Grade 1 Curriculum at a Glance

Students in grade 1 work with the support of their online teacher and parent(s) to learn and demonstrate an understanding of content and curricular competencies that center around Big Ideas.

Language Arts

Big Ideas:
- Language and text can be a source of creativity and joy.
- Stories help us learn about ourselves and our families.
- Stories can be told through pictures and words.
- Everyone can be a reader and can create stories.
- Everyone has a unique story.
- Playing with language helps us discover how language works.
- Listening and speaking builds our understanding and helps us learn.

Mathematics

Big Ideas:
- Number represents and describes quantity: Numbers to 20 can be decomposed into 10's and 1's.
- Developing computational fluency comes from a strong sense of number: Addition and subtraction can be modelled concretely, pictorially and mentally using strategies involving counting and making 10.
- We use patterns to represent identified regularities and to form generalizations: Repeating
- elements can be identified.
- We can describe, measure and compare spatial relationships: Objects and shapes have attributes. Analyzing data and chance help us to compare and interpret: Concrete graphs show one-to-one correspondence.

Science

Big Ideas:
- Living things have features and behaviours that help them survive in their environment.
- Observable patterns and cycles occur in the local sky and landscape.
- Matter is useful because of its properties.
- Light and sound can be produced and their properties can be changed.

Social Studies

Big Ideas:
- We shape the local environment, and the local environment shapes who we are and how we live.
- Our rights, roles and responsibilities are important for building strong communities.
- Healthy communities recognize and respect the diversity of individuals and care for the local environment..

Applied Design, Skills, and Technologies

Big Ideas:
- Designs grow out of natural curiosity.
- Skills can be developed through play.
- Technologies are tools that extend human capabilities.

Physical and Health Education

Big Ideas:
- Daily physical activity help us develop movement skills and physical literacy, and is an important part of healthy living.
- Learning about ourselves and others helps us develop a positive attitude and caring behaviours, which helps us build healthy relationships.
- Knowing about our bodies and making healthy choices helps us look after ourselves.
- Good health comprises physical, mental, and emotional well-being.

Arts Education

Big Ideas:
- People create art to express who they are as individuals and community.
- Engagement in the arts creates opportunities for inquiry through purposeful play.
- Dance, drama, music, and visual arts express meaning in unique ways.
- People connect to others and share ideas through the arts.

Career Education

Big Ideas:
- Confidence develops through the process of self-discovery.
- Strong communities are the result of being connected to family and community and working together toward common goals.
- Effective collaboration relies on clear, respectful communication.
- Everything we learn helps us to develop skills and learning is a lifelong enterprise.
- Communities include many different roles requiring many different skills.

Through their learning, students develop competencies in many areas that help prepare them for future learning and the world beyond. Students reflect with the guidance of their parent(s) and online teacher on how they are using and developing competencies in three core areas, shown below. Addressing core competencies with your child(ren) does not involve extra work and is not outside the learning they are already doing! Core competencies are engrained in student's everyday lives and the new curriculum bring awareness to help strengthen these skills.

C	**COMMUNICATION CORE COMPETENCY**
T	**THINKING CORE COMPETENCY** • **Critical Thinking** • **Creative Thinking**
PS	**PERSONAL & SOCIAL CORE COMPETENCY** • **Positive Personal and Cultural Identity** • **Personal Awareness and Responsibility** • **Social Responsibility**