

	1st Term										2nd Term										3rd Term										4th Term																																							
	September					October					November					December					January					February					March					April					May																													
	8/20	8/27	9/3	9/10	9/17	9/24	10/1	10/8	10/15	10/22	10/29	11/5	11/12	11/19	11/26	12/3	12/10	12/17	12/24	1/7	1/14	1/21	1/28	2/4	2/11	2/18	2/25	3/4	3/11	3/18	4/1	4/8	4/15	4/22	4/29	5/6	5/13	5/20	5/27																															
Listening and Learning Strand	Domain 1: Fables and Stories					Domain 2: The Human Body					Domain 3: Different Lands, Similar Stories					Domain 4: Early World Civilization					Domain 4: Early World Civilization					Domain 5: Early American Civilization					Domain 5: Early American Civilization					Domain 6: Astronomy					Domain 7: History of Earth					Domain 8: Animal and Habitats					Domain 9: Fairy Tales					Domain 9: Fairy Tales					Domain 10: A New Nation American Independence					Domain 11: Frontier Explorers				
Skills Strand	Unit One: awareness of sounds, tricky words, nouns, punctuation										Unit two: vowel digraphs, tricky words, nouns										Unit 3: tricky words, fictional narratives, vowel sounds, verbs, narrative book report										Unit 4: mid year assessment, tricky words, contractions, vowel/consonant digraphs, verbs, adjectives, descriptive paragraphs										Unit 5: tricky words, opinion paragraphs, spelling alternatives										Unit 6: tricky words, personal narrative, building sentences					Unit 7: spelling alternatives, grammar, instructional writing, end of year assessments										Review of school year				
Language Arts	"Snap Shots"										"Grans Trips"					Fables					The Red Fern Zoo					The Red Fern Zoo					Kates Book					Grace					Kay and Martez																													
Math	chapter 1: Numbers to 10 (8 days)		chapter 2: Number Bonds (6 days)		Chapter 3: Addition Facts to 10 (8 days)		Chapter 4: Ways to Subtract (8 days)		Chapter 5: Shapes and Patterns (14 days)		Chapter 6: Ordinal numbers and positions (6 days)		Chapter 7: Numbers to 20 (9 days)		Chapter 8: Addition and subtraction to 20 (8 days)		Chapter 9: Length (9 days)		chapter 10: Weight (9 days)		Chapter 11: Picture and Bar Graphs (7 days)		Chapter 12: numbers to 40 (6 days)		Chapter 13: addition and subtraction to 40 (10 days)		Chapter 14: Mental Math Strategies (6 days)		Chapter 15: calendar and time (8 days)		Chapter 15: calendar and time (8 days)		Chapter 16: Numbers to 120 (10 days)		Chapter 17: addition and subtraction to 120 (7 days)		Chapter 18: multiplication and division (5 days)		Chapter 19: Money (7 days)																															
History/Geography	Schools and neighborhoods		Geography: maps and symbols								Domain 4: Early World Civilization		Domain 4: Early World Civilization		Domain 5: Early American Civilization		Domain 5: Early American Civilization		Domain 5: Early American Civilization																A New Nation American Independence		Frontier Explorers																																	
Science					Domain 2: The Human Body: Germs and diseases		Matter/properties of matter		Physical science: forces of motion										Domain 6: Astronomy, observations of moon and sun, weather and seasons		Domain 7: History of Earth: investigating soil, rocks and water		Life Science: observe living things, basic need to survive (plant experiment?)				Introduction to electricity																																											
Art	Welcome to art		Elements of art: Line & Bookmark		Art from long ago: Ishtar Gate		Art from long ago: Cave Painting		Art from long ago: Egypt		Element of Color		Kinds of Pictures: Portraits		Portraits		Valentine Card Contest		Symmetry		Element of Art: Texture				Texture		Types of Pics: Still Life		Clean Up																																									
Music	Steady Beat				Solfege				Beat v Rhythm				Melodic Contour		Instrument Families, conductor, orchestra				Beat v rhythm review		Opera		Note names				Jazz		Composition and Songs we Know		Review																																							
PE	BUILDING A FOUNDATION		ASAP		GAMES		PARACHUTE		MANIPULATIVES		NO SCHOOL		GAMES		BALANCE, STUNTS, AND TUMBLING		NO SCHOOL		CATCHING & THROWING		GAMES		JUMPING		KICKING & TRAPPING		GAMES		NO		DANCE		DRIBBLING, VOLLEYING, & STRIKING		GAMES																																			