

Sts. Joachim and Ann Catholic School

Junior Kindergarten Curriculum

LANGUAGE ARTS

GOALS

Students will:

- 1. Use pre-writing and pre-reading skills to identify upper and lower case letters
- 2. Identify the difference between letters, words, and numbers
- 3. Use picture cues to understand stories
- 4. Show an interest in books and reading activities
- 5. Cut, trace and color
- 6. Copy and write letters, words, and sentences
- 7. Retell basic elements of a story
- 8. Retell stories taught in sequential order
- 9. Develop vocabulary through environmental print
- 10. Identify and experience different types of literature: stories, poems, and picture books; fiction and non-fiction
- 11. Apply good listening and communication skills
- 12. Draw pictures to communicate ideas
- 13. Identify and write first and last name
- 14. Follow left/right, top/bottom progression
- 15. Develop correct firmness and grip of a pencil and crayon
- 16. Communicate effectively (listen and speak) in ways which include the ability to gain and express ideas, understand and convey information, comprehend and engage socially
- 17. Recognize the upper and lower case letters of the alphabet and letter sounds
- 18. Search for meaning in known and new vocabulary through journals, dictionaries, and internet
- 19. Follow oral directions; three steps
- 20. Communicate to peers and teachers in complete sentences
- 21. Recognize some words in environmental print
- 22. Identify rhyming words

CONTENT TOPICS: KNOWLEDGE/SKILLS/VALUES

- Letter identification
- Main idea
- Plot, setting, characters
- Predict outcomes
- Sequencing
- Pencil grip
- Paper placement
- Handwriting posture
- Writing first and last name
- Rhyming

RESOURCES, ACTIVITIES, ASSESSMENTS

- Variety of books; big, small, audio, picture books
- Journals
- Environmental print
- Checklists
- SMARTtable
- SMARTnotebook

MATH

GOALS

Students will:

- 1. Classify by size, shape and color
- 2. Identify ordinal positions
- 3. Use informal methods to measure
- 4. Recognize and create a pattern using shapes and colors
- 5. Recognize and create basic geometric shapes: circle, triangle, rectangle, and square
- 6. Use critical thinking skills to solve problems
- 7. Be introduced to formal addition and subtraction
- 8. Recognize and read a calendar
- 9. Recognize the value of math in everyday life
- 10. Recognize, identify, and write numbers 1-20
- 11. Recognize the number and value in zero
- 12. Recognize the value of pennies, nickels, dimes and quarters
- 13. Create and interpret graphs on an entry level
- 14. Count 1-30
- 15. Tell time to the hour

CONTENT TOPICS

- Sorting/classifying
- Shapes: circle, triangle, rectangle, and square
- Greater/less
- Patterning
- One-to-one correspondence
- Count by 1's, 5's, 10's to 100
- Graphs
- Yearly calendar
- U. S. currency (coins)
- Time

RESOURCES, ACTIVITIES, ASSESSMENTS

- Manipulatives
- Hand-on activities
- SMARTtechnology
- SMARTtable
- Songs and poems
- Teacher observations
- Checklists
- Calendar

MUSIC

GOALS

Students will:

- 1. Explore various use of voice; whisper, speak, shout, sing
- 2. Sing songs in a variety of moods and styles
- 3. Express ideas of seasons through seasonal songs
- 4. Experience rhythmic movement
- 5. Play classroom percussion instruments

CONTENT TOPICS

- Sound sources; musical/environmental
- Rhythm; steady beat
- Tempo; fast, slow
- Pitch; high low
- Phrases; same/ different

RESOURCES, ACTIVITIES AND ASSESSMENT

- Video, CD's, DVD's and tapes
- SMARTtechnology
- Rhythm Instruments
- Singing dancing and rhythmic movement
- Participation in activities
- Teacher Observation

PHYSICAL EDUCATION

GOALS

Students will:

- 1. Demonstrate loco-motor, non-loco-motor skills
- 2. Demonstrate efficient movement; walk, run, skip, jump
- 3. Demonstrate perceptual motor development
- 4. Demonstrate muscular strength and coordination, flexibility, endurance (cardio-vascular wellness)
- 5. Demonstrate enjoyment and movement as a means of stress release
- 6. Demonstrate individual and team skills: teamwork
- 7. Demonstrate fair play, sportsmanship and cooperation in group work
- 8. Demonstrate proper technique in executing basic exercises and understand the importance of warm-up, stretching exercises and cooling down
- 9. Develop the ability to have body control while sharing space with others

CONTENT TOPICS AND SKILLS

- Spatial movement
- Hand-eye coordination
- Balance; body and spatial awareness
- Motor and loco-motor control/movement
- Low organized game skills: chasing, tag, throwing, catching, and kicking
- Sportsmanship
- Cooperation
- Basic exercise

RESOURCES, ACTIVITIES, ASSESSMENTS

- Balls; tennis, rubber, nerf, soccer
- Agility rings and hoops
- beanbag activities
- Parachute
- Balance board
- Jump ropes
- Radio, CD Player, and CD's

RELIGION

GOALS

Students will

- 1. Make the Sign of the Cross
- 2. Have an understanding that prayer is talking to God and can be done at anytime
- 3. Pray in the morning and before meals
- 4. Celebrate the Church's seasons of Advent, Christmas, Lent, Easter, and Ordinary Time
- 5. Increase their knowledge about God as creator
- 6. Find friendship with Jesus through scripture stories and prayer
- 7. Increase their knowledge and practice of Christian actions towards others, e.g. taking turns, listening, helping, waiting, caring, loving, sharing and thanking others
- 8. Develop a positive attitude about themselves by discovering and learning about the many gifts, talents, and abilities God gives us
- 9. Learn to appreciate the Earth as one of God's gifts to us
- 10. Recognize the cross
- 11. Learn about the life of Jesus birth, death, and resurrection
- 12. Experience forgiveness and treating others fairly
- 13. Pray the our Father, Hail Mary and Glory Be
- 14. Be introduced to Saints, and virtues of Faith, Hope, and Love

CONTENT TOPICS

- Prayers and Bible stories
- Families: Jesus' family and their own family
- Friends and friendship
- God's gifts to use
- Prayer: formal and informal
- Service projects
- Church traditions and celebrations
- Forgiveness
- Birth, death, resurrections

RESOURCES, ACTIVITIES, AND ASSESSMENT:

- Bible
- Video, CD's DVD's
- Role-playing
- Hands-on activities
- Technology
- Teacher observations
- Cross

SOCIAL STUDIES

GOALS

Students will

- 1. Recognize that people have talents and interests that can be the same or different than our own and each gift makes us special
- 2. Be able to describe and identify family units
- 3. Develop an understanding of their roles and responsibilities in family, school, and community
- 4. Become familiar with American holidays and the lives of famous Americans and their contributions to society
- 5. Demonstrate an understanding and the importance of some American symbols
- 6. Maintain jobs within the classroom and give examples of different kinds of jobs that people do in their home
- 7. Obtain things they want (e.g., goods and services) in socially acceptable ways by talking and taking turns
- 8. Demonstrate increased ability to make independent choices and follow through on plans (put toys away, move from activity to activity)
- 9. Demonstrate awareness of their own choices (picking up toys helps create a safe environment)
- 10. Demonstrate cooperative behaviors, such as helping, taking turns, sharing, comforting and compromising
- 11. Engage in problem solving behavior with diminishing support from adults (negotiating the roles in play, taking turns)
- 12. Be introduced to their home address
- 13. Be introduced to which city, state, and country they live in

CONTENT TOPICS: KNOWLEDGE/SKILLS/VALUES

- Full name
- Address (4's. intro 3's)
- Phone Number (4's)
- Birthday (4's. intro 3's)
- Family roles
- Rules
- Needs and wants
- American flag (color, shape, words to Pledge of Allegiance, current president name and picture)
- American symbols (Eagle and White House)
- Introduction to map skills: right, left, up/down, near/far
- North, South, East, and West

SCIENCE/HEALTH

GOALS

Students will:

- 1. Be able to classify living and nonliving things
- 2. Develop an awareness and appreciation of our natural environment and of their role in preserving it
- 3. Develop a basic understanding of seasonal and weather changes
- 4. Will identify changes in weather
- 5. Observe properties and transformation of things using the five senses
- 6. Identify parts of the body and learn basic good nutrition
- 7. Experience, sort, and classify subject at hand on one (3's) or two (4's) properties
- 8. Use appropriate safety rules in the classroom
- 9. Learn and demonstrate basic health care and safety
- 10. Practice proper use of equipment
- 11. Develop higher-order thinking skills by building a foundation of basic science/health process, content, and vocabulary
- 12. Understand the relationship between science/health and their daily life
- 13. Make comparisons and predictions
- 14. Know what a plant needs to grow (3'sJJ) and understand how plants grow (4')
- 15. Observe a lifecycle (i.e., frogs, butterflies, ladybugs, praying mantis, etc.)
- 16. Observe and understand how water changes from one state to another

CONTENT TOPICS:

- Living/nonliving
- Air, water, weather
- Four seasons (summer, fall, winter, and spring)
- Conservation and recycling
- Health promoting habits/nutrition
- Food groups
- Changing states of matter
- Observe and compare objects
- Animals and plants
- Five senses
- Earth
- Lifecycle
- Solid/liquid/gas

RESOURCES, ACTIVITIES, ASSESSMENTS:

- Hands on activities
- Technology
- Resource materials
- Projects
- Observe plants and seeds
- Perform simple experiments
- Teacher observation
- Magnifiers, balance scales, safety goggles, simple measurement tools
- Health Teacher, BJC website

TECHNOLOGY/COMPUTER

GOALS

Students will

- 1. Identify basic computer hardware
- 2. Demonstrate proper use of mouse and keyboard
- 3. Identify icons on desktop
- 4. Exhibit knowledge in using input and output devices
- 5. Use specific grade-level appropriate software

CONTENT TOPICS: KNOWLEDGE/SKILLS/VALUES:

- Students will create and produce a finished product with a program or picture.
- Knowledge and use of keyboard-special keys: arrows, delete, return/enter, space bar and shift keys.
- Classroom use of subject area software to enhance learning in various core curriculum areas.

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