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# ENGLISH LANGUAGE ARTS

General Outcome 1: Students will listen, speak, read, write, view and represent to explore thoughts, ideas, feelings and experiences.	General Outcome 2: Students will listen, speak, read, write, view and represent to comprehend and respond personally and critically to oral, print and other media texts.	General Outcome 3: Students will listen, speak, read, write, view and represent to manage ideas and information.	General Outcome 4: Students will listen, speak, read, write, w represent to enhance the clarity and art communication.
1.1 Discover and Explore	2.1 Use Strategies and Cues	3.1 Plan and Focus	4.1 Enhance and Improve
<ul> <li>Express ideas and develop understanding</li> <li>contribute relevant ideas and information from personal experiences to group language activities</li> <li>talk about how new ideas and information have changed previous understanding</li> <li>express or represent ideas and feelings resulting from activities or experiences with oral, print and other media texts</li> </ul>	<ul> <li>Use prior knowledge</li> <li>use knowledge of how oral and written language is used in a variety of contexts to construct and confirm meaning</li> <li>connect personal experiences and knowledge of words, sentences and story patterns from previous reading experiences to construct and confirm meaning</li> <li>use knowledge of the organizational structures of print and stories, such as book covers, titles, pictures and typical beginnings, to construct and confirm meaning</li> </ul>	<ul> <li>relate personal knowledge to ideas and information in oral, print and other media texts</li> <li>ask questions to determine the main idea of oral, print and other media texts</li> <li>Determine information needs</li> <li>ask questions to focus on particular aspects of topics for own investigations</li> <li>Plan to gather information</li> </ul>	<ul> <li>Appraise own and others' work</li> <li>identify features that make own or peers' or other media texts interesting or appealing</li> <li>Revise and edit</li> <li>revise words and sentences to improve seques missing information</li> <li>check for capital letters, punctuation at the essentences and errors in spelling</li> </ul>
<ul> <li>Experiment with language and forms</li> <li>use a variety of forms of oral, print and other media texts to organize and give meaning to experiences, ideas and information</li> <li>Express preferences</li> <li>explain why particular oral, print or other media texts are personal favourites</li> <li>Set goals</li> <li>recognize and talk about developing abilities as readers, writers and illustrators</li> <li>1.2 Clarify and Extend</li> </ul>	<ul> <li>Use comprehension strategies</li> <li>use knowledge of oral language to predict words when reading stories and poems</li> <li>apply a variety of strategies, such as asking questions, making predictions, recognizing relationships among story elements and drawing conclusions</li> <li>identify the main idea or topic and supporting details of simple narrative and expository texts</li> <li>identify by sight an increasing number of high frequency words and familiar words from favourite books</li> <li>read aloud with fluency, accuracy and expression</li> <li>figure out, predict and monitor the meaning of unfamiliar words to make sense of reading, using cues such as pictures, context, phonics, grammatical awareness and background knowledge</li> </ul>	<ul> <li>recall and follow directions for accessing and gathering ideas and information</li> <li>3.2 Select and Process</li> <li>Use a variety of sources</li> <li>find information on a topic, using a variety of sources, such as simple chapter books, multimedia resources, computers and elders in the community</li> <li>Access information</li> <li>use text features, such as table of contents, key words, captions and hot links, to access information</li> <li>use given categories and specific questions to find information in oral, print and other media texts</li> <li>use the library organizational system to locate</li> </ul>	<ul> <li>Enhance legibility</li> <li>print legibly and efficiently, forming letters size and shape, and spacing words appropriately</li> <li>use margins and spacing appropriately</li> <li>explore and use the keyboard to compose and</li> <li>Expand knowledge of language</li> <li>develop categories of words associated with and topics of interest</li> <li>use knowledge of word patterns, word comb parts of words to learn new words</li> <li>Enhance artistry</li> <li>choose words, language patterns, illustration to create a variety of effects in oral, print and topics</li> </ul>
<ul> <li>Consider the ideas of others</li> <li>connect own ideas and experiences with those shared by others</li> <li>Combine ideas</li> <li>record ideas and information in ways that make sense</li> <li>Extend understanding</li> <li>find more information about new ideas and topics</li> </ul>	<ul> <li>Use textual cues</li> <li>preview book covers and titles; look for familiar words, phrases and story patterns to assist with constructing and confirming meaning</li> <li>use predictable phrases and sentence patterns, and attend to capital letters, periods, question marks and exclamation marks to read accurately, fluently and with comprehension during oral and silent reading</li> <li>Use phonics and structural analysis</li> <li>apply phonic rules and generalizations to read unfamiliar words in context</li> <li>apply knowledge of long and short vowel sounds to read unfamiliar words in context</li> <li>use knowledge of word parts, contractions and compound words to read unfamiliar words in context</li> <li>associate sounds with some vowel combinations, consonant blends and digraphs, and letter clusters to read unfamiliar words in context</li> <li>but words in alphabetical order by first letter</li> <li>use pictionaries and personal word books to confirm the spellings or locate the meanings of unfamiliar words in oral, print and other media texts</li> </ul>	<ul> <li>Evaluate sources</li> <li>recognize when information answers the questions asked</li> <li>3.3 Organize, Record and Evaluate</li> <li>Organize information <ul> <li>categorize related ideas and information, using a variety of strategies, such as finding significant details and sequencing events in logical order</li> <li>produce oral, print and other media texts with introductions, middles and conclusions</li> </ul> </li> <li>Record information <ul> <li>record key facts and ideas in own words; identify titles and authors of sources</li> </ul> </li> <li>Evaluate information <ul> <li>examine gathered information to decide what information to share or omit</li> </ul> </li> <li>3.4 Share and Review</li> </ul> <li>Share ideas and information <ul> <li>share, with familiar audiences, ideas and information on topics</li> <li>clarify information by responding to questions</li> </ul> </li> <li>Review research process <ul> <li>answer questions, such as "What did I do that worked well?" to reflect on research experiences</li> </ul> </li>	<ul> <li>4.2 Attend to Conventions</li> <li>Attend to grammar and usage <ul> <li>write complete sentences, using capital lette periods</li> <li>use connecting words to join related ideas in</li> <li>identify nouns and verbs, and use in own wr</li> <li>identify adjectives and adverbs that add inte detail to stories</li> </ul> </li> <li>Attend to spelling <ul> <li>use phonic knowledge and skills and visual spell words of more than one syllable, high irregular words and regular plurals in own w</li> <li>use phonic knowledge and skills and visual attempt spelling of unfamiliar words in own w</li> <li>use the conventional spelling of common we necessary for the efficient communication o writing</li> </ul> </li> <li>Attend to capitalization and punctuation <ul> <li>use periods and question marks, appropriate punctuation in own writing</li> <li>use commas after greetings and closures in fletters and to separate words in a series in or</li> <li>identify commas and apostrophes when react them to assist comprehension</li> </ul> </li> </ul>

riew and istry 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
al, print or	<ul> <li>Appreciate diversity</li> <li>discuss the experiences and traditions of various communities portrayed in oral, print and other media texts</li> <li>ask for and provide clarification and elaboration of stories and ideas</li> </ul>
nd of	Relate texts to culture • discuss similarities and differences in settings.
	characters and events in oral, print and other media texts from various communities
of consistent tely d revise text	<ul> <li>Celebrate accomplishments and events</li> <li>participate in shared language experiences to acknowledge and celebrate individual and class accomplishments</li> </ul>
experiences inations and	<ul> <li>Use language to show respect</li> <li>adjust own language use according to the context, purpose and audience</li> </ul>
	5.2 Work within a Group
s or sounds d other media	<ul> <li>Cooperate with others</li> <li>work in a variety of partnerships and group structures</li> <li>identify ways that class members can help each other</li> </ul>
rs and	<ul> <li>Work in groups</li> <li>contribute relevant information and questions to extend group understanding of topics and tasks</li> <li>stay on topic during class and group discussions</li> </ul>
a sentence iting rest and	<ul> <li>Evaluate group process</li> <li>recognize own and others' contributions to group process</li> </ul>
memory to frequency riting memory to writing ords f ideas in	
e beginning	
ly, as end	
riendly vn writing ing, and use	
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2.2 Respond to Texts	4.3 Present and Share
<ul> <li>Experience various texts</li> <li>engage in a variety of shared and independent listening, reading and viewing experiences, using oral, print and other media texts from a variety of cultural traditions and genres, such as legends, video programs, puppet plays, songs, riddles and informational texts</li> <li>identify favourite kinds of oral, print and other media texts</li> <li>model own oral, print and other media texts on familiar</li> </ul>	<ul> <li>Present information</li> <li>present ideas and information by combining i and written texts</li> <li>Enhance presentation</li> <li>clarify ideas and information presented in ow and other media texts, by responding to quest comments</li> </ul>
<ul> <li>respond to mood established in a variety of oral, print and other media texts</li> <li>Construct meaning from texts</li> <li>connect situations portrayed in oral, print and other media texts to personal and classroom experiences</li> <li>retell the events portrayed in oral, print and other media texts in sequence</li> <li>suggest alternative endings for oral, print and other media texts</li> </ul>	<ul> <li>Use effective oral and visual communication</li> <li>speak in a clear voice, with appropriate volum understandable pace and with expression</li> <li>Demonstrate attentive listening and viewing</li> <li>ask relevant questions to clarify understanding have information explained</li> <li>show enjoyment and appreciation during lister universe activities</li> </ul>
<ul> <li>discuss, represent or write about interesting or important aspects of oral, print and other media texts</li> <li>express thoughts or feelings related to the events and characters in oral, print and other media texts</li> </ul> Appreciate the artistry of texts	viewing activities
<ul> <li>identify and use words and sentences that have particular emotional effects</li> <li>identify words in oral, print and other media texts that create clear pictures or impressions of sounds and sights</li> <li>2.3 Understand Forms Elements and Techniques</li> </ul>	
<ul> <li>Understand forms and genres</li> <li>recognize that ideas and information can be expressed in a variety of oral, print and other media texts</li> <li>identify and explain the use of various communication technologies</li> </ul>	
<ul> <li>Understand techniques and elements</li> <li>identify main characters, places and events in a variety of oral, print and other media texts</li> <li>identify how pictures, illustrations and special fonts relate to and enhance print and other media texts</li> </ul>	
<ul> <li>demonstrate interest in the sounds of words and word combinations in pattern books, poems, songs, and oral and visual presentations</li> </ul>	
<ul> <li>2.4 Create Original Text</li> <li>Generate ideas</li> <li>use own and respond to others' ideas to create oral, print and other media texts</li> </ul>	
<ul> <li>Elaborate on the expression of ideas</li> <li>add descriptive words to elaborate on ideas and create particular effects in oral, print and other media texts</li> <li>Structure texts</li> </ul>	
<ul> <li>create narratives that have beginnings, middles and ends; settings; and main characters that perform actions</li> <li>use traditional story beginnings, patterns and stock characters in own oral, print and other media texts</li> </ul>	

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# MATHEMATICS

Strand: Number (Number Concepts)	<b>Strand: Patterns and Relations (Patterns)</b> Students will:	<b>Strand: Shape and Space (Measurement)</b> <i>Students will:</i>
<ul> <li>use numbers to describe quantities</li> <li>represent numbers in multiple ways</li> </ul>	• use patterns to describe the world and to solve problems.	describe and compare everyday phenomena, using either direct or indirect measurement.
<b>General Outcome</b> Recognize and apply whole numbers up to 1000, and explore fractions (halves, thirds and quarters).	<b>General Outcome</b> Identify, create, describe and translate numerical and non- numerical patterns arising from daily experiences in the school and on the playground.	<b>General Outcome</b> Estimate, measure and compare, using standard units for length and primarily nonstandard units for other measures.
<ul> <li>Specific Outcomes</li> <li>Count to 1000 by 1s, 2s, 5s and 10s, and to 100 by 25s, using starting points that are multiples of 1, 2, 5, 10 and 25 respectively. [C, CN]</li> <li>Estimate, then count the number of objects in a set (0 to 100), and compare the estimate with the actual number. [C, E, PS, R]</li> <li>Recognize, build, compare and order sets that contain 0 to 100 elements. [V]</li> <li>Represent and describe numbers to 100 in a variety of ways. [C, PS, R, V]</li> <li>Demonstrate, concretely and pictorially, place value concepts to give meaning to numbers up to 100. [C, R, V]</li> <li>Read and write numerals to 100. [C, CN]</li> <li>Read and write number words to 20. [C, CN, V]</li> <li>Use ordinal numbers to 31. [C]</li> <li>Explore the representation of numerals (0 to 100), using a calculator or a computer to display numerals. [PS, R, T]</li> <li>Demonstrate if a number from 1 to 100 is even or odd. [C, CN]</li> <li>Illustrate and explain halves, thirds and fourths as part of a region or a set. [C, R, V]</li> </ul>	<ol> <li>Specific Outcomes         <ol> <li>Sort objects and shapes, using one or two attributes. [CN, PS, V]</li> <li>Identify attributes and rules in presorted sets. [C, R]</li> <li>Identify and describe patterns, including numerical and non-numerical patterns. [C, CN, PS]</li> <li>Create, extend and describe patterns, including numerical and non-numerical patterns. [C, PS, T, V]</li> <li>Translate patterns from one mode to another: manipulatives, diagrams, charts, calculators, words, symbols. [C, CN, T, V]</li> </ol> </li> </ol>	<ul> <li>Specific Outcomes <ol> <li>Construct items of specific lengths (cm, dm, m). [E, V]</li> <li>Select the most appropriate standard unit (cm, dm, m) to measure a length.</li> <li>[E, V]</li> <li>Estimate, measure, record, compare and order objects by length, height and distance around, using standard units (cm, dm, m). [E, PS]</li> <li>Estimate, measure, record and compare the area of shapes, using nonstandard units. [E, PS]</li> <li>Construct a shape given a specific area in nonstandard units. [PS, V]</li> <li>Estimate, measure, record, compare and order the capacity of containers, using nonstandard units. [E, PS]</li> <li>Estimate, measure, record, compare and order the mass (weight) of objects, using nonstandard units. [E, PS]</li> <li>Estimate, measure, record, compare and order the mass (weight) of objects, using nonstandard units. [E, PS]</li> <li>Recognize that the size and shape of an object does not necessarily determine its mass (weight). [CN]</li> <li>Estimate and measure the passage of time related to minutes and hours. [E]</li> <li>Select the most appropriate standard unit to measure a given period of time. [E, R]</li> <li>Name, in order, the months of the year. [C]</li> <li>Relate the number of days to a week, months to a year, minutes to an hour, hours to a day. [CN]</li> <li>Read the date on a calendar. [C]</li> <li>Use a thermometer to determine rising and falling temperatures. [CN]</li> <li>Create equivalent sets of coins, using pennies, nickels and dimes, up to \$1 in value. [PS, R]</li> <li>Estimate, count and record, using the cents symbol only, the value of collections of coins up to \$1. [E]</li> <li>Recognize and state the value, in cents, of a quarter, a dollar and bills to \$10. [C]</li> </ol> </li> </ul>
<ul> <li>Strand: Number (Number Operations)</li> <li>Students will:</li> <li>demonstrate an understanding of and proficiency with calculations</li> <li>decide which arithmetic operation or operations can be used to solve a problem and then solve the problem.</li> </ul>		<ul> <li>Strand: Shape and Space (3-D Objects and 2-D Shapes)</li> <li>Students will:</li> <li>describe the characteristics of 3-D objects and 2-D shapes, and analyze the relationships among them.</li> </ul>
<b>General Outcome</b> Apply a variety of addition and subtraction strategies on whole numbers to 100, and use these operations in solving problems.		General Outcome         Name, describe and construct a variety of 3-D objects and 2-D shapes.         Specific Outcomes         18. Explore faces, vertices and edges of 3-D objects. [R]         19. Identify, neme and describe gravitie 3 D objects as:
<ul> <li>Specific Outcomes</li> <li>13. Use manipulatives, diagrams and symbols to demonstrate and describe the processes of addition and subtraction of numbers to 100. [C, R, V]</li> <li>14. Apply and explain multiple strategies to determine sums and differences on 2-digit numbers, with and without regrouping. [C, PS, R]</li> </ul>		<ul> <li>identity, name and describe spectric 3-D objects as:</li> <li>cubes</li> <li>cylinders</li> <li>spheres</li> <li>pyramids.</li> <li>cones</li> <li>[C]</li> <li>20. Build a skeleton of a 3-D object, and describe how the skeleton relates to the object. [E, PS, V]</li> <li>21. Build and rearrange a pattern, using a set of 2-D shapes. [E, PS, V]</li> <li>22. Match and make identical (congruent) 2-D shapes. [PS, T, V]</li> </ul>
<b>General Outcome</b> Use an appropriate calculation strategy or technology to solve problems.		<ul> <li>Strand: Shape and Space (Transformations)</li> <li>Students will:</li> <li>perform, analyze and create transformations.</li> </ul>
<ul> <li>Specific Outcomes</li> <li>15. Apply a variety of estimation and mental mathematics strategies to addition and subtraction problems. [E, PS, T]</li> <li>16. Recall addition and subtraction facts to 10. [E]</li> <li>17. Demonstrate the processes of multiplication and division, using manipulatives and diagrams. [C, PS, V]</li> </ul>		General Outcome         Apply positional language, orally and in writing, to communicate motion.         Specific Outcomes         23. Communicate and apply positional language in oral, written or numerical form.         [C]         24. Create symmetrical 2-D shapes by folding and reflecting. [PS, V]

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Problem Solving [PS]

#### **Strand: Statistics and Probability (Data Analysis)** *Students will:*

• collect, display and analyze data to make predictions about a population.

### **General Outcome**

Collect, display and describe data, independently, based on first-hand information.

### Specific Outcomes

- 1. Formulate the questions and categories for data collection, and actively collect first-hand information. [C, PS, R]
- 2. Choose an appropriate recording method, such as tally marks, to collect data. [R]
- 3. Organize data, using such graphic organizers as diagrams, charts and lists. [CN, PS]
- 4. Construct and label concrete/object graphs, pictographs and bar graphs. [PS, V]
- 5. Discuss data, and draw and communicate appropriate conclusions. [C, R]
- 6. Generate new questions from displayed data. [C, R]

# Strand: Statistics and Probability (Chance and Uncertainty)

### Students will:

• use experimental or theoretical probability to represent and solve problems involving uncertainty.

## **General Outcome**

Use simple experiments, designed by others, to illustrate chance.

### Specific Outcomes

- 7. Describe the likelihood of an outcome, using such terms as likely, unlikely, expect, probably. [C, R]
- 8. Make a prediction based on a simple probability experiment. [E, PS]

# **SCIENCE**

# SKILLS

#### **Science Inquiry**

#### **General Learner Expectations**

Students will:

- 2–1 Investigate, with guidance, the nature of things, demonstrating an understanding of the procedures followed.
- 2–2 Recognize pattern and order in objects and events studied; and, with guidance, record procedures and observations, using pictures and words; and make predictions and generalizations, based on observations.

#### **Specific Learner Expectations**

# Students will:

Focus

- ask questions that lead to exploration and investigation
- identify one or more possible answers to questions asked by themselves and others. Ideas may take the form of predictions and hypotheses

#### **Explore and Investigate**

- manipulate materials and make observations that are relevant to questions asked
- carry out simple procedures identified by others
- identify materials used and how they were used
- use, with guidance, print and other sources of information provided. Sources may include library, classroom, community and computer-based resources

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#### **Reflect and Interpret**

- describe what was observed, using captioned pictures and oral language
- describe and explain results; explanations may reflect an early stage of concept development
- identify applications of what was learned
- identify new questions that arise from the investigation.

### UNDERSTANDINGS

#### **Exploring Liquids**

**General Learner Expectations** 

Students will:

- 2–5 Describe some properties of water and other liquids, and recognize the importance of water to living and nonliving things.
- 2-6 Describe the interaction of water with different materials, and apply that knowledge to practical problems of drving, liquid absorption and liquid containment.

#### **Specific Learner Expectations**

Students will:

- 1. Recognize and describe characteristics of liquids:
- recognize and describe liquid flow
- describe the shape of drops
- describe the surface of calm water.
- 2. Compare water with one or more other liquids, such as cooking oil, glycerine or water mixed with liquid detergent. Comparisons may be based on characteristics, such as colour, ease of flow, tendency of drops to form a ball shape (bead), interactions with other liquids and interactions with solid materials.
- Compare the amount of liquid absorbed by different materials; e.g., students should recognize that some forms of paper are very absorbent but other forms of paper are not.

#### **Buoyancy and Boats General Learner Expectations** Students will:

Construct objects that will float on and move through 2–7 water, and evaluate various designs for watercraft.

#### Specific Learner Expectations

Students will:

- 1. Describe, classify and order materials on the basis of their buovancy. Students who have achieved this expectation will distinguish between materials that sink in water and those that float. They will also be aware that some "floaters" sit mostly above water, while others sit mostly below water. The terms buoyancy and density may be introduced but are not required as part of this learning expectation.
- 2. Alter or add to a floating object so that it will sink, and alter or add to a nonfloating object so that it will float.
- 3. Assemble materials so they will float, carry a load and be stable in water.
- 4. Modify a watercraft to increase the load it will carry.
- 5. Modify a watercraft to increase its stability in water.
- 6. Evaluate the appropriateness of various materials to the construction of watercraft, in particular:
  - the degree to which the material is waterproof (not porous)
- the ability to form waterproof joints between parts
- the stiffness or rigidity of the material
- the buoyancy of the material.
- 7. Develop or adapt methods of construction that are appropriate to the design task.

# **Problem Solving through Technology**

#### **General Learner Expectations**

- Students will:
- 2-3 Construct, with guidance, an object that achieves a given purpose, using materials that are provided.
- **Note**: *Construction tasks will involve building objects that float and are stable in water.*

#### **Specific Learner Expectations**

Students will: Focus

• identify the purpose of the object to be constructed: What structure do we need to make? What does it need to do?

#### **Explore and Investigate**

- attempt, with guidance, a variety of strategies to complete tasks
- identify steps followed in constructing the object and in testing it to see if it works
- engage in all parts of the task and allow others to make their contributions
- identify materials used and how they were used
- use, with guidance, print and other sources of information provided. Sources may include library, classroom, community and computer-based resources

#### **Reflect and Interpret**

- communicate results of construction activities, using oral language, captioned pictures and simple graphs (pictographs and bar graphs)
- describe the product and describe and explain the processes by which it was made
- identify applications for the product that was made.

### Magnetism

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

2–8 Describe the interaction of magnets with other magnets and with common materials.

## **Specific Learner Expectations**

Students will:

- 1. Identify where magnets are used in the environment and why they are used.
- 2. Distinguish materials that are attracted by a magnet from those that are not.
- 3. Recognize that magnets attract materials with iron or steel in them; and given a variety of metallic and nonmetallic objects, predict those that will be attracted by a magnet.
- 4. Recognize that magnets have polarity, demonstrate that poles may either repel or attract each other, and state a rule for when poles will repel or attract each other.
- 5. Design and produce a device that uses a magnet.
- 6. Demonstrate that most materials are transparent to the effects of a magnet. A magnetic field will pass through such materials, whereas other materials interact with a magnet.
- 7. Compare and measure the strength of magnets.

#### Hot and Cold Temperature **General Learner Expectations** Students will:

2–9 Recognize the effects of heating a and identify methods for heating

#### **Specific Learner Expectations** Students will:

- 1. Describe temperature in relative terms expressions, such as hotter than, colde
- 2. Measure temperature in degrees Celsin
- 3. Describe how heating and cooling mat often change them: e.g., melting and f cooking, burning.
- Identify safe practices for handling ho 4 materials and for avoiding potential da heat sources.
- 5. Recognize that the human body tempe relatively constant and that a change in temperature often signals a change in
- 6 Identify ways in which the temperatur and buildings can be adjusted; e.g., by thermostat up or down, by opening or windows, by using a space heater in a
- 7. Describe, in general terms, how local heated:
- identify the energy source or fuel
- recognize that most buildings are h circulating hot air or hot water
- describe how heat is circulated three building and through their own hor

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#### **General Learner Expectations**

ATTITUDES

Students will

• curiosity

•

2–4 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 inventiveness

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.

nd cooling, and cooling.	Sm Ge Stu 2–1	<ul> <li>aall Crawling and Flying Animals</li> <li>neral Learner Expectations</li> <li><i>idents will:</i></li> <li>10 Describe the general structure and life habits of small crawling and flying animals; e.g., insects, spiders, worms, slugs; and apply this knowledge to</li> </ul>
		interpret local species that have been
s, using		observed.
er than.	~	
us (°C).	Sp	ecific Learner Expectations
terials can	Stu	idents will:
reezing,	1.	Recognize that there are many different kinds of small crawling and flying animals, and identify a
t and cold		range of examples that are found locally.
angers from	2.	Compare and contrast small animals that are found in the local environment. These animals
erature is		should include at least three invertebrates—that
n body		is, animals such as insects, spiders, centipedes,
neaith.	2	siugs, wornis.
e in homes	3.	keeoginze that small animals, like numans, have
turning a		food water shalter and space and describe any
closing		appendix water, shenter and space; and describe any
cold room.		special characteristics that help the animal
buildings are	4	survive in its nome.
	4.	To most this expectation, students should be ship.
		to identify the animals as plant actors, animal
heated by		asters or decomposers and identify other crimels
		that may use them as a food source
ough the school		that may use them as a food source.
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- 4. Evaluate the suitability of different materials for containing liquids. Students should recognize that materials such as writing paper and unglazed pottery are not waterproof and would not be suitable as containers; but that waxed paper and glazed pottery are waterproof and, thus, could be used in constructing or lining a liquid container.
- 5. Demonstrate an understanding that liquid water can be changed to other states:
  - recognize that on cooling, liquid water freezes into ice and that on heating, it melts back into liquid water with properties the same as before
  - recognize that on heating, liquid water may be changed into steam or water vapor and that this change can be reversed on cooling
  - identify examples in which water is changed from one form to another.
- 6. Predict that the water level in open containers will decrease due to evaporation, but the water level in closed containers will not decrease.
- 7. Predict that a wet surface will dry more quickly when exposed to wind or heating and apply this understanding to practical situations, such as drying of paints, clothes and hair.
- 8. Recognize that water is a component of many materials and of living things.
- 9. Recognize human responsibilities for maintaining clean supplies of water, and identify actions that are taken to ensure that water supplies are safe.

- 8. Adapt the design of a watercraft so it can be propelled through water.
- 9. Explain why a given material, design or component is appropriate to the design task.

#### (continued)

- 8. Describe the role of insulation in kee hot or cold, and identify places where of insulation is used; e.g., clothing, re coolers, homes.
- Identify materials that insulate anima cold; e.g., wool, fur and feathers; and materials that are used by humans fo purpose.
- 10. Design and construct a device to kee hot or cold.
- 11. Describe ways in which temperature us in our daily lives.

	(ca	ontinued)
eeping things ere some form refrigerator,	5.	Describe the relationships of these animals to other living and nonliving things in their habitat, and to people.
nals from the nd identify for the same	6.	Identify and give examples of ways that small animals avoid predators, including camouflage, taking cover in burrows, use of keen senses and flight.
eep something	7.	Describe conditions for the care of a small animal, and demonstrate responsible care in maintaining the animal for a few days or weeks.
re changes affect	8.	Identify ways in which animals are considered helpful or harmful to humans and to the environment.

# SOCIAL STUDIES: Communities in Canada

2.1 CANADA'S DYNAMIC COMMUNITIES	2.2 A COMMUNITY IN THE PAST	SKILLS AND PROCE
<ul> <li>General Outcome Students will demonstrate an understanding and appreciation of how geography, culture, language, heritage, economics and resources shape and change Canada's communities. </li> <li>Specific Outcomes Values and Attitudes Students will:</li></ul>	<ul> <li>General Outcome</li> <li>Students will demonstrate an understanding and appreciation of how a community emerged, and of how the various interactions and cooperation among peoples ensure the continued growth and vitality of the community.</li> <li>Specific Outcomes</li> <li>Values and Attitudes</li> </ul>	<ul> <li>DIMENSIONS OF T Students will:</li> <li>2.S.1 develop skills         <ul> <li>distingui</li> <li>choose a</li> <li>compare informer</li> </ul> </li> </ul>
<ul> <li>2.1.1 appreciate the physical and human geography of the communities studied:</li> <li>appreciate how a community's physical geography shapes identity (I, LPP)</li> <li>appreciate the diversity and vastness of Canada's land and peoples (CC, LPP)</li> <li>value oral history and stories as ways to learn about the land (LPP, TCC)</li> <li>acknowledge, explore and respect historic sites and monuments (CC, LPP, TCC)</li> <li>demonstrate care and concern for the environment (C, ER, LPP)</li> </ul>	<ul> <li>2.2.1 appreciate how stories of the past connect individuals and communities to the present (C, I, TCC)</li> <li>2.2.2 appreciate how Aboriginal and Francophone peoples have influenced the development of the student's community (C, CC, I)</li> <li>2.2.3 appreciate the importance of collaboration and living in harmony (C, PADM)</li> <li>2.2.4 appreciate how connections to a community contribute to one's identity (I)</li> <li>2.2.5 appreciate how cultural and linguistic exchanges connect one community to appreciate how context and linguistic exchanges connect one community to appreciate how cultural and linguistic exchanges connect one community to appreciate how cultural and linguistic exchanges connect one community to appreciate how cultural and linguistic exchanges connect one community to appreciate how cultural and linguistic exchanges connect one community to appreciate how cultural and linguistic exchanges connect one community to appreciate how cultural and linguistic exchanges connect one community to appreciate how cultural and linguistic exchanges connect one community to appreciate how cultural and linguistic exchanges connect one community to appreciate how cultural and linguistic exchanges connect one community to appreciate how cultural and linguistic exchanges connect one community to appreciate how cultural appreciate how cultu</li></ul>	<ul> <li>2.S.2 develop skills</li> <li>correctly</li> <li>arrange of</li> <li>2.S.3 develop skills</li> <li>use a sin</li> <li>determin</li> </ul>
► Knowledge and Understanding		apply the
<ul> <li><b>2.1.2</b> investigate the physical geography of an Inuit, an Acadian, and a prairie community in Canada by exploring and reflecting the following questions for inquiry: <ul> <li>Where are the Inuit, Acadian and prairie communities located in Canada? (LPP)</li> <li>How are the geographic regions different from where we live? (LPP)</li> <li>What are the major geographical regions, landforms and bodies of water in each community? (LPP)</li> <li>What are the main differences in climate among these communities? (LPP)</li> <li>What geographic factors determined the establishment of each community (e.g., soil, water and climate)? (LPP, TCC)</li> <li>How does the physical geography of each community shape its identity? (CC, I)</li> <li>What is daily life like for children in Inuit, Acadian and prairie communities (e.g., recreation, school)? (CC, I, LPP)</li> <li>How does the vastness of Canada affect how we connect to other Canadian communities? (C, I, LPP)</li> </ul> </li> <li><b>1.1.3</b> investigate the cultural and linguistic characteristics of an Inuit, an Acadian and a prairie community in Canada by exploring and reflecting upon the following questions for inquiry: <ul> <li>What are the traditions and celebrations in the communities (e.g., special symbols, landmarks, languages spoken, shared stories or traditions, monuments, schools, churches)? (CC, LPP, TCC)</li> <li>What are the traditions and celebrations in the communities that connect the people to the past and to each other? (CC, LPP, TCC)</li> <li>What are the linguistic roots and practices in the communities? (CC)</li> <li>What are the linguistic constant practices in the communities? (CC)</li> <li>What are the linguistic context with one another (e.g., cultural exchanges, languages, traditions, music)? (CC)</li> <li>How do the cultural and linguistic characteristics of the communities?</li> <li>(CC)</li> </ul> </li> </ul>	<ul> <li>F Knowledge and Understanding</li> <li>Students will:</li> <li>2.2.6 analyze how the community being studied emerged, by exploring and reflecting upon the following questions for inquiry: <ul> <li>What characteristics define their community? (CC, I)</li> <li>What is unique about their community? (TCC)</li> <li>What are the origins of their community? (TCC)</li> <li>What were the reasons for the establishment of their community (e.g., original fur trade fort, original inhabitants)? (CC, TCC)</li> <li>What individuals or groups contributed to the development of their community? (CC, TCC)</li> </ul> </li> <li>2.2.7 examine how the community being studied has changed, by exploring and reflecting upon the following questions for inquiry: <ul> <li>In what ways has our community changed over time (e.g., changes in transportation, land use)? (CC, TCC)</li> <li>What has caused changes in their community? (CC, TCC)</li> <li>How has the population of their community? contributed to change in the community? (CC, LPP, TCC)</li> <li>How has the presence of Aboriginal and/or Francophone origins reflected in the community today? (CC)</li> </ul> </li> </ul>	<ul> <li>2.S.4 demonstrate         <ul> <li>apply ide</li> <li>propose solving</li> </ul> </li> <li>&gt; SOCIAL PARTICIP</li> <li>Students will:</li> <li>2.S.5 demonstrate         <ul> <li>demonstrate</li> <li>demonstrate</li> <li>work and</li> <li>consider</li> <li>share infe</li> </ul> </li> <li>2.S.6 develop age-a contributing         <ul> <li>participa and com</li> </ul> </li> <li>RESEARCH FOR DE Students will:</li> <li>2.S.7 apply the ress         <ul> <li>participa</li> <li>develop G</li> <li>follow a j</li> <li>access an inquiry</li> <li>navigate links</li> <li>organize</li> <li>process is</li> <li>formulate</li> </ul> </li> </ul>

TCC Time, Continuity and Change

PADM Power, Authority and Decision Making

ER Economics and Resources CC Culture and Community

ICT Outcomes

ICT Outcomes

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# ESSES

# HINKING

#### s of critical thinking and creative thinking:

ish between a fictional and a factual account about Canadian communities and justify a course of action

and contrast information from similar types of electronic sources, such as ion collected on the Internet.

#### s of historical thinking:

y apply terms related to time (i.e., long ago, before, after) events, facts and/or ideas in sequence

#### s of geographic thinking:

nple map to locate communities studied in Canada ne distance on a map, using relative terms such as near/far, here/there e concept of relative location to determine locations of people and places inal directions to locate communities studied in relation to one's own hity

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

eas and strategies to decision making and problem solving new ideas and strategies to contribute to decision making and problem

# PATION AS A DEMOCRATIC PRACTICE

#### skills of cooperation, conflict resolution and consensus building:

strate the ability to deal constructively with diversity and disagreement ad play in harmony with others to create a safe and caring environment or the needs and ideas of others

ormation collected from electronic sources to add to a group task

#### appropriate behaviour for social involvement as responsible citizens to their community, such as:

ate in activities that enhance their sense of belonging within their school munity

## ELIBERATIVE INQUIRY

#### search process:

ate in formulating research questions

questions that reflect a personal information need

- plan to complete an inquiry
- nd retrieve appropriate information from electronic sources for a specific

within a document, compact disc or other software program that contains

- information from more than one source
- information from more than one source to retell what has been discovered e new questions as research progresses
- nclusions from organized information
- edictions based on organized information

<ul> <li>2.1.4 investigate the economic characteristics of communities in Canada by exploring and reflecting upon the following questions for inquiry:         <ul> <li>What kinds of natural resources exist in the communities (e.g., fishing</li> <li>Stud</li> </ul> </li> </ul>	
<ul> <li>agriculture, mining)? (ER, LPP)</li> <li>What are the occupations in each of the communities? (ER)</li> <li>What kinds of goods and services are available in the communities? (ER)</li> <li>What impact does industry have on the communities (i.e., agriculture, manufacturing)? (ER, LPP)</li> </ul>	IMUNICATION ents will: demonstrate s • prepare an • respond a • interact w > create visu > display da > use techno
2.5.9	<ul> <li>develop skills</li> <li>identify k</li> <li>compare i photograp</li> </ul>

Core Concepts: Strands:

C Citizenship ER Economics and Resources

CC Culture and Community

LPP The Land: Places and People PADM Power, Authority and Decision Making GC Global Connections

TCC Time, Continuity and Change

ICT Outcomes

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

e and present information in their own words, using respectful language d appropriately to comments and questions, using respectful language

- t with others in a socially appropriate manner
- isual images for particular audiences and purposes
- data in a problem-solving context
- nology to support a presentation

#### ls of media literacy:

- y key words from gathered information on a topic or issue
- re information on the same topic or issue from print media, television and raphs

# HEALTH AND LIFE SKILLS

WELL Students self and	<b>NESS CHOICES</b> <i>will</i> make responsible and informed choices to maintain health and to promote safety for others.	<b>RELA</b> Student caring i	<b>TIONSHIP CHOICES</b> <i>s will</i> develop effective interpersonal skills that demonstrate responsibility, respect and n order to establish and maintain healthy interactions.	LIFE I Student. challeng	LEARNING Cl s will use resource ges.
Person	al Health	Under	standing and Expressing Feelings	Learning Strategies	
Students	s will:	Student	s will:	Student.	s will:
W-2.1	describe the effects of combining healthy eating and physical activity	R-2.1	recognize that individuals make choices about how to express feelings; e.g., frustration	L-2.1	demonstrate org
W-2.2	examine the need for positive health habits; e.g., adequate sleep, sun protection	R-2.2	become aware that the safe expression of feelings is healthy	L-2.2	identify persona
W-2.3	demonstrate appreciation for own body; e.g., make positive statements about activities one	R-2.3	identify possible psychological and physiological responses to stress	L-2.3	apply the decisi
W 0 4		R-2.4	develop communication strategies to express needs and seek support; e.g., if touched in a way that makes one feel uncomfortable, who and how to tell	L-2.4	recognize that it
W-2.4	describe personal body image	Intera	rtions	Life Roles and Career	
w-2.5	knowledge of food groups to plan for appropriate snacks and meals	Student	s will	Student.	s will:
W-2.6	determine safe and responsible use of medications	R-2.5	demonstrate ways to show appreciation to friends and others	L-2.5	recognize, ackn strengths and sk
Safety	and Responsibility	R-2.6	develop strategies to show respect for others; e.g., show interest when others express	L-2.6	recognize that e
Students	s will:	D 27		Volunt	eerism
W–2.7	identify and develop plans to use when dealing with pressure to engage in behaviour that is uncomfortable or inappropriate; e.g., handle such pressures as threats, bribes, exclusions	K-2.7	compromise	Student.	s will:
W-2.8	describe and apply communication safety behaviours at home; e.g., answering the	Group	Roles and Processes	L-2.7	explain why vol
door/telephone		Student	s will:	L-2.8	select and perfo
W-2.9	describe and apply safety rules when using physical activity equipment; e.g., bicycle, scooter, inline skates	R-2.8	recognize and value strengths and talents that members bring to a group; e.g., identify skills each member can offer		
W-2.10	) identify members of personal safety support networks and how to access assistance; e.g., family members, teachers, Block Parents, police, clergy, neighbours	R-2.9	explain how groups can contribute to a safe and caring environment		

# **GRADE 2 OUTCOMES**

# HOICES

es effectively to manage and explore life roles and career opportunities and

- ganizational skills; e.g., notebook organization, desk organization
- al behaviours that show readiness to learn
- on-making process for age-appropriate issues
- t takes time and effort to accomplish goals

### r Development

- nowledge and respect that individuals have similar and different interests, kills
- each individual has many roles in life; e.g., friend, sister
- lunteerism is important
- orm volunteer tasks in the school

# PHYSICAL EDUCATION

General Outcome A	General Outcome B	General Outcome C
<ul> <li>General Outcome A</li> <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., aquatics 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>A2–1 select and perform locomotor skills involved in a variety of activities</li> <li>Basic Skills—Nonlocomotor; e.g., turning, twisting, swinging, balancing, bending, landing, stretching, curling, hanging</li> <li>A2–3 select and perform nonlocomotor skills involved in 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>A2–5 select and perform 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>A2–7 select and perform basic skills in a variety of environments and using various equipment; e.g., obstacle course</li> <li>Application of Basic Skills in Dance</li> <li>A2–8 demonstrate basic dance steps and movement; e.g., creative, folk, line, sequence and novelty, alone and with others, by using elements of effort, space and relationship</li> <li>A2–9 perform simple movement sequences by using elements of body and space awareness and relationships, alone and with others</li> </ul>	<ul> <li>General Outcome B</li> <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>B2–1 recognize that "energy" is required for muscle movement</li> <li>B2–2 describe ways to improve personal growth in physical abilities</li> <li>B2–3 experience movement involving the components of health-related fitness; e.g., flexibility, endurance, strength, cardio-respiratory activities</li> <li>Body Image</li> <li>B2–4 identify personal physical attributes that contribute to physical activity</li> <li>Well-being</li> <li>B2–6 describe how the body benefits from physical activity</li> <li>B2–7 identify changes that take place in the body during physical activity</li> <li>B2–8 understand the connections between physical activity and emotional well-being; e.g., feels good</li> </ul>	General Outcome C Students will interact positively with others. Students will: Communication C2–1 identify and demonstrate respectful communication skills appropriate to context Fair Play C2–3 identify and demonstrate etiquette and fair play Leadership C2–4 accept responsibility for assigned roles while participating in physical activity Teamwork C2–5 display a willingness to play cooperatively with others of various abilities, in large or small groups
<ul> <li>and space awareness and relationships, alone and with others</li> <li>Application of Basic Skills in Games</li> <li>A2-10 create and play body and space awareness games</li> <li>A2-11 apply basic rules and fair play while playing and learning the strategies of lead-up games</li> <li>Application of Basic Skills in Types of Gymnastics</li> <li>A2-12 select and perform the basic skills in educational gymnastics; e.g., use of different body parts types of effort space and relationships</li> </ul>		
<ul> <li>Application of Basic Skills in Individual Activities</li> <li>A2–13 select and perform basic skills of running, jumping, throwing in a variety of environments and using various equipment; e.g., catching</li> </ul>		

# **General Outcome D**

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

#### Students will:

### Effort

- D2–1 express a willingness to participate regularly in physical education class
- D2–2 identify personal factors that encourage movement

#### Safety

- D2–3 demonstrate the ability to listen to directions, follow rules and routines, and stay on-task while participating in physical activity
- D2–4 demonstrate and participate in safe warm-up and cool-down activities
- D2–5 demonstrate moving safely and sensitively in various environments; e.g., modified games

### Goal Setting/Personal Challenge

- D2–6 practise setting a short-term goal related to positive effort to participate in a physical activity
- D2–7 identify ways to change an activity to make it a challenge based on personal abilities

#### Active Living in the Community

- D2–8 identify types of physical activities people choose within the community
- D2–9 make appropriate movement choices considering personal space, safety, ability and the surrounding environment

AKI			
<ul> <li>REFLECTION</li> <li>Responses to visual forms in nature, designed objects and artworks.</li> <li>Students will notice commonalities within classes of natural objects or forms.</li> <li>A. Natural forms have common physical attributes according to the class in which they belong.</li> <li>B. Natural forms are related to the environment from which they originate.</li> <li>C. Natural forms have different surface qualities in colour, texture and tone.</li> <li>D. Natural forms display patterns and make patterns.</li> <li>2. Students will assess the use or function of objects.</li> <li>A. Designed objects serve specific purposes.</li> <li>B. Designed objects are made by people or machines.</li> <li>D. Designed objects must function well to be valuable.</li> <li>3. Students will interpret artworks literally.</li> <li>A. Art takes different forms depending on the materials and techniques used.</li> <li>B. An art form dictates the way it is experienced.</li> <li>C. An artwork tells something about its subject matter and the artist who made it.</li> <li>D. Colour variation is built on three basic colours.</li> <li>E. Tints and shades of colours or hues affect the contrast of a composition.</li> <li>F. All aspects of an artwork contribute to the story it tells.</li> </ul>	<ul> <li>DEPICTION Development of imagery based on observations of the visual world.</li> <li>Students will learn the shapes of things as well as develop decorative styles.</li> <li>A. All shapes can be reduced to basic shapes; i.e., circular, triangular, rectangular.</li> <li>B. Shapes can be depicted as organic or geometric.</li> <li>C. Shapes can be made using different procedures; e.g., cutting, drawing, tearing, stitching.</li> <li>D. Animals and plants can be represented in terms of their proportions.</li> <li>E. A horizontal line can be used to divide a picture plane into interesting and varied proportions of sky and ground.</li> <li>Students will increase the range of actions and viewpoints depicted.</li> <li>A. Movement of figures and objects can be shown in different ways.</li> <li>B. An X-ray view shows the inside of something.</li> <li>C. Forms can be overlapping to show depth or distance.</li> <li>Students will represent surface quality that can be captured by rubbings or markings.</li> <li>B. Texture is a surface quality that can be captured to make shades. These tints or shades are also referred to as tone or value.</li> <li>E. Images are stronger when contrasts of light and dark are used.</li> <li>F. Details enrich forms.</li> </ul>	<ul> <li>COMPOSITION Organization of images and their qualities in the creation of unified statements. <ol> <li>Students will create emphasis based on personal choices.</li> <li>A nactive, interesting part of a theme can become the main part of a composition.</li> <li>The main part of a composition can be treated thoroughly before adding related parts.</li> <li>Contrast subject matter with the ground for emphasis.</li> <li>Forms can run off the edges of the picture space in a composition.</li> </ol> </li> <li>Students will create unity through density and rhythm. <ol> <li>Families of shapes, and shapes inside or beside shapes, create harmony.</li> <li>Overlapping forms help to unify a composition.</li> <li>Repetition of qualities such as colour, texture and tone produce rhythm and balance.</li> <li>A composition should develop the setting or supporting forms, as well as the subject matter.</li> </ol> </li> <li>Students wild finishing touches. <ol> <li>Finishing touches (accents, contrasts, outlines) can be added to make a work more powerful.</li> <li>Stepping back from a work helps in judging how it can be improved.</li> </ol> </li> </ul>	EXPRESSION Use of art materia 1. Students wi A. Everyd B. Special visually C. Family D. Knowle 2. Students wi A. A narra B. An orig 3. Students wi A. Details B. Details B. Details B. Details B. Specific symbol 5. Students wi A. Feeling B. Specific symbol 5. Students wi A. Feeling B. Specific symbol 5. Students wi A. Peeling B. Specific symbol 5. Students wi A. Peeling B. Specific symbol 5. Students wi A. Plants a B. Environ C. Manufa D. Fantasy E. People 7. Students wi direct methor photograph A. Drawin • Use has • Use brok • Use strai and • Mak • Use B. Paintin • Leaa cleaa • Exp • Woo larg • Mix • Pain
			• Pair

# LEVEL ONE (GRADES 1 AND 2 OUTCOMES)

- als as a vehicle or medium for saying something in a meaningful way. ill record or document activities, people and discoveries.
- lay 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.
- edge gained from study or experimentation can be recorded visually. ill illustrate or tell a story.
- ative can be retold or interpreted visually.
- ginal story can be created visually.
- ill 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
- ill express a feeling or a message.
- gs and moods can be interpreted visually.
- ic messages, beliefs and interests can be interpreted visually, or ized.
- ill create an original composition, object or space based on supplied
- e stimulation from sources such as music, literature, photographs, film, e movement, drama, television and computers can be interpreted
- ill develop themes, with an emphasis on personal concerns, based on: and animals
- nment and places
- actured or human-made things

- ill use media and techniques, with an emphasis on exploration and
- ods in drawing, painting, print making, sculpture, fabric arts,
- ny and technographic arts.
- ıg
- a variety of drawing media in an exploratory way to see how each one its own characteristics.
- drawing tools to make a variety of lines-curved, straight, thick, thin, ken, continuous.
- drawing tools to make a variety of shapes—open, closed forms;
- ight, curved forms; geometric (rectangles, squares, circles and triangles) free form.
- ke drawings from direct observation.
- drawing media in combination with other media such as painting, print king or fabric.
- drawing to add details and textures, or to create pattern.
- rn simple brush skills: holding and unloading the brush, applying paint, ning the brush.
- eriment with the medium to explore its possibilities.
- rk primarily with tempera paint or tempera paint with additives, using ge brushes to paint.
- primary colours and lighten and darken colours.
- nt using experimental methods, including without a brush.
- Paint directly without preliminary sketching.
- Use paint in combination with other media and techniques.
- Make small group and/or large group murals.

(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. Jse print-making images in making pictures or compositions.
- 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.
- breate three-dimensional forms, using paper sculpture techniques of olding, scoring, cutting, curling, weaving, rolling, twisting, joining. that plaster of Paris relief sculptures in sand molds.
- ric Arts
- becorate fabric, using print-making techniques of relief printing, stamping, tencilling.
- se collage techniques for picture making with fabric.
- earn 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 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

### Rhythm

- The student will understand that:
- Rhythm patterns can accompany melody.
- Rhythm patterns are made up of the beat and divisions of the beat.
- Beats may be grouped by accent (a stress in music).
- Sounds and silences have specific duration (quarter note (ta), eighth note (ti-ti), half note (ta-a) and whole note (ta–a–a) with the corresponding rests).

 $\theta, \varepsilon, \eta, \omega, \in , \_, \_, \_$ 

# SKILLS

#### Listening

The student will be able to:

- Detect the rise and fall of melody.
- Identify "like" and "unlike" patterns in music.
- Respond to phrases in music.
- Identify male, female and children's singing voices.

# Melody

#### The student will understand that:

- Printed symbols in music show the direction of the melody.
- Sounds that move up or down by steps or half steps within the octave are called scales.
- Melodies may move by scale steps.
- Melodies may move by leaps.

## Harmonv

The student will understand that:

• Some sounds seem to belong together and are called chords, three or more sounds together. Major and minor chords have different sounds.

#### Form

#### The student will understand that:

- A whole piece of music may be comprise number of sections.
- Sections may be identified by letters; e.g ABA, ABAB.
- There may be an introduction, an interlu an ending (coda).

#### Moving

The student will be able to:

- songs.
- Move to form in music, like phrases and • unlike phrases.
- Through movement show awareness of changes in tempo, dynamics and mood.
- Extend the use of sol-fa training with hand signals to include "re" and "do".
- and instruments.
- Sing many folk, ethnic, seasonal and holiday songs.

#### **Playing Instruments**

The student will be able to: Play simple rhythm patterns (the beat

- and divisions of the beat). Follow simple rhythm scores.
- Play rhythmic and ostinato patterns to accompany songs.
  - singing and playing Recognize whole,
  - and the whole, hal

- ωηθε\_\_\_•
- Recognize 2/4 and
- Recognize the mus sign.
- Recognize "like" and Recognize the sym

### 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 2 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 2 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

- Singing The student will be able to: • Improvise movements to poems, stories and Respond to tone matching with other voices •

erstand that: of music may be comprised of a ons. i identified by letters; e.g., AB, n introduction, an interlude and ).	<ul> <li>Expression The student will understand that: <ul> <li>Music may be fast or slow and may change from one to the other suddenly or gradually (tempo).</li> <li>Music dynamics may change suddenly (accent &lt;) or gradually.</li> <li>( crescendo, decrescendo [diminuendo])</li> </ul></li></ul>	
<ul> <li>Reading and Writing The student will be able to: <ul> <li>Draw "stick" rhythm patterns (teacher claps pattern).</li> <li>Extend the use of sol-fa train "do" and "re".</li> <li>Follow notation from left to a singing and playing.</li> <li>Recognize whole, half, quart and the whole, half and quart ω η θ ε● ∈</li> <li>Recognize 1/4 and 3/4 time s</li> <li>Recognize the music staff an sign.</li> <li>Recognize the symbols for cn (</li> <li>), decrescendo (dimin and accent (&lt;).</li> </ul></li></ul>	s from dictation ning to include right while er, eighth notes ter rests. signatures. d treble clef e" phrases. rescendo uendo) ( )	<ul> <li>Creating The student will be able to: <ul> <li>Make up new words to songs.</li> <li>Create melodic and/or percussion accompaniments for poems and songs.</li> </ul></li></ul>
lues will be lost.		

# **GRADE 2 OUTCOMES**

# INFORMATION AND COMMUNICATION TECHNOLOGY (ICT)

Communicating, Inquiring, Decision Making and Problem Solving	Foundational Operations, Knowledge and Concepts	Processes for Product	
General Outcome C1 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, revis	
<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 text, understanding of fo	
General Outcome C2 Students will seek alternative viewpoints, using information technologies.	<ul> <li>appry terminology appropriate to the technologies being used at this drivision lever</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 and i Specific Outcome 1.1 read information fr	
<b>General Outcome C3</b> Students will critically assess information accessed through the use of a variety of technologies.	Specific Outcomes1.11.1identify technologies used in everyday life1.2describe particular technologies being used for specific purposes	General Outcome P3 Students will communicate	
Specific Outcome 1.1 compare and contrast information from similar types of electronic sources Ceneral Outcome C4	General Outcome F3 Students will demonstrate a moral and ethical approach to the use of technology.	Specific Outcomes 1.1 access images, such	
Students will use organizational processes and tools to manage inquiry.	Specific Outcomes <ol> <li>demonstrate courtesy and follow classroom procedures when making appropriate use of computer technologies</li> </ol>	audiences and purp 1.3 access sound clips	
<ol> <li>follow a plan to complete an inquiry</li> <li>formulate new questions as research progresses</li> <li>organize information from more than one source</li> </ol>	<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 vario	
General Outcome C5 Students will use technology to aid collaboration during inquiry.	1.5   use appropriate communication etiquette     General Outcome F4	Specific Outcomes1.1integrate text and g1.2balance text and grader	
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 and c	
General Outcome C6 Students will use technology to investigate and/or solve problems.	1.1 compare similar types of information from two different electronic sources <b>General Outcome F5</b> Students will practice the concents of emenomics and sofety when using technology	<b>Specific Outcomes</b> 1.1 navigate within a d	
<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> <li>1.3 use technology to support and present conclusions</li> </ul>	Specific Outcomes         1.1       demonstrate proper posture when using a computer         1.2       demonstrate safe behaviours when using technology	General Outcome P6 Students will use communic	
General Outcome C7 Students will use electronic research techniques to construct personal knowledge and meaning.	General Outcome F6 Students will demonstrate a basic understanding of the operating skills required in a variety of technologies	Specific Outcomes           1.1         compose a message           1.2         communicate electric	
<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> <li>1.3 draw conclusions from organized information</li> <li>1.4 make predictions based on organized information</li> </ul>	<ul> <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, 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>		

# **DIVISION 1 OUTCOMES**

# ctivity

vise and edit text.

- ct, using word processing software, to communicate and demonstrate forms and techniques tences, using such features of word processing as cut, copy and paste
- l manipulate data.
- from a prepared database
- e through multimedia.
- ch as clip art, to support communication ges by using such tools as paint and draw programs for particular rposes
- s or recorded voice to support communication
- ious applications.
- graphics to form a meaningful message graphics for visual effect
- create hyperlinked resources.
- document, compact disc or other software program that contains links d sites on an intranet or the Internet
- ication technology to interact with others.
- ge that can be sent through communication technology ctronically with people outside the classroom