

# Hartland School

## Kindergarten Specials at a Glance

### Health Curriculum

Unit 1 Feelings and Friendships	Unit 2 Keeping Your Body Healthy	Unit 3 Following Safety Rules and Bullying	Unit 4 Healthy Habits for Growth	Unit 5 Effects of Tobacco and second-hand smoke
<p>In this unit, students will focus on identifying qualities that make kindergartners different from each other and accepting differences. Students will identify facial expressions and they will also demonstrate body language to communicate emotions with a focus on appropriate ways to express anger. Students will identify people in their lives who care about them and want them to be healthy.</p>	<p>In this unit, students will identify ways to keep their bodies clean and healthy. They will review proper care for their teeth, handwashing techniques, and how to identify signs of becoming sick or injured.</p>	<p>In this unit, students will explore the idea of feeling safe, identify people who make them feel safe in their lives, and what makes them feel safe at school. Students will identify the differences between friendly and hurtful teasing and what bullying is and why it is wrong.</p>	<p>In this unit, students will learn about the importance of water and the difference between sometimes foods and everyday foods. Lastly, students will learn about the importance of being physically active.</p>	<p>In this unit, students will be introduced to the dangers of tobacco smoke and how smoking is harmful to the body. Students will also learn the term second-hand smoke and how someone else's smoke can also be harmful to them.</p>

### PE Curriculum

Unit 1 Creative Movement	Unit 2 Parachute Games	Unit 3 Aiming and Directing	Unit 4 Ball and Stick Handling	Unit 5 Balance	Unit 6 Creative Play	Unit 7 Nerf Kick Ball
<p>In this unit, students move around in various ways such as walking, running and jumping. Students use hula hoops to demonstrate different movements along with traveling using lines in the gym as their guide. Students will focus on controlling a ball and moving it in different ways such as passing to a stationary object and trapping the ball with their body.</p>	<p>In this unit, students will learn to work cooperatively while participating in a variety of parachute skills and games. They will manipulate the parachute by following basic directions.</p>	<p>In this unit, students will use a variety of balls to roll towards a given target such as cones, bowling pins and hoops. They will learn skills to aim and direct the ball in creative ways while playing games. Students will then use an extension to direct a rubber golf ball into a target. Students will choose their distance according to ability.</p>	<p>In this unit, students will use different sized Nerf balls to creatively bounce and catch. During play they will learn about distance and effort related to bouncing different size and weighted Nerf balls. Students will then move to controlling a ball using a Pillo Polo stick in creative ways.</p>	<p>In this unit, students will focus on balance. They will practice balancing on different body parts in different ways.</p>	<p>In this unit, students use scarves to throw and catch as an introduction to juggling. They will be developing hand eye coordination skills to be used in other later activities and games such as T-ball.</p>	<p>In this unit, students will participate in games such as beginning Kick Ball. They will practice rolling and fielding a ball creatively.</p>

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### Music Curriculum

Unit 1: Steady Beat & Starting Tone	Unit 2: Intro to Dynamics	Unit 3: All-School Sing K	Unit 4: Beat, Rhythm, Pitch	Unit 5: Carnival of the Animals	Unit 6: Bumble-Bumble Bee	Unit 7: Eurythmics	Unit 8: Building Blocks
In this unit, students are introduced to the Music Room, including training on class procedures. Students engage in exploring elements of music, focusing on steady beat and the ability to use voices in musical ways.	In this unit, students are introduced to musical contrasts, specifically dynamics. Students will identify portions of music that are "loud" and "soft."	In this unit, students are introduced to the concept of 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 produce music with greater levels of complexity. They are introduced to various rhythm and pitch patterns through exploration of instruments as well as continued vocal exploration.	In this unit, students are introduced to "program music" by listening to movements from Camille Saint-Saen's "Carnival of the Animals." Students explore moving through the music room as the subjects of each movement.	In this unit, students begin using basic written notation, attaching symbols to sounds focusing on duration. Students learn to interpret brief rhythmic phrases with the intent of being able to construct their own.	In this unit, students utilize motion to aid in recognizing beat patterns, identify relative pitch, and identify dynamics, building on previous units of study earlier in the year.	In this unit, students use music to tell a story--augmenting with pantomime and acting. Students also perform combinations of beats and rhythms simultaneously.

### Art Curriculum

Layered Paste Papers	Monster Creations	Acorns and Squirrels		
In this unit, students will create their own paste paper. They will work on shape recognition and combining colors and shapes in different styles. They will discover how to use various tools to make marks and patterns on their paper.	In this unit, students will create their own Ed Emberly monsters. They will focus on texture, shape, and color while working on their fine motor skills.	In this unit, students will learn about texture and explore using various mediums such as ink, sand, and cotton to create their own autumn scene.	In Development	In Development

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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.**

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 be introduced to algorithmic thinking and foundational computer science skills and concepts while working together and utilizing shared resources.</p>	<p>The students will be introduced to the conventions and elements of nonfiction texts (table of contents, captions, diagrams, glossaries) through a study of arctic animals. Companion activities will build on this understanding. Habitats, diet, and basic physical features will be discussed.</p>	<p>Students will dive deeper into one of their Science units on 'push/pull' forces. They will also get opportunities to grow their building skills and use the Maker Space to explore their own creativity and maker ideas.</p>