

# ESSENTIAL LEARNING FOR FIRST GRADE

At the end of First Grade, students should be able to demonstrate mastery of the following material:

**LANGUAGE ARTS** 

- Use phonemic tools and context clues to identify new words
- Apply phonemic awareness rules for short and long vowels, digraphs, and blends
- Read with fluency and expression for comprehension
- Identify the elements of a story; setting, characters, problem and solution
- Differentiate between non-fiction and fiction
- Apply comprehension skills such as prediction, inference, cause and effect
- Identify and use proper parts of speech; nouns, verbs and adjectives
- Use phonemic rules to move from inventive to conventional, single syllable spelling words
- Write a 5-sentence stoplight paragraph
- Apply correct spelling in writing
- Practice manuscript handwriting for both uppercase and lowercase

# **BIBLE**

- Acknowledge that the Bible is the inspired Word of God
- Memorize and explain understanding of key Bible passages
- Participate in daily faith-building activities through prayers, songs, devotions and discussions
- Demonstrate knowledge of key biblical passages, characters, geography and events primarily focusing on The Old Testament
- Demonstrate knowledge of key elements of the Christmas and Easter stories including Jesus' birth, death, resurrection as well as the story of salvation
- Participate in service projects

The mission of San Jose Christian School is to advance the kingdom of God by providing exceptional teaching and curriculum fully integrated with Biblical perspective. Within our Christian community we live to engage and transform culture for Jesus Christ.

## **MATH**

- Represent and solve problems involving addition and subtraction
- Understand and apply properties of operations and the relationship between addition and subtraction
- Add and subtract up to 20
- Solve with addition and subtraction equations
- Extend the counting sequence
- Use place value understanding and properties of operations to add and subtract
- Measure lengths
- Tell and write time
- Represent and interpret data
- Describe shapes and their attributes

# **SCIENCE**

- Learn and practice the collaborative skills of teamwork
- Develop skills of reasoning, collecting data, questioning, and investigating through experiments
- Gain an understanding of stewardship and their place in God's world.
- Demonstrate knowledge of **Sound and Light**: matter and its interactions, motion and stability, energy, waves and their applications in technologies for information transfer
- Demonstrate knowledge of **Air and Weather**: Earth's place in the universe, Earth's systems, Earth and human activity
- Demonstrate knowledge of **Plants and Animals**: molecules to organisms, ecosystems, heredity, and biological evolution
- Keeping an interactive notebook for observation, data, and processing purposes

## **SOCIAL STUDIES / GEOGRAPHY**

- Discover beauty in the diversity God created in people and as expressed in each unique culture.
- Describe the rights and individual responsibilities of citizenship.
- Compare and contrast the absolute and relative locations of places and people and describe the physical and/or human characteristics of places.
- Know and understand the symbols, icons, and traditions of the U.S. that provide continuity and a sense of community across time.
- Compare and contrast everyday life in the different times and places around the world and recognize that some aspects of people, places, and things change over time while others stay the same.
- Describe the human characteristics of familiar places and the varied backgrounds of American citizens and residents of those places.
- Understand basic economic concepts and the role of individual choice in a free-market economy.

## **TECHNOLOGY / DIGITAL CITIZENSHIP**

- Develop an approach to technology and one's digital presence based on effective communication and wise decision-making
- Interact with a variety of digital tools and digital resources
- Use technology as a tool for learning and problem-solving
- Learn care for and terminology of computer hardware

## **ART**

- Use smooth paint strokes while holding the paintbrush correctly
- Use different types of lines, shapes, colors, textures, values, forms, space, and patterns
- Follow directed line drawing of a variety of line patterns
- Mix primary color to create secondary colors
- Cut and create art with construction paper shapes
- Listen to stories about and view works of artists including Rousseau, Frankenthaler, and Kandinsky

## PHYSICAL EDUCATION

After completing PE in Grades K-2 students will understand the importance of the human body and how to use it as continuously growing beings. PE challenges encourage growth in a variety of ways through activities and games which promote problem solving, cooperative learning, and overall physical well being.

- Demonstrate competency in motor skills and movement patterns needed for physical activity such as balance, running, catching, throwing, and kicking.
- Demonstrate understanding of movement concepts, strategies, and tactics as they relate to physical activity
- Achieve and maintain a health-enhancing level of physical fitness
- Exhibit strong personal and social behavior such as respect toward others, self, and equipment
- Use individual gifts to honor and glorify God
- Enjoy physical education and use it as an outlet for social interaction and self-expression

## **WORSHIP & PERFORMING ARTS**

- Build better relationships with God, self, and others through worship and performing arts
- Participate in music games and activities which build musical awareness as well as strong relationships with God, self and others
- Match vocal pitches individually and within the group
- Identify and perform Grade 1 rhythms correctly
- Hear, feel, and identity the steady beat
- Expose students to historical composers and their repertoire including stories and works of Saint-Saens (*Carnival of the Animals*) and Peter Tchaikovsky (*The Nutcracker*)
- Share musical gifts positively within the community

Love, Learn, Serve.