods and services over time.
NSS-US.2a5	Examine local architecture and landscape to compare changes in function and appearance over time.
NSS-US.2a6	Identify historical figures in the local community and explain their contributions and significance.
NSS-US.2b1	Compare and contrast the different ways in which early Hawaiian and Native American peoples such as the Iroquois, the Sioux, the Hopi, the Nez Perce, the Inuit, and the Cherokee adapted to their various environments and created their patterns of community life long ago.
NSS-US.2b3	Describe the challenges and difficulties encountered by people in a pioneer farming community such as those found in the Old Northwest (e.g., Ohio), the prairies, the Southwest (e.g., Santa Fe), eastern Canada (e.g., Quebec), and the Far West (e.g., Salt Lake City).