Self-guided program: A Sense of Spring
Curriculum Connections

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.

**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

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

Content
• Story/Text
  o elements of story
  o literary elements and devices
• Strategies and processes
  o Oral language strategies
  o Writing processes
  o 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
  o Create artistic works collaboratively using ideas inspired by imagination, inquiry, experimentation, and purposeful play
• Communicating and Documenting
  o Express feelings, ideas, stories, observations, and experiences through the arts

Content
• Elements of the arts
  o 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
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