

Hartland School

Grade 6 Specials at a Glance

Health Curriculum

Unit 1 Emotional & Mental Health: Troublesome Feelings, Self Control Skills, Dimensions of Health	Unit 2 Nutrition: Nutrients, Food Labels, Sugar consumption, and Keeping Food Safe	Unit 3 Tobacco, Alcohol & Other substances: Teens and drugs, Alcohol, Vaping
<p>In this unit, students will learn about mature and appropriate ways to deal with troublesome feelings in different situations. In addition, the students will explore resources that they could use for help with different emotions. Students will explore qualities of healthy relationships between peers and family. Lastly, students will practice the skill of self control when in adverse and challenging situations.</p>	<p>In this unit, students will learn the basics of reading a food label. They will focus on key nutrients to determine if the food is deemed a healthy choice or not. Students will learn about the essential nutrients and ways someone can obtain the appropriate amount of each in their daily diet. Students will cover the issues of high sugar intake and what foods and drinks they should try to limit to keep sugar consumption down. Lastly, students will learn the importance of keeping food safe to eat and how to make certain foods for safe consumption.</p>	<p>In this unit, students will learn about the difference between a norm and a perceived norm when it comes to tobacco and alcohol usage amongst teens and pre-teens. Students will learn about the negative impacts on the body when tobacco, alcohol, and vaping is being done.</p>

PE Curriculum

Unit 1: Soccer Strategies & Game Play	Unit 2: Volleyball Strategies and Game Play	Unit 3: Badminton/Pickleball Strategies and Game Play	Unit 4: Basketball/Polo Strategies and Game Play	Unit 5: Hand-eye Coordination Bootcamp	Unit 6: Golf/Disc Golf Strategies and Game Play	Unit 7: Baseball/Softball Strategies and Game Play
<p>In this unit, students will use their soccer skills in a game setting. Strategies of the game, both offensive and defensive, will now be a focus. They will continue to build skills in teamwork and cooperation.</p>	<p>In this unit, students will use their skills in a game setting. Offensive and defensive strategies such as passing and positioning will now be a focus as well as teamwork and sportsmanship.</p>	<p>In this unit, students will participate in real game play and settings. The focus is on offensive and defensive moves including how and where to strike as well as teamwork and sportsmanship.</p>	<p>In this unit, students will use their skills in a game setting. Strategies of the game will now be a focus. Both offensive and defensive strategies will be taught and practiced as well as teamwork and sportsmanship.</p>	<p>In this quick unit, students work on hand-eye coordination. Objects manipulated during the unit will now include spinning plates, feathers and diablos. Hand-eye coordination will be the focus. These are important skills that will be transferred to the next units.</p>	<p>In this unit, students will participate in driving range type experiences. They will use all types of clubs/discs and have the opportunities to hit/throw them. Strategies of the game will be introduced and practiced as well as game etiquette.</p>	<p>In this unit, students will use their skills to participate in a game setting with teacher pitch. Strategies both offensive and defensive will now be a focus as well as teamwork and sportsmanship. Both positions and positioning for game play will be explored.</p>

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Music Curriculum

Unit 1: All School Sing 6	Unit 2: Operation Instrument	Unit 3: Baroque Composer Report	Unit 4: Popular Music Form	Unit 5: Intro to Ukulele
<p>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, utilizing staff notation and recognizing the tonalities of each piece.</p>	<p>In this unit, students engineer functional musical instruments out of recyclable materials based on the “From Trash to Tunes” program by ethnomusicologist Dr. Dennis Waring. Students work to design and construct a project at home, then produce a slide presentation explaining the assembly, playing process, and categorize their creation based on tone production.</p>	<p>In this unit, students research a famous composer from the Baroque period of music. They collect and present this information in a digital slideshow, choosing an important piece to highlight based on its significance, and demonstrating proper citation methods.</p>	<p>In this unit, students gain an appreciation for the structure of popular music, learning to differentiate between strophic, AABA, and Verse-Chorus music found throughout the early rock-n-roll era. Students then analyze a contemporary piece of their choosing and demonstrate which structures exist within the chosen piece.</p>	<p>In this unit, students learn the basics of how to play ukulele, including proper care, posture, tuning, and strumming. This unit sets a foundation for later study that will focus on more intricate playing techniques.</p>

Art Curriculum

Card Making & Quilling	Aboriginal Art	Egyptian Sculpture		
<p>In this unit, students will use their self created paste paper to make layered cards highlighted with their own quilling techniques.</p>	<p>In this unit, students will learn about Aboriginal Tribes and how they combined their lives into their communication symbols and art. They will create their own Aboriginal art work using symbols to convey their own unique message.</p>	<p>In this unit, students will explore the tombs of the Pharaohs. They will design and create their own Egyptian sarcophagus or mask using appropriate symbols and Egyptian design.</p>	<p>In Development</p>	<p>In Development</p>

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STEAM Curriculum

STEAM (Science, Technology, Engineering, Art and Math)

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.

Unit 1: Computer Science	Unit 2: Communications	Unit 3: Engineering
<p>Students learn about the problem-solving process, the input-output-store-process model of a computer, and how computers help humans solve problems. Students end the unit by proposing their own app to solve a problem. Students learn to create websites using HTML and CSS inside Code.org's Web Lab environment. Throughout the unit, students consider questions of privacy and ownership on the internet as they develop their own personal websites.</p>	<p>Students will use TBD software to begin their study of graphic design.</p>	<p>In this unit, students will explore simple machines. Students are introduced to six simple machines—inclined plane, wedge, screw, lever, pulley, wheel-and-axle—as well as compound machines, which are combinations of two or more simple machines. Once students understand about work (work = force x distance), they become familiar with the machines' mechanical advantages, and see how they make work easier.</p>