

# Hartland School

## Grade 7 Specials Curriculum at a Glance

Health Curriculum					
Unit 1: Emotional and Mental Health	Unit 2: Violence & Injury Prevention	Unit 3: CPR	Unit 4: Nutrition	Unit 5: Tobacco and Other Drugs	Unit 6: Puberty
In this unit, students will learn self control strategies as well as identifying personal triggers that cause uncomfortable feelings. They discuss risks of impulsive behavior and the consequences that result. Students will learn more about stress management skills as well.	In this unit, students will learn about strategies for resolving conflicts. They will understand the different types of bullying behavior as well as the effects. Students will complete a project regarding bullying. Projects will be presented and discussed.	In this unit, students will be introduced to basic CPR. They will learn about the different CPR techniques such as those used with infants and adults. They will have video instruction as well as hands on practice for performing CPR.	In this unit, students will learn about food choices and what may influence these. Lessons include learning about the importance of having a positive body image. Students learn about healthy ways to manage weight with a healthy diet and exercise.	In this unit, students review consequences of drug use in multiple areas of life. They will learn about what influences might cause someone to not use or use drugs will be discussed. Discussions about peer pressure will take place as well as ways to say no to drugs.	In this unit, students will learn about what puberty is and about personal hygiene. They will learn about both the male and female reproductive systems. Students will learn about pregnancy and its stages.

PE Curriculum						
Unit 1: Soccer/Ultimate Frisbee	Unit 2: Volleyball	Unit 3: Pickleball	Unit 4: Basketball/Floor Hockey	Unit 5: Hand-eye Coordination Bootcamp	Unit 6: Golf/Disc Golf	Unit 7: Baseball/Softball (Kid Pitch)
In this unit, students will use their skills in a game setting. Strategies of the games, both offensive and defensive, will now be a focus. They will continue to build skills in teamwork and cooperation.	In this unit, students will use their previous skills as well as new skills in spiking and blocking in a game setting. Offensive and defensive strategies such as passing and positioning will now be a focus as well as teamwork and sportsmanship.	In this unit, students will participate in real game play and settings. The focus is now on strategies. Both offensive and defensive moves including how and where to strike as well as new aspects of the games such as the kitchen area, serving and scoring. Teamwork and sportsmanship will be a focus.	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	In this quick unit, students work on hand-eye coordination with a variety of objects with a focus on individual needs. Building hand-eye coordination is critical to success in many sports related activities.	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. Real game experience with disc golf will be offered.	In this unit, students will use their skills to participate in a game setting including kid 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.

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### Music Curriculum

Unit 1: Rhythm Review	Unit 2: Ukulele Workshop	Unit 3: Classical Music Report	Unit 4: Acoustics	Unit 5: Experimental Music
<p>In this unit, students will review rhythmic notation covered previously, then work to compose rhythms of various lengths and complexities, and work to perform one another's pieces. Finally, students sequence this into music notation software.</p>	<p>In this unit, students build on the basics of Ukulele playing from Grade 6 and expand their performing abilities by learning to play independently and together. Students will construct chord frames to assist in visualizing fretting positions and gain facility in changing chords while maintaining a steady beat.</p>	<p>In this unit, students research a famous composer from the Classical 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 will connect music with science through the study of acoustics, recognizing the correlation between frequency &amp; pitch, amplitude &amp; volume, and experiment with how electronic waveforms can be used to produce musical tones.</p>	<p>In this unit, students will be introduced to various methods used to innovate music writing and work to produce a piece of music based on one of the following innovations: Serialism, minimalism, free atonality, chance music, &amp; aleatoric music.</p>

### Art Curriculum

Mobiles	Clay Slab	Chinese New Year		
<p>In this unit, students will use their own paste papers to create three dimensional shapes. Students will then study weight and movement to create their own mobiles.</p>	<p>In this unit, students will create lanterns from clay slabs. They will learn cut out techniques as well as scoring and slipping to make a 3 dimensional lantern.</p>	<p>In this unit, students will explore using ink and Chinese brush strokes. They will work with ink to create Chinese lanterns or zodiac banners.</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 fundamental programming constructs and practices in the JavaScript programming language while developing animations and games in Code.org's Game Lab environment. Students end the unit by designing their own animations and games.</p>	<p>The students will delve deeper into video production and include the use of a green screen. They will apply their knowledge to produce an instructional video of their choice related to helping the broader student body or community.</p>	<p>In this unit, students will explore the engineering behind transportation. They will build gliders to explore aerodynamics and build race cars to explore energy and friction. Buoyancy and drag will be studied with watercraft.</p>