

Kindergarten

Science

Big Ideas

- Plants and animals have observable features

Curricular Competencies

- **Questioning and predicting**
 - Demonstrate curiosity and a sense of wonder about the world
 - Observe objects in familiar contexts
 - Ask simple questions about familiar objects
- **Planning and conducting**
 - Make exploratory observations using their senses
 - Safely manipulate materials
- **Processing and analyzing data and information**
 - Discuss observations
 - Experience and interpret the local environment
- **Communicating**
 - Share observations and ideas orally
 - Express and reflect on personal experiences of place

Content

- properties of familiar materials

English Language Arts

Big Ideas

- Language and story can be a source of creativity and joy
- Through listening and speaking, we connect with others and share our world
- Curiosity and wonder leads us to new discoveries about ourselves and the world around us

Curricular Competencies

- **Comprehend and connect**
 - Begin to use language to identify, create, and express ideas, feelings, opinions, and preferences
 - Use personal experience and knowledge to connect to text and make meaning
 - Exchange ideas and perspectives to build shared understanding
- **Create and Communicate**

- Create stories and other age-appropriate texts to deepen awareness of self

Content

- **Strategies and processes**
 - Oral language strategies
 - Writing processes

Art Education

Big Ideas

- People create art to express who they are as individuals and community
- Visual arts express meaning in unique ways
- People connect to others and share ideas through the arts

Curricular Competencies

- **Exploring and Creating**
 - Create artistic works collaboratively using ideas inspired by imagination, inquiry, experimentation, and purposeful play
- **Communicating and Documenting**
 - Express feelings, ideas, stories, observations, and experiences through the arts

Content

- **Elements of the arts**
 - visual arts: elements of design: line, shape, texture, colour; principles of design: pattern, repetition
- Symbolism as expressions of meaning

Grade 1

Science

Big Ideas

- Living things have features and behaviours that help them survive in their environment

Curricular Competencies

- **Questioning and Predicting**
 - Demonstrate curiosity and a sense of wonder about the world
 - Observe objects in familiar contexts
 - Ask questions about familiar objects
 - Make simple predictions about familiar objects
- **Processing and analyzing data and information**
 - Experience and interpret the local environment
- **Communicating**
 - Communicate observations and ideas using oral or written language
 - Express and reflect on personal experiences of place

Content

- structural features of living things in the local environment
- names of local plants and animals

English Language Arts

Big Ideas

- Language and story can be a source of creativity and joy
- Through listening and speaking, we connect with others and share our world
- Curiosity and wonder leads us to new discoveries about ourselves and the world around us

Curricular Competencies

- **Comprehend and Connect**
 - Exchange ideas and perspectives to build shared understanding
- **Create and Communicate**
 - Begin to communicate in print, using letters and words and applying some basic conventions of English spelling, grammar, and punctuation

Content

- **Story/Text**
 - elements of story
 - literary elements and devices
- **Strategies and processes**
 - Oral language strategies
 - Writing processes
 - Metacognitive strategies

Art Education

Big Ideas

- People create art to express who they are as individuals and community
- Visual arts express meaning in unique ways
- People connect to others and share ideas through the arts

Curricular Competencies

- **Exploring and Creating**
 - Create artistic works collaboratively using ideas inspired by imagination, inquiry, experimentation, and purposeful play
- **Communicating and Documenting**
 - Express feelings, ideas, stories, observations, and experiences through the arts

Content

- **Elements of the arts**
 - visual arts: elements of design: line, shape, texture, colour; principles of design: pattern, repetition
- Symbolism as expressions of meaning

Grade 2



Science

Curricular Competencies

- **Questioning and predicting**
 - Demonstrate curiosity and a sense of wonder about the world
 - Observe objects in familiar contexts
 - Ask questions about familiar objects
 - Make simple predictions about familiar objects
- **Processing and analyzing data and information**
 - Experience and interpret the local environment
- **Communicating**
 - Communicate observations and ideas using oral or written language
 - Express and reflect on personal experiences of place

English Language Arts

Big Ideas

- Language and story can be a source of creativity and joy
- Through listening and speaking, we connect with others and share our world
- Curiosity and wonder leads us to new discoveries about ourselves and the world around us

Curricular Competencies

- **Comprehend and Connect**
 - Exchange ideas and perspectives to build shared understanding
- **Create and Communicate**
 - Communicate in print, using letters and words and basic conventions of English spelling, grammar, and punctuation

Content

- **Story/Text**
 - Elements of story
 - Literary elements and devices
- **Strategies and processes**
 - Oral language strategies
 - Writing processes

- Metacognitive strategies

Art Education

Big Ideas

- Creative expression develops our unique identity and voice
- Visual arts are unique languages for creating and communicating

Curricular Competencies

- **Exploring and Creating**
 - Create artistic works collaboratively using ideas inspired by imagination, inquiry, experimentation, and purposeful play
 - Explore personal experience through arts activities
- **Communicating and Documenting**
 - Express feelings, ideas, stories, observations, and experiences through creative works

Content

- **Elements of the arts**
 - visual arts: elements of design: line, shape, texture, colour; principles of design: pattern, repetition, rhythm, contrast
- Symbolism as a means of expressing specific meaning