

Change and Continuity: The More Things Change...

Computer Science	
Computational Thinking	
L1:CT.4	Describe how a simulation can be used to solve a problem.
Computing Practice & Programming	
L1:CPP.6	Implement problem solutions using a blockbased visual programming language.
L1:CPP.10	Gather and manipulate data using a variety of digital tools.
Computers and Communications Devices	
L1:CD.5	Identify factors that distinguish humans from machines.
English Language Arts	
Reading: Literature	
CCSS.ELA-LITERACY.RL.3	Compare and contrast two or more characters, settings, or events in a story or drama, drawing on specific details in the text (e.g., how characters interact).
CCSS.ELA-LITERACY.RL.9	Compare and contrast stories in the same genre (e.g., mysteries and adventure stories) on their approaches to similar themes and topics.
Reading: Informational Text	
CCSS.ELA-LITERACY.RI.5	Compare and contrast the overall structure (e.g., chronology, comparison, cause/effect, problem/solution) of events, ideas, concepts, or information in two or more texts.
CCSS.ELA-LITERACY.RI.6	Analyze multiple accounts of the same event or topic, noting important similarities and differences in the point of view they represent.
Writing	
CCSS.ELA-LITERACY.W.10	Write routinely over extended time frames (time for research, reflection, and revision) and shorter time frames (a single sitting or a day or two) for a range of discipline-specific tasks, purposes, and audiences.
Speaking & Listening	
CCSS.ELA-LITERACY.SL.6	Adapt speech to a variety of contexts and tasks, using formal English when appropriate to task and situation.
Language	
CCSS.ELA-LITERACY.L.6	Acquire and use accurately grade-appropriate general academic and domain-specific words and phrases, including those that signal contrast, addition, and other logical relationships (e.g., <i>however</i> , <i>although</i> , <i>nevertheless</i> , <i>similarly</i> , <i>moreover</i> , <i>in addition</i>).
Fine Arts	
Creating	
MU:Cr1.1	a. Improvise rhythmic, melodic, and harmonic ideas, and explain connection to specific purpose and context (such as social, cultural, and historical). b. Generate musical ideas (such as rhythms, melodies, and accompaniment patterns) within specific related tonalities, meters, and simple chord changes.
TH:Cr1.1	a. Identify physical qualities that might reveal a character's inner traits in the imagined world of a drama/theatre work. b. Propose design ideas that support the story and given circumstances in a drama/theatre work. c. Imagine how a character's inner thoughts impact the story and given circumstances in a drama/theatre work
TH:Cr2.1	a. Devise original ideas for a drama/theatre work that reflect collective inquiry about characters and their given circumstances. b. Participate in defined responsibilities required to present a drama/theatre work informally to an audience.

Performing/Presenting/Producing	
DA:Pr6.1	a. Demonstrate the ability to adapt dance to alternative performance venues by modifying spacing and movements to the performance space. b. Identify, explore, and select production elements that heighten and intensify the artistic intent of a dance and are adaptable for various performance spaces.
MA:Pr6.1	a. Compare qualities and purposes of presentation formats, and fulfill a role and associated processes in presentation and/or distribution of media artworks. b. Compare results of and improvements for presenting media artworks. c. Present the final version of personal created music to others that demonstrates craftsmanship , and explain connection to expressive intent.
Responding	
MU:Re7.1	a Demonstrate and explain, citing evidence, how selected music connects to and is influenced by specific interests, experiences, purposes, or contexts. b. Demonstrate and explain, citing evidence , how responses to music are informed by the structure, the use of the elements of music, and context (such as social, cultural, and historical).
VA:Re7.1	a. Compare one's own interpretation of a work of art with the interpretation of others. b. Identify and analyze cultural associations suggested by visual imagery.
Connecting	
DA:Cn10.1	a. Compare two dances with contrasting themes. Discuss feelings and ideas evoked by each. Describe how the themes and movements relate to points of view and experiences. b. Choose a topic, concept, or content from another discipline of study and research how other art forms have expressed the topic. Create a dance study that expresses the idea. Explain how the dance study expressed the idea and discuss how this learning process is similar to, or different from, other learning situations.
MA:Cn11.1	a. Research and show how media artworks and ideas relate to personal, social and community life, such as exploring commercial and information purposes, history, and ethics. b. Examine, discuss and interact appropriately with media arts tools and environments, considering ethics, rules, and media literacy.
Mathematics	
Measurement & Data	
CCSS.MATH.CO NTENT.MD.A.1/ SP.A.1	Convert among different-sized standard measurement units within a given measurement system (e.g., convert 5 cm to 0.05 m), and use these conversions in solving multi-step, real world problems.
CCSS.MATH.CO NTENT.MD.A.2/ SP.A.2	Make a line plot to display a data set of measurements in fractions of a unit ($\frac{1}{2}$, $\frac{1}{4}$, $\frac{1}{8}$). Use operations on fractions for this grade to solve problems involving information presented in line plots.
CCSS.MATH.CO NTENT.MD.A/B .3/SP.A/B.3	Recognize volume as an attribute of solid figures and understand concepts of volume measurement.
CCSS.MATH.CO NTENT.MD.A/B /C.4/SP.A/B.4	Measure volumes by counting unit cubes, using cubic cm, cubic in, cubic ft, and improvised units.
CCSS.MATH.CO NTENT.MD.B/C. 5/SP.B/C.5	Relate volume to the operations of multiplication and addition and solve real world and mathematical problems involving volume.

Physical Education and Health	
Motor Skills and Movement	
S1.E18	Combines foot dribbling with other skills in 1v1 practice tasks.
S1.E19	a. Passes with the feet using a mature pattern as both partners travel. b. Receives a pass with the foot using a mature pattern as both partners travel.
S1.E20	Dribbles with hands or feet with mature patterns in a variety of small-sided game forms.
S1.E21	Demonstrates mature patterns in kicking and punting in small-sided practice task environments
Movement and Performance	
S2.E3	a. Applies movement concepts to strategy in game situations. b. Applies the concepts of direction and force to strike an object with a long-handled implement. c. Analyzes movement situations and applies movement concepts (e.g., force, direction, speed, pathways, extensions) in small-sided practice tasks in game environments, dance and gymnastics.
Health Enhancement & Fitness	
S3.E2	Actively engages in all the activities of physical education.
Personal and Social Behavior	
S4.E2	a. Participates with responsible personal behavior in a variety of physical activity contexts, environments and facilities. b. Exhibits respect for self with appropriate behavior while engaging in physical activity.
Science	
Physical Sciences	
PS1-1	Develop a model to describe that matter is made of particles too small to be seen.
PS1-2	Measure and graph quantities to provide evidence that regardless of the type of change that occurs when heating, cooling, or mixing substances, the total weight of matter is conserved.
PS1-3	Make observations and measurements to identify materials based on their properties.
PS1-4	Conduct an investigation to determine whether the mixing of two or more substances results in new substances.
Social/Emotional Learning	
Self-Management	
1A.b	Apply strategies to manage stress and to motivate successful performance.
Social Studies	
Geography	
NSS-G.1	How to use maps and other geographic representations, geospatial technologies, and spatial thinking to understand and communicate information
NSS-G.2	How to use mental maps to organize information about people, places, and environments in a spatial context
NSS-G.3	How to analyze the spatial organization of people, places, and environments on Earth's surface
NSS-G.4	The physical and human characteristics of places
NSS-G.5	That people create regions to interpret Earth's complexity