

# Hartland School

## Grade 1 Specials Curriculum at a Glance

Health Curriculum				
Unit 1: Healthy Relationships	Unit 2: Hygiene & Staying Healthy	Unit 3: Staying Safe & Bullying	Unit 4: Eating Healthy & Being Active	Unit 5: Being Tobacco Free
In this unit, students will identify healthy relationships and how they can contribute to overall health. They will understand healthy family relationships, relationships with friends, and the sense of belonging. Students will identify what friends can do for each other and encourage healthy habits. Finally, they will think about different kinds of feelings and if they need help from a trusted adult.	In this unit, students will explore the importance of personal hygiene. They will learn proper hand washing skills, oral hygiene, and dressing appropriate for the weather. They will discuss how these three aspects can impact the health of someone if they are not properly done. Lastly students will learn the importance of having enough sleep and what can happen if someone does not get a good night of sleep.	In this unit, students will learn about thinking ahead and being safe in different situations such as: crossing a street, being a safe passenger on a car/bus, and playground safety. Students will learn fire safety, how to prevent fires and what to do in the event of a fire. Lastly students will learn about bullying and how to prevent bullying from happening at school.	In this unit, students will explore the importance of breakfast and how food gives the body energy. The students will learn the importance of water and why drinking enough water helps make the body healthy. Lastly, students will learn about different ways people can have fun while being active and the importance of being active for at least 60 minutes a day.	In this unit, students will explore different reasons why people might have started smoking and what addiction is. They will learn basic health effects that smoking has on the body. Students will also learn about the importance of being free.

PE Curriculum					
Unit 1: Movement and Games	Unit 2: Rolling and Putt-Putt	Unit 3: Dribbling Skills and Basic Stick Handling	Unit 4: Balance and Rolling	Unit 5: Creative Play-Throwing and Catching	Unit 6: Nerf T-Ball
In this unit, students will explore different types of movement. They will focus on moving in their own space while staying in control of their bodies, then switch to moving through space by jumping, hopping, galloping, and sliding. Students will manipulate balls of various sizes and weights using basic movement skills.	In this unit, students will learn skills to aim and direct the ball toward a specific object. They will learn to aim and direct the balls in different ways and for different distances. Students will then use a shortened putter to direct a ball into a target with an obstacle added.	In this unit, students will use balls to bounce, catch and dribble and then move to basketballs. Students will continue to learn about distance and effort related to a different type of ball. Students will use a Pillo-Polo stick to move different balls in a creative and controlled manner. Students will learn the proper techniques for grip and contact with the ball.	In this unit, students will build on balancing skills used in kindergarten. They will also be rolling their bodies in different ways such as the log roll.	In this unit, students use scarves to throw and catch. Some students will begin to juggle. They will be developing hand eye coordination skills to be used in other later activities and games.	In this unit, students will participate in games such as beginning T-Ball. They will practice rolling and fielding a ball creatively.

# Hartland School

## Grade 1 Specials Curriculum at a Glance

Music Curriculum						
Unit 1: Review of Kindergarten	Unit 2: Staff Notation	Unit 3: All School Sing 1	Unit 4: Binary Form	Unit 5: Folk Dancing	Unit 6: Orff Instrument Training 1	Unit 7: Impressionism meets Kandinsky
In this unit, students review concepts introduced in Kindergarten. This unit then introduces tempo as a concept and continues to build on more intricate rhythmic patterns.	In this unit, students begin to identify rhythmic notation by shape and perform rhythms both by memorization and by reading. Students will experiment with creating rhythms and recording them with basic notation.	In this unit, students revisit performing music for an audience. Students will work with the teacher to select piece(s) of music and rehearse their performance until completion.	In this unit, students use voices and instruments to perform music that is organized in two contrasting sections.	In this unit, students are introduced to music from multiple cultures and engage in intentional movement and/or dance to each piece.	In this unit, students develop proper playing technique and etiquette when using classroom instruments. Students learn to play a "bordoun" together, and begin to explore part interdependence.	In this unit, students utilize the Chrome Music Lab project to construct pieces of music via artwork in the style of Kandinsky. They create visual art with classroom media in response to impressionist music as they explore the connection between visual and performing art.

Art Curriculum				
Eric Carle Inspired 2 D Animals	Autumn Inspired Drawings	Trees and Foliage		
In this unit students will expand on what they learned in Kindergarten. They will use their paste papers to make Eric Carle inspired two dimensional animals.	In this unit, students will use literature to inspire their own autumn drawings. Students will be introduced to oil and dry pastel on black paper.	In this unit, students will create trees and various foliage through hand crafted stamping, rubbing and wax techniques.	In Development	In Development

# Hartland School

## Grade 1 Specials Curriculum at a Glance

<b>STEAM Curriculum</b>			
<b>STEAM (Science, Technology, Engineering, Art and Math)</b>			
<b>STEAM is an integrative approach amongst these five areas that builds student interest in science, technology, engineering, arts and math as it develops a range of important 21st century skills.</b>			
Storybook STEAM	Computer Science	Communications	Project Based Learning (PBL) - Science Focus
<p>Using storybooks to inspire, the students will complete a STEAM challenge designed to help inspire creativity, collaboration, and communication and encourage critical thinking and problem-solving. With each of the challenges, the students will use a variety of materials, follow the engineering design process and be on their way to developing a maker mindset.</p>	<p>Using a variety of 'unplugged' (not on a screen) activities and simple robots, the students will practice algorithmic thinking, spatial reasoning, and problem-solving. Empathy, collaboration, and cooperation are discussed and practiced in each lesson. They will continue to develop computer science skills with an introduction to coding with ScratchJR.</p>	<p>The students will further develop their understanding of the elements of nonfiction texts (table of contents, captions, diagrams, glossaries) through a study of hibernation. They will explore different ways to share their knowledge through physical and digital communication.</p>	<p>Students will dive deeper into the science of light and sound. They will conduct experiments to further their understanding of light in the world around them and generate their own questions to answer. The activities will support a wide range of materials and maker skills as they explore the science of sound and light.</p>