

# Hartland School

## Grade 8 Specials at a Glance

Health Curriculum				
Unit 1: Emotional and Mental Health	Unit 2: Nutrition	Unit 3: CPR & First Aid	Unit 4: Tobacco, Alcohol & Other Substances:	Unit 5: PSA Project
In this unit, students will review stress management strategies as well as the physical impact of long term stress on the body. Discussions regarding grief will take place and how to cope with grief and loss. Students will be engaged with discussions about social media and its impacts on mental and physical health.	In this unit, students will learn about the importance of physical activity and how they can implement it into their daily schedule. Students will learn about what healthy and unhealthy snacking is along with eating disorders and safe dieting.	In this unit, students will learn the basics of CPR and the heimlich maneuver. Students will be able to practice their skills on CPR dummies of various sizes.	In this unit, students will learn about the importance of following medication instructions and why we do not share prescription medication with others.. Students will learn about addiction and why it is hard for people with addiction to quit. Students will explore what opioids are and why they are highly addictive and the impacts they have on the body. Lastly, students will create their own counter advertisements taking a stand against smoking, alcohol, vaping, and other drugs.	In this unit, students will be using their knowledge on a health topic of their choice and creating a Public Service Announcement video. They will use IT to work on the technical components and tell the viewing audience the importance of this topic.

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 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. 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. 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.	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. 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: Melody Review	Unit 2: Guitar Workshop	Unit 3: Romantic Music Report	Unit 4: Musical Theater Review	Unit 5: Popular Music Project
In this unit, students will review melodic notation covered previously, then work to compose phrases of various lengths and complexities, and work to perform one another's pieces. Finally, students sequence this into music notation software.	In this unit, students utilize and transfer knowledge from previous ukulele playing in order to perform on classical guitars. Students develop the ability to read and create chord frames, tablature, and improve their individual and corporate playing.	In this unit, students research a famous composer from the Romantic 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.	In this unit, students observe a performance of musical theater and construct a critique of the performance in the style of a journalist. Students learn to recognize the way in which instrumental and choral music help convey the story or emotion of characters.	In this unit, students utilize music sequencing software to produce music in a chosen popular genre or for a specific purpose. Students share this music with one another through a presentation.

Art Curriculum		
Journal Making	Self- Portraits	Clay Sculptures
In this unit, students will use their shared paste papers to create journal covers highlighted by embroidery techniques and beading.	In this unit, students will create a self portrait inspired by a specific artist. They will study the time period of this artist and what inspired their work.	In this unit, students will create coil pots. They will learn the technique of burnishing by using a stone or spoon to shine their coil piece.

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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. [2024, 8th grade will do Data and Society Unit]</p>	<p>The students will complete a school-related project utilizing their choice of digital communication.</p>	<p>In this unit, students will follow topics likely to be seen in a first-year high school engineering course. They will learn technical drawing skills (multi view, isometric and perspective), and utilize TinkerCAD for 3D computer modeling. They will have an opportunity to create a 3D-printed artifact.</p>