



SCOPE & SEQUENCE GR. 1 - LANGUAGE ARTS



Student Task

GRADE 1: English Language Arts, Plan #1

TASK: Animal Alphabet Book

PRODUCTIVITY TOOL: Word Processor

TIMELINE: 2-3 Days

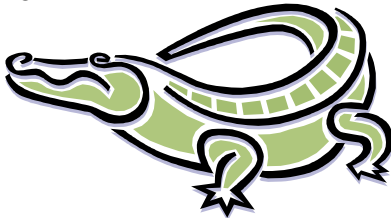
LEVEL OF DIFFICULTY: 3-3-3 Project

Students will work cooperatively to create a class alphabet book based on an animal theme. A selection of animal and alphabet books will be available for use if necessary. Each student will have the opportunity to create one page using the following format:

A

by Student Name

A is for alligator.



A is for angelfish.



ICT Outcomes

The learner will:

- C1** 1.1 access and retrieve appropriate information from electronic sources for a specific inquiry
- C4** 1.1 follow a plan to complete an inquiry
- C5** 1.1 share information collected from electronic sources to add to a group task
- C7** 1.1 develop questions that reflect a personal information need
- F1** 1.1 identify techniques and tools for communicating, storing, retrieving and selecting information
 - 1.2 apply terminology appropriate to the technologies being used at this division level
 - 1.3 demonstrate an understanding that the user manages and controls the outcomes of technology
- F3** 1.1 demonstrate courtesy and follow classroom procedures when making appropriate use of computer technologies
 - 1.2 work collaboratively to share limited resources
 - 1.3 demonstrate appropriate care of technology equipment
- F6** 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
- P1** 1.1 create original text, using word processing software, to communicate and demonstrate understanding of forms and techniques
- P3** 1.1 access images, such as clip art, to support communication
- P4** 1.1 integrate text and graphics to form a meaningful message
- P5** 1.1 navigate within a document, compact disc or other software program that contains links






Curriculum Outcomes


GRADE 1: English Language Arts, Plan #1

TASK: Animal Alphabet Book


GO 1.1 Discover and Explore, Bullet 6

-  choose to read and write for and with others


GO 1.2 Clarify and Extend, Bullet 2

-  group ideas and information into categories determined by an adult


GO 2.1 Use Strategies and Cues, Bullet 3

-  use knowledge of context, pictures, letters, words, sentences, predictable patterns and rhymes in a variety of oral, print and other media texts to construct and confirm meaning


GO 2.3 Understand Forms, Elements & Techniques, Bullet 2

-  identify various forms of media texts

GO 2.4 Create Original Text, Bullet 1

-  generate and contribute ideas for individual or group oral, print and other media texts


GO 3.1 Plan and Focus, Bullet 1

-  explore and share own ideas on topics of discussion and study


GO 3.2 Select and Process, Bullet 5

-  match information to research needs


GO 3.3 Organize, Record and Evaluate, Bullet 2

-  list related ideas and information on a topic, and make statements to accompany pictures


GO 3.4 Share and Review, Bullet 1

-  share ideas and information from oral, print and other media texts with familiar audiences


GO 4.1 Enhance and Improve, Bullet 6

-  explore and use the keyboard to produce text


GO 4.2 Attend to Conventions, Bullet 1

-  write simple statements, demonstrating awareness of capital letters and periods

GO 4.3 Present and Share, Bullet 2

-  add details such as labels, captions and pictures to oral, print and other media texts

GO 5.1 Respect Others and Strengthen Community, Bullet 4

-  use appropriate words, phrases and sentences to ask questions, to see and give assistance, and to take turns

GO 5.2 Work Within a Group, Bullet 1

-  work in partnerships and groups

