

intended to stand alone as a course but rather to be infused within core courses and programs.

# ENGLISH LANGUAGE ARTS

General Outcome 1:	General Outcome 2:	General Outcome 3:	General Outcome 4:
Students will listen, speak, read, write, view and	Students will listen, speak, read, write, view and	Students will listen, speak, read, write, view and	Students will listen, speak, read, write, view
represent to explore thoughts, ideas, feelings and	represent to comprehend and respond personally	represent to manage ideas and information.	represent to enhance the clarity and artistry
experiences.	and critically to oral, print and other media texts.	3.1 Plan and Focus	communication.
1.1 Discover and Funlows	2.1 Use Strategies and Cues		4.1 Enhance and Improve
1.1 Discover and Explore		Focus attention	4.1 Enhance and Improve
Express ideas and develop understanding	Use prior knowledge	• explore and share own ideas on topics of discussion	Appraise own and others' work
• share personal experiences that are clearly related to	• use knowledge of how oral language is used in a variety of contexts to construct and confirm meaning	<ul><li>and study</li><li>connect information from oral, print and other media</li></ul>	<ul> <li>ask or respond to questions or comments related t</li> </ul>
oral, print and other media texts	<ul> <li>use previous experience and knowledge of oral</li> </ul>	texts to topics of study	content of own or others' pictures, stories or talk
• talk with others about something recently learned	language to make connections to the meaning of oral,		Design and edit
• make observations about activities, experiences with	print and other media texts	Determine information needs	<ul> <li>Revise and edit</li> <li>rephrase by adding or deleting words, ideas or</li> </ul>
oral, print and other media texts	• use knowledge of context, pictures, letters, words, sentences, predictable patterns and rhymes in a variety	• ask and answer questions to satisfy information needs	information to make better sense
Experiment with language and forms	of oral, print and other media texts to construct and	on a specific topic	<ul> <li>check for obvious spelling errors and missing wor</li> </ul>
• experiment with different ways of exploring and	confirm meaning	Plan to gather information	
developing stories, ideas and experiences	• use knowledge of print, pictures, book covers and title	• follow spoken directions for gathering ideas and	Enhance legibility
	pages to construct and confirm meaning	information	• print letters legibly from left to right, using lines of
Express preferences	Use comprehension strategies	3.2 Select and Process	page as a guide
<ul> <li>express preferences for a variety of oral, print and other media texts</li> </ul>	• use language prediction skills to identify unknown		<ul> <li>use appropriate spacing between letters in words a between words in sentences</li> </ul>
nicula texts	words within the context of a sentence	Use a variety of sources	<ul> <li>explore and use the keyboard to produce text</li> </ul>
Set goals	• use a variety of strategies, such as making predictions,	<ul> <li>find information on a topic, using a variety of sources, such as picture books, concept books, people and field</li> </ul>	
• choose to read and write for and with others	<ul><li>rereading and reading on</li><li>talk about print or other media texts previously read or</li></ul>	such as picture books, concept books, people and field trips	Expand knowledge of language
	viewed	uips	• identify and use an increasing number of words an
1.2 Clarify and Extend	• identify the main idea or topic of simple narrative and	Access information	phrases related to personal interests and topics of
Consider the ideas of others	expository texts	• use text features, such as illustrations, titles and	• experiment with letters, sounds, words and word patterns to learn new words
<ul> <li>listen and respond appropriately to experiences and</li> </ul>	<ul> <li>identify by sight some familiar words from favourite print texts</li> </ul>	opening shots in video programs, to access information	patients to learn new words
feelings shared by others	<ul> <li>identify high frequency words by sight</li> </ul>	• use questions to find specific information in oral, print and other media texts	Enhance artistry
	• read aloud with some fluency and accuracy, after	<ul> <li>understand that library materials are organized</li> </ul>	• use words and pictures to add sensory detail in or
Combine ideas	rehearsal	systematically	print and other media texts
• group ideas and information into categories determined	• self-correct when reading does not make sense, using cues such as pictures, context, phonics, grammatical		
by an adult	awareness and background knowledge	Evaluate sources	4.2 Attend to Conventions
Extend understanding		match information to research needs	Attend to grammar and usage
<ul> <li>ask questions to get additional ideas and information</li> </ul>	Use textual cues	3.3 Organize, Record and Evaluate	<ul> <li>speak in complete statements, as appropriate</li> </ul>
on topics of interest	<ul> <li>preview book cover, pictures and location of text to assist with constructing and confirming meaning</li> </ul>	Organize information	• write simple statements, demonstrating awareness
	<ul> <li>use word boundaries, capital letters, periods, question</li> </ul>	<ul> <li>identify or categorize information according to</li> </ul>	capital letters and periods
	marks and exclamation marks to assist with	sequence, or similarities and differences	
	constructing and confirming meaning during oral and	<ul> <li>list related ideas and information on a topic, and make</li> </ul>	<ul> <li>Attend to spelling</li> <li>use knowledge of consonant and short vowel sour</li> </ul>
	silent reading	statements to accompany pictures	<ul> <li>use knowledge of consonant and short vowel sour spell phonically regular one syllable words in own</li> </ul>
	Use phonics and structural analysis	Decord information	writing
	<ul> <li>segment and blend sounds in words spoken or heard</li> </ul>	<ul><li>Record information</li><li>represent and explain key facts and ideas in own words</li></ul>	• spell phonically irregular high frequency words ir
	• use phonic knowledge and skills to read unfamiliar	- represent and explain key facts and ideas in own words	writing
	<ul><li>words in context</li><li>use analogy to generate and read phonically regular</li></ul>	Evaluate information	• use phonic knowledge and skills and visual memory
	• use analogy to generate and read phonically regular word families	• recognize and use gathered information to	attempt spelling of words needed for writing
	<ul> <li>associate sounds with letters and some letter clusters</li> </ul>	communicate new learning	<ul> <li>know that words have conventionally accepted spellings</li> </ul>
		3.4 Share and Review	spellings
	<ul><li>Use references</li><li>use a displayed alphabet as an aid when writing</li></ul>		Attend to capitalization and punctuation
	<ul> <li>use a displayed alphabet as an aid when writing</li> <li>use personal word books, print texts and environmental</li> </ul>	Share ideas and information	• capitalize the first letter of names and the pronour
	print to assist with writing	• share ideas and information from oral, print and other	in own writing
	• name and match the upper and lower case forms of	media texts with familiar audiences	• identify periods, exclamation marks and question
	letters	answer questions directly related to texts	marks when reading, and use them to assist
	(continued)	Review research process	comprehension
	(commuea)	• talk about information-gathering experiences by	(cont.
		describing what was interesting, valuable or helpful	

iew and stry of	General Outcome 5: Students will listen, speak, read, write, view and represent to respect, support and collaborate with others.
	5.1 Respect Others and Strengthen Community
ated to the talk	<ul> <li>Appreciate diversity</li> <li>share personal experiences and family traditions related to oral, print and other media texts</li> </ul>
or g words	<ul> <li>Relate texts to culture</li> <li>talk about other times, places and people after exploring oral, print and other media texts from various communities</li> </ul>
ines on a	<ul> <li>Celebrate accomplishments and events</li> <li>share ideas and experiences through conversation, puppet plays, dramatic scenes and songs to celebrate individual and class accomplishments</li> </ul>
:	<ul> <li>Use language to show respect</li> <li>use appropriate words, phrases and sentences to ask questions, to seek and give assistance, and to take turns</li> </ul>
rds and cs of study vord	<ul> <li>5.2 Work within a Group</li> <li>Cooperate with others</li> <li>work in partnerships and groups</li> <li>help others and ask others for help</li> </ul>
in oral,	<ul> <li>Work in groups</li> <li>ask questions and contribute ideas related to class investigations on topics of interest</li> <li>take turns sharing ideas and information</li> </ul>
eness of	<ul><li>Evaluate group process</li><li>recognize personal contributions to group process</li></ul>
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(continued)	

(continued)	
2.2 Respond to Texts	
<ul> <li>Experience various texts</li> <li>participate in shared listening, reading and viewing experiences, using oral, print and other media texts from a variety of cultural traditions and genres, such as</li> </ul>	
<ul> <li>poems, storytelling by elders, pattern books, audiotapes, stories and cartoons</li> <li>illustrate and enact stories, rhymes and songs</li> <li>remember and retell familiar stories and rhymes</li> </ul>	
<ul> <li>Construct meaning from texts</li> <li>relate aspects of stories and characters to personal feelings and experiences</li> <li>retell interesting or important aspects of oral, print and other media texts</li> <li>tell or represent the beginning, middle and end of</li> </ul>	
<ul> <li>ten of represent the beginning, induce and end of stories</li> <li>tell, represent or write about experiences similar or related to those in oral, print and other media texts</li> <li>tell what was liked or disliked about oral, print and other media texts</li> </ul>	
<ul> <li>Appreciate the artistry of texts</li> <li>identify how words can imitate sounds and create special effects</li> <li>experiment with repetition, rhyme and rhythm to create effects in own oral, print and other media texts</li> </ul>	
2.3 Understand Forms, Elements and Techniques	
<ul> <li>Understand forms and genres</li> <li>distinguish differences in the ways various oral, print and other media texts are organized</li> <li>identify various forms of media texts</li> </ul>	
<ul> <li>Understand techniques and elements</li> <li>know that stories have beginnings, middles and endings</li> <li>tell what characters do or what happens to them in a variety of oral, print and other media texts</li> </ul>	
<ul> <li>Experiment with language</li> <li>demonstrate interest in repetition, rhyme and rhythm in shared language experiences, such as action songs and word play</li> </ul>	
2.4 Create Original Text	
<ul><li>Generate ideas</li><li>generate and contribute ideas for individual or group oral, print and other media texts</li></ul>	
<ul> <li>Elaborate on the expression of ideas</li> <li>change, extend or complete rhymes, rhythms and sounds in pattern stories, poems, nursery rhymes and other oral, print and other media texts</li> </ul>	
<ul> <li>Structure texts</li> <li>write, represent and tell brief narratives about own ideas and experiences</li> <li>recall and retell or represent favourite stories</li> </ul>	

# 4.3 Present and Share

#### Present information

 present ideas and information to a familiar au and respond to questions

#### Enhance presentation

• add such details as labels, captions and pictur print and other media texts

#### Use effective oral and visual communication

• speak in a clear voice, with appropriate volum audience

# Demonstrate attentive listening and viewing

- ask questions to clarify information
- be attentive and show interest during listening viewing activities

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ıg or	

# MATHEMATICS

Strand: Number	Strand: Patterns and Relations	Strand: Shape
General Outcome	Patterns	Measurement
Specific Outcomes	General Outcome Use patterns to describe the world and to solve problems.	General Outcome Use direct and in
Develop number sense.		General Outcome
<ul> <li>Counting on and counting back</li> <li>making 10</li> <li>using doubles</li> <li>thinking addition for subtraction for basic addition facts and related subtraction facts to 18.</li> <li>[C, CN, ME, PS, R, V]</li> </ul>		

- - Communication
- R Reasoning T Technology
- CN Connections ME Mental Mathematics and Estimation

  - PS Problem Solving
- V Visualization

### pe and Space

#### me

indirect measurement to solve problems.

#### mes

that students will:

ate an understanding of measurement as a process of comparing

ying attributes that can be compared g objects statements of comparison covering or matching. S, R, V]

nd 2-D Shapes

#### me

haracteristics of 3-D objects and 2-D shapes, and analyze the mong them.

#### mes

*hat students will:* 

objects and 2-D shapes, using one attribute, and explain the sorting

### V]

composite 2-D shapes and 3-D objects.

# V]

2-D shapes to parts of 3-D objects in the environment.

# **SCIENCE**

# SKILLS

#### **Science Inquiry**

#### **General Learner Expectations**

Students will:

- 1–1 Bring focus to investigative activities, based on their own questions and those of others.
- 1-2 Describe materials and objects that have been observed and manipulated, and identify what was done and found out.

#### **Specific Learner Expectations**

Students will:

Focus

- ask questions that lead to exploration and investigation
- predict what they think will happen or what they might find

#### **Explore and Investigate**

- manipulate materials and make observations that are relevant to questions asked
- identify materials used
- recognize and describe steps followed, based on independent activity, on directed activity and on observing the activity of others

#### **Reflect and Interpret**

- describe what was observed, using pictures and oral language
- identify questions being investigated and identify what was learned about each question
- identify new questions that arise from what was learned.

#### **UNDERSTANDINGS**

#### **Creating Colour**

#### **General Learner Expectations**

Students will:

1–5 Identify and evaluate methods for creating colour and for applying colours to different materials.

#### **Specific Learner Expectations**

Students will:

- 1. Identify colours in a variety of natural and manufactured objects.
- 2. Compare and contrast colours, using terms such as lighter than, darker than, more blue, brighter than.
- 3. Order a group of coloured objects, based on a given colour criterion
- 4. Predict and describe changes in colour that result from the mixing of primary colours and from mixing a primary colour with white or with black.
- 5. Create a colour that matches a given sample, by mixing the appropriate amounts of two primary colours.
- 6. Distinguish colours that are transparent from those that are not. Students should recognize that some coloured liquids and gels can be seen through and are thus transparent and that other colours are opaque.
- 7. Compare the effect of different thicknesses of paint. Students should recognize that a very thin layer of paint, or a paint that has been watered down, may be partly transparent.
- 8. Compare the adherence of a paint to different surfaces; e.g., different forms of papers, fabrics and plastics.
- 9. Demonstrate that colour can sometimes be extracted from one material and applied to another; e.g., by extracting a vegetable dye and applying it to a cloth, by dissolving and transferring a water-soluble paint.
- 10. Demonstrate at least one way to separate sunlight into component colours.

#### Seasonal Changes

- **General Learner Expectations** Students will:
- 1-6 Describe seasonal changes, and interpret the effects of seasonal changes on living things.

#### **Specific Learner Expectations**

Students will:

- 1. Describe the regular and predictable cycle of seasonal changes:
  - changes in sunlight
  - changes in weather.
- Identify and describe examples of plant and 2. animal changes that occur on a seasonal basis:
  - changes in form and appearance
  - changes in location of living things • changes in activity: e.g., students should
  - recognize that many living things go into a dormant period during winter and survive under a blanket of snow as a seed, egg or hibernating animal
- production of young on a seasonal basis. 3. Identify human preparations for seasonal change and identify activities that are done on a seasonal basis.
- 4. Record observable seasonal changes over a period of time.

#### **Problem Solving through Technology**

#### **General Learner Expectations**

Students will:

- 1–3 Construct, with guidance, an object that achieves a given purpose, using materials that are provided.
- **Note:** Construction tasks will involve the use of a variety of materials to make models of familiar objects.

#### **Specific Learner Expectations**

Students will:

- Focus
- identify the problem or task: What structure do we need to make?

#### **Explore and Investigate**

- attempt, with guidance, one or more strategies to complete the task
- engage in all parts of the task
- identify materials used
- recognize and describe steps followed, based on independent activity, on directed activity and on observing the activity of others

Senses

3.

particular, our eyes and ears.

#### **Reflect and Interpret**

- describe the product of the activity, using pictures and oral language
- identify processes by which the product was made ٠
- identify how the product might be used.

#### **Building Things**

#### **General Learner Expectations** Students will:

1–7

- Construct objects and models of objects. using a variety of different materials. 1\_8
- Identify the purpose of different components in a personally constructed object or model, and identify corresponding components in a related object or model.

#### **Specific Learner Expectations**

Students will:

- 1. Select appropriate materials, such as papers, plastics, woods; and design and build objects, based on the following kinds of construction tasks:
  - construct model buildings; e.g., homes (human, animal, from other cultures), garages, schools
  - construct model objects; e.g., furniture, equipment, boats, vehicles
  - construct toys; e.g., pop-ups, figures
  - create wind- and water-related artifacts; e.g., dams, water wheels, boats.
- Identify component parts of personally 2. constructed objects, and describe the purpose of each part.
- 3. Compare two objects that have been constructed for the same purpose, identify parts in one object that correspond to parts in another, and identify similarities and differences between these parts.
- 4. Recognize that products are often developed for specific purposes, and identify the overall purpose for each model and artifact constructed.

# ATTITUDES

# Students will:

- curiosity
- inventiveness

#### **General Learner Expectation**

1–4 Demonstrate positive attitudes for the study of science and for the application of science in responsible ways.

#### **Specific Learner Expectations**

Students will show growth in acquiring and applying the following traits:

• confidence in personal ability to explore materials and learn by direct study

• perseverance: staying with an investigation over a sustained period of time • appreciation of the value of experience and careful observation

• a willingness to work with others and to consider their ideas

• a sense of responsibility for actions taken

• respect for living things and environments, and commitment for their care.

#### Needs of Animals and Plants

	neral Learner Expectations		neral Learner Expectations lents will:
1–9	Use the senses to make general and specific observations, and communicate observations orally and by producing captioned pictures.	1-1	1 Describe some common living things, and identify needs of those living things.
1–1	0 Describe the role of the human senses and the	Spe	cific Learner Expectations
	senses of other living things, in enabling	Stuc	lents will:
	perception and action.	1.	Observe, describe and compare living things.
		2.	Contrast living and nonliving things.
Spe	cific Learner Expectations	3.	Identify ways in which living things are valued; e.g., as
Stua	lents will:		part of a community of living things; as sources of
1.	Identify each of the senses, and explain how we use		food, clothing or shelter.
	our senses in interpreting the world.	4.	Classify some common local plants and animals into
2.	Identify ways that our senses contribute to our safety and quality of life.		groups on the basis of visible characteristics; e.g., adaptations for survival, such as claws, beaks, prickles
3.	Apply particular senses to identify and describe	5.	Identify examples of plants and animals that are
	objects or materials provided and to describe living		normally under human care (domesticated) and those
	things and environments. Students meeting this		that are normally independent of human care (wild).
	expectation will be able to describe characteristics,	6.	Identify the requirements of animals to maintain life;
	such as colour, shape, size, texture, smell and sound.		i.e., air, food, water, shelter, space; and recognize that
4.	Recognize the limitations of our senses, and identify		we must provide these for animals in our care.
	situations where our senses can mislead us; e.g.,	7.	Identify the requirements of plants to maintain life; i.e.
	feeling hot or cold, optical illusions, tasting with a		air, light, suitable temperature, water, growing
	plugged nose.		medium, space; and recognize that we must provide
5.	Recognize that other living things have senses, and		these for plants in our care.
	identify ways that various animals use their senses;	8.	Identify ways that land plants depend on soil.
	e.g., sensing danger, finding food, recognizing their	9.	Recognize that some plants and animals must adapt to
	own young, recognizing a potential mate.		extreme conditions to meet their basic needs; e.g.,
6.	Describe ways that people adapt to limited sensory		arctic and desert plants and animals.
	abilities or to the loss of a particular sense; e.g.,	10.	Give examples of ways in which animals depend on
	colour blindness, inability to see objects at close		plants and ways in which plants depend on animals;
	range.		e.g., particular plants may serve as a source of food
7.	Describe ways to take care of our sensory organs, in		and shelter, animals may help spread pollen and seeds.
	particular our avec and ears		

1.1 MY WORLD: HOME, SCHOOL AND COMMUNITY		MOVING FORWARD WITH THE PAST: MY FAMILY, MY HISTORY AND MY COMMUNITY	SKILLS	S AND PH
General Outcome	-		► DIME	NSIONS
Students will demonstrate an understanding and appreciation of		ral Outcome	Studen	nts will:
esteem are enhanced by their sense of belonging in their world		nts will demonstrate an understanding and appreciation of how changes over time have		
in a community contribute to the well-being, growth and vitalit communities.	affected affected affected	ed their families and influenced how their families and communities are today.	1.S.1	<ul> <li>develop</li> <li>exai</li> </ul>
communities.	Specif	ïc Outcomes		<ul> <li>choo</li> </ul>
Specific Outcomes				> con
	► Valı	ues and Attitudes		sou
Values and Attitudes	Stud	dents will:	1.S.2	develop
Students will:	1.2.1	appreciate how stories and events of the past connect their families and communities to		• reco
1.1.1 value self and others as unique individuals in relation	to their world:	the present:		<ul> <li>diffe</li> </ul>
• appreciate how belonging to groups and communities	enriches an individual's	<ul> <li>recognize how their families and communities might have been different in the past than they are today (CC, TCC)</li> </ul>		ago
<ul><li>identity (I)</li><li>appreciate multiple points of view, languages, culture</li></ul>	s and experiences within	<ul> <li>appreciate how the languages, traditions, celebrations and stories of their families, groups</li> </ul>	1.S.3	develop
their groups and communities (C, CC)	s and experiences within	and communities contribute to their sense of identity and belonging (CC, I, TCC)		• use
<ul> <li>demonstrate respect for their individual rights and the</li> </ul>		• recognize how their ancestors contribute to their sense of identity within their family and		• ask
<ul> <li>recognize and respect how the needs of others may be</li> </ul>		communities (TCC, I)		• unde
(C)		<ul> <li>appreciate people who have contributed to their communities over time (CC, I, TCC)</li> <li>recognize how diverse Aboriginal and Francophone communities are integral to Canada's</li> </ul>		<ul> <li>loca</li> </ul>
1.1.2 value the groups and communities to which they belo	ng:	character (CC, I)	1.S.4	domor
<ul> <li>demonstrate a willingness to share and cooperate with</li> </ul>		acknowledge and respect symbols of heritage and traditions in their family and	1.5.4	demons • colla
<ul> <li>appreciate how their actions might affect other people</li> </ul>	e and how the actions of	communities (CC, I, TCC)		prob
others might affect them (C)		wledge and Understanding		<ul> <li>appl</li> </ul>
<ul> <li>demonstrate a willingness to resolve issues and/or pro (C, PADM)</li> </ul>	· · · · · · · · · · · · · · · · · · ·			solv
<ul> <li>assume responsibility for their individual choices and</li> </ul>	actions (CC, I)	dents will:	► SOCIA	AL PART
	1.2.2			
Knowledge and Understanding		people of the past by exploring and reflecting upon the following questions for inquiry:	Studen	nts will:
Students will:		<ul> <li>How have changes affected my family over time (e.g., births, deaths, moves)? (CC, TCC)</li> <li>What is my family's past in our community? (CC, I, TCC)</li> </ul>	1.S.5	demons
1.1.3 examine how they belong and are connected to their w	vorld by exploring and	<ul> <li>In what ways has my community changed over time (e.g., original inhabitants, ancestors,</li> </ul>		buildin
reflecting upon the following questions for inquiry:	form by exploring and	generations, ways of life)? (CC, TCC)		<ul><li>cons</li><li>worl</li></ul>
<ul> <li>What different types of communities or groups do yo</li> </ul>		• How have changes over time affected their families and communities in the present?		envi
• What helps us to recognize different groups or comm	unities (e.g., landmarks,	(I, TCC)		• dem
<ul><li>symbols, colours, logos, clothing)? (CC)</li><li>In what ways do we belong to more than one group o</li></ul>	r community of the same	• In what ways have Aboriginal, Francophone and diverse cultural groups contributed to the origins and evolution of their communities over time? (CC, I, TCC)	1.5.6	1
• In what ways do we belong to more than one group o time? (CC, I)	r community at the same	<ul> <li>What connections do we have to the Aboriginal, Francophone and diverse cultures found</li> </ul>	1.S.6	develop citizens
<ul> <li>In what ways do we benefit from belonging to groups</li> </ul>	and communities?	in our communities? (CC, I, TCC)		<ul> <li>beha</li> </ul>
(C, CC, I)		• What are some examples of traditions, celebrations and stories that started in the past and		expe
<ul> <li>What are our responsibilities and rights at home, at so communities? (C, CC, I)</li> </ul>	chool, in groups and in	continue today in their families and communities? (CC, I, TCC)	▶ RESE/	ARCH F
				nts will:
			1.S.7	<ul> <li>apply the ask of the second second</li></ul>
				• com
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				➤ acc
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	(continued)			> pro
				dise drea
				<ul><li>drav</li><li>drav</li><li>mal</li></ul>
				► mai

GC

Global Connections

TCC Time, Continuity and Change

ER Economics and Resources

CC Culture and Community

LPP

The Land: Places and People

PADM Power, Authority and Decision Making

Strands:

ICT Outcomes

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### ROCESSES

### OF THINKING

#### p skills of critical thinking and creative thinking:

mine ideas and information from varied sources

- oose and justify a course of action
- mpare and contrast information from similar types of electronic arces

#### p skills of historical thinking:

ognize that some activities or events occur on a seasonal basis Ferentiate between activities and events that occurred recently and long

#### p skills of geographic thinking:

a simple map to locate specific areas within the school and nmunity

geographic questions, such as asking for directions

lerstand that globes and maps are visual representations of the world ate Canada on a globe or map

#### strate skills of decision making and problem solving:

laborate with others to devise strategies for decision making and blem solving

ly ideas and strategies to contribute to decision making and problem ving

#### **FICIPATION AS A DEMOCRATIC PRACTICE**

# strate skills of cooperation, conflict resolution and consensus

sider the ideas and suggestions of others

rk and play in harmony with others to create a safe and caring ironment

nonstrate a willingness to share space and resources

#### p age-appropriate behaviour for social involvement as responsible s contributing to their community, such as:

aviour in accordance with classroom, school and community pectations

#### OR DELIBERATIVE INQUIRY

#### the research process:

questions to make meaning of a topic

- npare and contrast information gathered
- vigate within an electronic document
- cess and retrieve appropriate information from electronic sources,
- nen available, for a specific inquiry
- pccess information from more than one source to retell what has been scovered
- aw conclusions from organized information
- ke predictions based on organized information

(continued)

continued	<i>d</i> )	(continued	l)
1.1.4	<ul> <li>determine what makes their communities thrive by exploring and reflecting upon the following questions for inquiry:</li> <li>In what ways do people cooperate in order to live together peacefully? (C, I)</li> <li>How do groups make decisions? (PADM)</li> <li>In what ways do people help one another at home, at school and in groups to ensure the vitality of their community? (C)</li> <li>How do our actions and decisions contribute to the well-being of groups and communities? (C, I, PADM)</li> <li>How does caring for the natural environment contribute to the well-being of our community? (C, LPP)</li> </ul>	► COMM Student 1.S.8	IUNICATI ts will: demonstra • interac • respon respect • listen t ≻ create
1.1.5	<ul> <li>distinguish geographic features in their own community from other communities by exploring and reflecting upon the following questions for inquiry:</li> <li>What are some familiar landmarks and places in my community? (CC, TCC)</li> <li>Why are these landmarks and places significant features of the community? (CC, I, TCC)</li> <li>What are some differences between rural and urban communities? (CC, LPP)</li> <li>Where is my community on a map or on a globe? (LPP)</li> </ul>	1.8.9	<ul><li>develop sk</li><li>identif</li></ul>

Core Concepts: Strands:

C Citizenship ER Economics and Resources

CC Culture and Community

Identity

LPP The Land: Places and People

- PADM Power, Authority and Decision Making
- GC Global Connections
- TCC Time, Continuity and Change

ICT Outcomes

# TION

#### strate skills of oral, written and visual literacy:

eract with others in a socially appropriate manner

- pond appropriately, verbally and in written forms, using language pectful of human diversity
- en to others in order to understand their point of view
- eate visual images using paint and draw programs

#### skills of media literacy:

ntify key words in a media presentation to determine the main idea

# HEALTH AND LIFE SKILLS

WELL	NESS CHOICES	RELA	TIONSHIP CHOICES	LIFE	LEARNING CHO
	<i>will</i> make responsible and informed choices to maintain health and to promote safety and others.		<i>s will</i> develop effective interpersonal skills that demonstrate responsibility, respect and n order to establish and maintain healthy interactions.		<i>uts will</i> use resources e tunities and challenges
Person	al Health	Unde	rstanding and Expressing Feelings	Lear	ning Strategies
Students	will:	Student	is will:	Studen	ıts will:
W-1.1	describe the health benefits of physical activity	R–1.1	recognize and demonstrate various ways to express feelings; e.g., verbal and nonverbal	L-1.1	demonstrate indepen
W-1.2	demonstrate positive hygiene and health care habits; e.g., habits to reduce germ transmission, habits for dental hygiene	R-1.2 R-1.3	identify physiological responses to feelings; e.g., being sad can make you tired identify positive and negative feelings associated with stress/change	L-1.2	explore different wa touching
W-1.3	identify the specific physical changes that occur during early childhood; e.g., dental changes	R–1.4	compare and contrast positive and negative nonverbal communication and associated feelings; e.g., positive and negative touches	L-1.3 L-1.4	
W-1.4	identify physical characteristics that make themselves both similar to and different from others	Intera	actions	Life	Roles and Career
W-1.5	recognize the importance of basic, healthy, nutritional choices to well-being of self; e.g., variety of food, drinking water, eating a nutritious breakfast	Student	is will:	Studen	ıts will:
W-1.6	determine safe and responsible use of various household/garage substances	R-1.5	identify the characteristics of being a good friend; e.g., consideration of feelings, kindness, listening	L-1.5	5
Safety	and Responsibility	R-1.6	examine how personal behaviour and attitudes can influence the feelings and actions of others; e.g., inviting others to join	L-1.6	community, includi
Students W–1.7	<i>will:</i> describe actions to use in unsafe or abusive situations; e.g., say no, get away, tell someone you trust and keep telling until someone believes you	R–1.7	demonstrate simple ways to resolve conflict, with limited adult assistance; e.g., agree to try to solve the problem		nteerism nts will:
W 10		Grou	p Roles and Processes	L-1.7	describe ways people
W-1.8	determine reasons for and apply safety rules at home and at school; e.g., demonstrate fire safety behaviours	Student	is will:	L-1.8	select and perform v
W-1.9 W-1.10	describe and apply appropriate street safety behaviours in the community; e.g., as a pedestrian, passenger, cyclist recognize community helpers, and identify how to seek their help; e.g., appropriate use of 911	R–1.8 R–1.9	work cooperatively with a partner; e.g., take turns, respect space and property of others recognize and accept individual differences within groups; e.g., one's own family		

# **GRADE 1 OUTCOMES**

# IOICES

s effectively to manage and explore life roles and career ges.

bendence in completing tasks and activities, when appropriate

ways to know, or come to know, new things; e.g., seeing, smelling,

decision-making process for an age-appropriate issue

recognize that setting goals helps accomplish tasks

### er Development

s, strengths and skills of self

vareness of the ways in which people perform responsibilities in the ding paid and unpaid work

ople volunteer in the school and in the community

volunteer tasks in the classroom

# PHYSICAL EDUCATION

General Outcome A	General Outcome B	General Outcome C	T
<ul> <li>Students will acquire skills through a variety of developmentally appropriate movement activities; dance, games, types of gymnastics, individual activities and activities in an alternative environment; e.g., aquaties and outdoor pursuits.</li> <li>Students will:</li> <li>Basic Skills—Locomotor; e.g., walking, running, hopping, jumping, leaping, rolling, skipping, galloping, climbing, sliding, propulsion through water</li> <li>A1–1 perform locomotor skills through a variety of activities</li> <li>Basic Skills—Nonlocomotor; e.g., turning, twisting, swinging, balancing, bending, landing, stretching, curling, hanging</li> <li>A1–3 perform nonlocomotor skills through a variety of activities</li> <li>Basic Skills—Manipulative: receiving; e.g., catching, collecting; retaining: e.g., dribbling, carrying, bouncing, trapping: sending; e.g., throwing, kicking, striking</li> <li>A1–5 demonstrate ways to receive, retain and send an object, using a variety of body parts and implements, individually and with others</li> <li>Application of Basic Skills in an Alternative Environment</li> <li>A1–7 demonstrate the basic skills in a variety of environments; e.g., tarmac activities</li> <li>Application of Basic Skills in Dance</li> <li>A1–9 demonstrate body and space awareness when performing space awareness games</li> <li>A1–10 demonstrate body and space awareness when performing space awareness games</li> <li>A1–10 demonstrate the basic skills in Games</li> <li>A1–10 demonstrate an understanding of basic rules and fair play for simple games</li> <li>Application of Basic Skills in Types of Gymnastics</li> <li>A1–12 demonstrate the basic skills in educational gymnastics; e.g., use of different body parts, types of effort, space and relationships</li> <li>Application of Basic Skills in Individual Activities</li> </ul>	<ul> <li>Students will understand, experience and appreciate the health benefits that result from physical activity.</li> <li>Students will:</li> <li>Functional Fitness</li> <li>B1-1 identify healthy nutritional habits</li> <li>B1-2 demonstrate ways to improve personal growth in physical abilities</li> <li>B1-3 experience and improve continued frequency of involvement in cardio-respiratory activities</li> <li>Body Image</li> <li>B1-4 recognize personal abilities while participating in physical activity</li> <li>Well-being</li> <li>B1-6 describe how physical activity makes you feel</li> <li>B1-7 recognize the changes that take place in the body during physical activity</li> <li>B1-8 understand the connections between physical activity and emotional well-being; e.g., feels good</li> </ul>	Students will interact positively with others. Students will: Communication C1-1 develop and demonstrate respectful communication skills appropriate to context Fair Play C1-3 identify and demonstrate etiquette and fair play Leadership C1-4 identify different roles in a variety of physical activities Teamwork C1-5 display a willingness to play cooperatively with others in large and small groups	

#### **General Outcome D**

Students will assume responsibility to lead an active way of life.

#### Students will:

#### Effort

- D1–1 show a willingness to participate regularly in short periods of activity with frequent rest intervals
- D1–2 demonstrate effort while participating in various activities

#### Safety

- D1–3 show a willingness to listen to directions and simple explanations
- D1–4 participate in safe warm-up and cool-down activities
- D1–5 move safely and sensitively through all environments; e.g., space awareness activities

#### **Goal Setting/Personal Challenge**

- D1–6 participate in a class activity with a group goal; e.g., walk a predetermined distance
- D1–7 try a challenging movement experience based on personal abilities

#### Active Living in the Community

- D1–8 identify and experience safe places to play in the community
- D1–9 make decisions to be active

	RESSION
Tresponses to visual forms in nature, designed objects and The velopment of imagery based on observations of the visual world. Torganization of images and their quanties in the effection of unified to the observations of the visual world.	f art materials a
<ul> <li>artworks.</li> <li>Students will core commonalities within classes of an antral objects or forms.</li> <li>A. Natural forms are related to the environment from which they belong.</li> <li>B. Natural torms are related to the environment from which they objects are non-store qualities in the convention from stars extended to accounce of the environment from which they objects are non-store qualities in the starse of an antroloc of objects matching.</li> <li>C. Natural torms dayle putterns und make patterns.</li> <li>D. Sudents will convention will to evaluate.</li> <li>S. Students will interpret artworks literally.</li> <li>A. Art take particular extra and be properlies of a convention.</li> <li>E. Aberizonal the convention of the proving of strate qualities in the extra and begics and forms.</li> <li>A. Art take proving the artification of the proving the strate qualities of appect and begics the properlies of the proving strate qualities of appect and begics are forms.</li> <li>B. Obsegined objects are made by people or machines.</li> <li>S. Students will interpret artworks literally.</li> <li>A. Art take artification and the contribute to the story it terms of the artworks on making.</li> <li>B. Artworks will artwork stilerally.</li> <li>A. Art take artwork contribute to the story it terms.</li> <li>C. Color and the different forms depending on the matching.</li> <li>C. All appects of colors on the interface the contribution will provable and the store of the proving of the proving the proving the origin to a composition.</li> <li>S. All appects of a artwork contribute to the story it terms of the store will appect and the store of the proving of the proving the store with the proving the store with the proving the store will appect and the store of the prime proving the store will appect the store with the proving the store will appect the store will appect the prime prime.</li> <li>C. Color and the prime prime to make the store will appect the store will appect the store will appect the store will a</li></ul>	<ul> <li>f art materials i</li> <li>f art materials i</li> <li>Students will ref</li> <li>A. Everyday a</li> <li>Special everyday a</li> <li>Students will il</li> <li>A. A narrative</li> <li>An origina</li> <li>Students will d</li> <li>A. Details, pa</li> <li>B. Details, pa</li> <li>Students will everyday a</li> <li>Students will everyday a</li> <li>Students will everyday a</li> <li>Students will construction.</li> <li>A. Outside stic creative mevisually.</li> <li>Students will d</li> <li>A. Plants and</li> <li>Environme</li> <li>C. Manufactu</li> <li>Fantasy</li> <li>People</li> <li>Students will u</li> <li>Lirect methods</li> <li>bhotography ar</li> <li>A. Drawing</li> <li>Use a v has its of</li> <li>Use dra broken,</li> <li>Use dra straight and free</li> <li>Make d</li> <li>Use dra straight and free</li> </ul>

# LEVEL ONE (GRADES 1 AND 2 OUTCOMES)

- ls as a vehicle or medium for saying something in a meaningful way. record or document activities, people and discoveries.
- y activities can be documented visually.
- events, such as field trips, visits and festive occasions can be recorded
- groups and people relationships can be recorded visually.
- dge gained from study or experimentation can be recorded visually. illustrate or tell a story.
- ive can be retold or interpreted visually.
- nal story can be created visually.
- decorate items personally created.
- patterns or textures can be added to two-dimensional works.
- patterns or textures can be added to the surface of three-dimensional
- express a feeling or a message.
- and moods can be interpreted visually.
- messages, beliefs and interests can be interpreted visually, or zed.
- create an original composition, object or space based on supplied
- stimulation from sources such as music, literature, photographs, film, movement, drama, television and computers can be interpreted
- develop themes, with an emphasis on personal concerns, based on: nd animals
- ment and places
- ctured or human-made things

- use media and techniques, with an emphasis on exploration and
- ds in drawing, painting, print making, sculpture, fabric arts,
- and technographic arts.
- variety of drawing media in an exploratory way to see how each one ts own characteristics.
- drawing tools to make a variety of lines-curved, straight, thick, thin, en, continuous.
- lrawing tools to make a variety of shapes—open, closed forms;
- ght, curved forms; geometric (rectangles, squares, circles and triangles) ree form.
- drawings from direct observation.
- drawing media in combination with other media such as painting, print ng or fabric.
- drawing to add details and textures, or to create pattern.
- a simple brush skills: holding and unloading the brush, applying paint, ing the brush.
- riment with the medium to explore its possibilities.
- primarily with tempera paint or tempera paint with additives, using brushes to paint.
- primary colours and lighten and darken colours.
- using experimental methods, including without a brush.
- directly without preliminary sketching.
- paint in combination with other media and techniques.
- e small group and/or large group murals.

(continued)

	(continued)
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#### Making

- se frottage (texture rubbings).
- lake lifts or transfers, using wax crayon or fabric crayon.
- xplore the use of print-making materials and the application of paint, sing brushes and rollers (brayers).
- Explore found object printing and the making of pattern through stamping. Use print-making images in making pictures or compositions. pture
- Take two- and three-dimensional assemblages from found materials. earn the care and handling of clay, and explore the modelling possibilities. Ise simple clay modelling techniques of rolling, pinching, adding, ressing, making coils, texturing.
- Create three-dimensional forms, using paper sculpture techniques of olding, scoring, cutting, curling, weaving, rolling, twisting, joining. Cast plaster of Paris relief sculptures in sand molds.
- ric Arts
- Decorate fabric, using print-making techniques of relief printing, stamping, tencilling.
- se collage techniques for picture making with fabric.
- Learn the basics of thread and needle manipulation, and use simple titchery (running stitch and blanket stitch) for decoration and picture naking.
- se a simple, handmade loom to weave plain or tabby pattern.
- raid wool or cloth strips to be used as enhancements.
- ie-dye using one colour of dye.
- se simple batik or resist dyeing using a safe resist such as flour and water aste, or margarine.
- ography and Technographic Arts
- ake advantage of the visual art implications of any available technological evice, and explore the potential of emerging technologies. Included at this evel:
- simple camera for documentation and sequencing of events
- overhead projector for experimenting with shapes, colours, compositions and the relating of a story using cutout shapes, real objects or drawings on acetate rolls
- computer software packages and devices, such as the light pen and the mouse, to explore, design and compose
- copying devices for recording images and textures
- slides: handmade using ink, crayon, acrylic paint or felt pen for exploring line and shape
- emerging technologies, as available and applicable.
- mploy technological media techniques, practices and capabilities to romote art understanding and create designs and compositions. Included t this level:
- storyboards to show a sequence of events
- roll movies to show sequence or tell a story
- different kinds of viewfinders to select and frame shots
- shadow puppets
- moving, changing, experimenting to obtain different effects, designs, compositions
- retaining copies of only that which is of particular interest
- photograms with found objects.

# MUSIC

#### **GENERAL LEARNER EXPECTATIONS**

Through the elementary music program, students will develop:

- enjoyment of music
- awareness and appreciation of a variety of music, including music of the many cultures represented in Canada •
- insights into music through meaningful musical activities •
- self-expression and creativity •
- musical skills and knowledge.

# **CONCEPTS**

#### Rhvthm

The student will understand that:

- Music may move to a steady beat.
- ٠ Music may move evenly or unevenly. --- or --- )
- Music is made up of long sounds, short sounds and silences.
- There are strong and weak beats in music.
- Long sounds, short sounds and silences may be grouped to ٠ form rhythm patterns.
  - Ta, ti–ti, rest =  $|\Box| \in$

### SKILLS

#### Listening

- The student will be able to:
- Distinguish environmental sounds: school, home, weather, animals, machines.
- Identify and compare sounds (musical and non-musical): high-low, loud-soft, short-long, slow-fast, up-down.
- Distinguish voice sounds.
- Distinguish among the sounds of common musical instruments.
- Be an attentive member of an audience.
- Understand and appreciate the effect of music that is high-low, loud-soft, short-long, slowfast, up-down.
- Be aware of and enjoy seasonal, holiday and ethnic music.
- Follow a story told by music.

#### ATTITUDES

An enjoyment of music, that is neither trivial nor transient, should permeate the entire music program so that a lasting delight in music is created. If there is no enjoyment in the music program, all the other values will be lost.

Positive attitudes toward music are fostered by success in singing, playing instruments, listening, moving, reading (and writing) and creating music.

# **OPTIONAL SUBJECT AREAS**

Drama: For Grade 1 outcomes in Drama, please refer to the Fine Arts section of the Program of Studies: Elementary Schools.

Languages Other than English: Please refer to the Program of Studies: Elementary Schools for Grade 1 outcomes in the following other languages programs:

- Français
- French Language Arts
- French as a Second Language
- Ukrainian Language Arts
- Blackfoot Language and Culture Program
- Cree Language and Culture Program

#### Melody

The student will understand that:

- Sounds may be high or low.
- to low, or stay the same.
- A melody is made up of sounds organized in patterns.
- Melodies are based on scales: major, minor and pentatonic (5-tone).

#### Harmony

The student will understand that:

- Two or more sounds can occur simultaneously.
- Melodies may be accompanied by harmony

•

#### Form

- The student will understand that:
- Music can be organized into section different.
- A section may be repeated (verse,
- Music is organized into phrases.

- The student will be able to:
- Mime animals, machines and other sounds. • Move to the beat in music through walking,
- as appropriate to the psychomotor development of the students.
- Respond to beat through action and simple body percussion.
- Perform simple action songs and singing games
- Improvise movement for high-low, loudsoft, short–long, slow–fast.
- Respond to music through movement in an individual manner.

# Singing

The student will be able to:

- Distinguish between children's speaking and singing voices.
- Respond to tone matching and echo games. ٠
- Respond to so-mi hand signals. • Respond to hand signals for so-mi-la.
- Sing, in tune, many rhythmic and melodic . songs, singing games and action songs.
- Experience singing alone and in a group.
- Sing accurately in unison.
- Respond appropriately and with confidence to a conductor's signals.

#### **Playing Instruments** The student will be able to:

- Explore the sound of various musical instruments.
- Play a steady beat using rhythm instruments.

these to instruments.

• Discover that some instruments play low notes and some play high notes. Echo rhythm patterns. •

body percussion and movement (beat,

accent, rhythm patterns) and transfer

Accompany songs, stories and poems

with appropriate instrumental effects.

Play rhythm instruments correctly.

• Accompany singing with appropriate ٠

•

 $| \square \in$ 

- large charts.
- of "so-mi", "so-mi-la".
- Build "so-mi-la" patterns on a simple staff. Read repeat signs, p (soft) and f (loud).

- Sounds are also in the middle. A sequence of sounds may move from low to high, high

Moving

running, hopping, galloping and skipping,

	<b>Expression</b> The student will understand that:
ons—alike or	• The beat in music may be fast or slow (tempo).
	• Music may be soft (p) or loud (f), dynamics.
chorus).	<ul> <li>Music may express our feelings.</li> </ul>
	• Musical instruments have different tonal qualities.
	The human voice has different tonal qualities.
	<ul> <li>Music reflects our feelings about holidays, seasons, our country and cultural heritage.</li> </ul>
	• The words of a song are very important to the understanding of the song (text).

# **Reading and Writing**

The student will be able to: Recognize "ta" and "ti-ti" rhythm patterns.

Recognize the following rhythm patterns on large charts, and follow from left to right:

- Echo clap and chant written rhythm patterns. Draw "stick" rhythm patterns on paper. Respond to simple instrumental scores on
- Respond to hand signals and staff notation

#### Creating

The student will be able to:

- Use suitable sound effects for poems and songs.
- Use instruments to create sounds of high-low, loud-soft, slow-fast, short-long, up-down.
- Create singing "conversations" (tone matching).

# **GRADE 1 OUTCOMES**

# **INFORMATION AND COMMUNICATION TECHNOLOGY (ICT)**

Communicating, Inquiring, Decision Making and Problem Solving	Foundational Operations, Knowledge and Concepts	Processes for Produ
<b>General Outcome C1</b> Students will access, use and communicate information from a variety of technologies.	General Outcome F1 Students will demonstrate an understanding of the nature of technology.	General Outcome P1 Students will compose, r
<ul> <li>Specific Outcomes</li> <li>1.1 access and retrieve appropriate information from electronic sources for a specific inquiry</li> <li>1.2 process information from more than one source to retell what has been discovered</li> </ul>	<ul> <li>Specific Outcomes</li> <li>1.1 identify techniques and tools for communicating, storing, retrieving and selecting information</li> <li>1.2 apply terminology appropriate to the technologies being used at this division level</li> </ul>	Specific Outcomes 1.1 create original te understanding of 1.2 edit complete se
General Outcome C2 Students will seek alternative viewpoints, using information technologies.	<ul> <li>appry commongly appropriate to the technologies being used at this division rever</li> <li>demonstrate an understanding that the user manages and controls the outcomes of technology</li> </ul>	General Outcome P2
Specific Outcome1.1 [no outcomes for this division]	General Outcome F2 Students will understand the role of technology as it applies to self, work and society.	Students will organize an Specific Outcome 1.1 read information
<b>General Outcome C3</b> Students will critically assess information accessed through the use of a variety of technologies.	Specific Outcomes1.1identify technologies used in everyday life1.2describe particular technologies being used for specific purposes	General Outcome P3 Students will communica
Specific Outcome 1.1 compare and contrast information from similar types of electronic sources General Outcome C4	General Outcome F3 Students will demonstrate a moral and ethical approach to the use of technology.	Specific Outcomes 1.1 access images, s 1.2 create visual ima
Students will use organizational processes and tools to manage inquiry. Specific Outcomes	Specific Outcomes           1.1         demonstrate courtesy and follow classroom procedures when making appropriate use of computer technologies	1.2 create visual ina audiences and pu 1.3 access sound clip
<ul> <li>1.1 follow a plan to complete an inquiry</li> <li>1.2 formulate new questions as research progresses</li> <li>1.3 organize information from more than one source</li> </ul>	<ul> <li>1.2 work collaboratively to share limited resources</li> <li>1.3 demonstrate appropriate care of technology equipment</li> <li>1.4 recognize and acknowledge the ownership of electronic material</li> </ul>	General Outcome P4 Students will integrate va
General Outcome C5 Students will use technology to aid collaboration during inquiry.	1.5       use appropriate communication etiquette         General Outcome F4	Specific Outcomes 1.1 integrate text and 1.2 balance text and
Specific Outcome 1.1 share information collected from electronic sources to add to a group task	Students will become discerning consumers of mass media and electronic information. Specific Outcome	General Outcome P5 Students will navigate an
General Outcome C6 Students will use technology to investigate and/or solve problems.	<ul> <li>1.1 compare similar types of information from two different electronic sources</li> <li>General Outcome F5</li> <li>Students will practise the concepts of ergonomics and safety when using technology.</li> </ul>	Specific Outcomes 1.1 navigate within 1.2 access hyperlink
<ul> <li>Specific Outcomes</li> <li>1.1 identify a problem within a defined context</li> <li>1.2 use technology to organize and display data in a problem-solving context</li> </ul>	Specific Outcomes         1.1       demonstrate proper posture when using a computer	General Outcome P6 Students will use commu
<ul> <li>1.3 use technology to support and present conclusions</li> <li>General Outcome C7</li> <li>Students will use electronic research techniques to construct personal knowledge and meaning.</li> </ul>	<ul><li>1.2 demonstrate safe behaviours when using technology</li><li>General Outcome F6</li><li>Students will demonstrate a basic understanding of the operating skills required in a variety of</li></ul>	Specific Outcomes 1.1 compose a mess 1.2 communicate ele
<ul> <li>Specific Outcomes</li> <li>1.1 develop questions that reflect a personal information need</li> <li>1.2 summarize data by picking key words from gathered information and by using jottings, point form or retelling</li> </ul>	<ul> <li>technologies.</li> <li>Specific Outcomes</li> <li>1.1 perform basic computer operations, which may vary by environment, including powering up, inserting disks, moving the cursor, clicking on an icon, using pull-down menus,</li> </ul>	
<ul> <li>point form or retelling</li> <li>1.3 draw conclusions from organized information</li> <li>1.4 make predictions based on organized information</li> </ul>	<ul> <li>up, inserting disks, moving the cursor, clicking on an icon, using pull-down menus, executing programs, saving files, retrieving files, printing, ejecting disks and powering down</li> <li>1.2 use proper keyboarding techniques for the home row, enter, space bar, tab, backspace, delete and insertion-point arrow keys</li> <li>1.3 operate basic audio and video equipment, including inserting, playing, recording and ejecting media</li> </ul>	

Note: The ICT curriculum is not intended to stand alone as a course but rather to be infused within core courses and programs.

# **DIVISION 1 OUTCOMES**

### oductivity

se, revise and edit text.

al text, using word processing software, to communicate and demonstrate ng of forms and techniques e sentences, using such features of word processing as cut, copy and paste

e and manipulate data.

ation from a prepared database

nicate through multimedia.

es, such as clip art, to support communication images by using such tools as paint and draw programs for particular nd purposes

l clips or recorded voice to support communication

e various applications.

and graphics to form a meaningful message and graphics for visual effect

e and create hyperlinked resources.

thin a document, compact disc or other software program that contains links rlinked sites on an intranet or the Internet

nmunication technology to interact with others.

nessage that can be sent through communication technology e electronically with people outside the classroom