

GRADE 2 BATTLE PLAN

Promotable skillsets for a Warrior moving from Grade 2 to Grade 3



ENGLISH LANGUAGE ARTS



Communication was created by God. We use verbal and written communication to fulfill our calling that God has given us.

READING

- Recognize and decode printed two-syllable words.
- Read grade level text orally with accuracy, expression, and at an appropriate rate.
- Comprehend fiction text by understanding key details, identifying main events and key ideas, describing characters, and making meaningful connections.
- Answer key details about a text including who, what, where, when, why, and how to demonstrate understanding about a text.
- Describe how language and point of view give meaning to a story.
- Compare and contrast two versions of the same story by different authors, point of view, or from different cultures.
- Comprehend informational text by identifying nonfiction text features, understanding key details, identifying the main purpose, and applying learned information.
- Determine the meaning of words and figurative language.

WRITING

- Write opinion, informative/explanatory, and narrative paragraphs, using the writing process.
- Classify parts of speech within sentences to demonstrate understanding of English conventions
- Use and apply grade level phonics and word analysis skills in spelling for words with common spelling patterns and frequently occurring sight words.
- Demonstrate command of capitalization, punctuation, and grammar usage.

SPEAKING AND LISTENING

- Clearly communicates by speaking, listening, and responding appropriately.
- Participates in public speaking activities to practice skills.

MATH

God is an orderly God, and we see that demonstrated as we work on mathematical concepts and skills. Math reminds us of one right answer that points to God's absolute truth.

- Represent and solve two step word problems involving addition and subtraction.
- Work with equal groups of objects up to 25 to gain a foundation for multiplication.
- Understand place value of four-digit numbers.
- Use place value understanding and properties of operations to add and subtract within 1,000.
- Measure and estimate lengths in standard units using rulers, yardsticks, meter sticks, and measuring tapes.
- Relate addition and subtraction to length.
- Tell time to the nearest five minutes.
- Identify money using dollars, half dollars, quarters, dimes, nickels, and pennies.
- Represent and interpret data including picture graphs, line plot, and bar graphs.
- Identify various 2D and 3D shapes and be able to divide them into halves, thirds, and fourths.

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SOCIAL STUDIES



God is the creator of time and transcends all time and is in our past, present, and future. God's Word speaks to every area of social studies: History, Geography, Government, and Economics.

- Know time can be shown graphically on calendars and timelines.
- Examine how change over time can be shown with artifacts, maps, and photographs.
- Understand biographies can show how peoples' actions have shaped the world in which we live.
- Use maps and their symbols, including cardinal directions to answer questions about places.
- Describe how the work that people do is impacted by the distinctive human and physical characteristics in the place where they live.
- Understand how human activities alter the physical environment, both positively and negatively.
- Explore how cultures develop in unique ways, in part through the influence of the physical environment and lead to sharing ways of life.
- Understand respect for the rights of self and others includes making responsible choices and being accountable for personal actions following the different rules and laws that govern behavior in different settings.
- Examine how people around the world work in jobs in which they produce specific goods and services and people use money to buy and sell goods and services.

SCIENCE



God is the creator of all things. The design that we see in nature is from God's purposeful and intelligent nature.

- Know that the atmosphere is primarily made up of air.
- Understand water is present in the atmosphere through the water cycle and types of precipitation.
- Understand long- and short-term weather changes occur due to changes in energy.
- Describe how force (a push or a pull) applied to an object changes its motion.
- Recognize how living things cause changes on Earth.
- Understand all organisms alive today result from their ancestors and were created by God, some of which may be extinct.
- Know that not all kinds of organisms that lived in the past are represented by living organisms today.

BIBLE



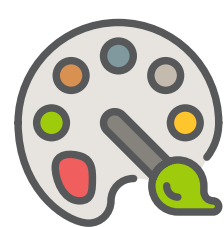
God's word affects every aspect of what we learn.

- Know the plan for salvation and that it is through Jesus Christ alone.
- Recognize salvation is a gift, not a reward.
- Know why, when, and how we pray.
- Identify God's character in various people in the Bible.
- Know God's Word is truth.
- Understand knowledge, wisdom, and understanding comes from a life grounded in the scriptures.
- Understand that becoming a spiritually formed disciple of Jesus is impossible without knowing God's Word.
- Know that to develop an authentic Christian worldview, one needs to study scripture, worship, and have a relationship with God and other believers.
- Memorize scripture to be able to apply Biblical principles to our lives.

ELEMENTARY ART BATTLE PLAN



ART REFLECTS THE *Character of God* SHOWCASING HIS CREATIVITY, BEAUTY, AND LOVE.



KINDERGARTEN

- Utilize their environments and experiences to generate original artmaking ideas.
- Observe and describe a work of art.
- Identify and apply the elements of art.
- Explore tools and manipulate a variety of art materials to develop fine motor skills.
- Strengthen observational drawing skills.
- Use the entire picture plane while drawing.
- Employ the proper steps to set up and clean up a painting area.

GRADE 1

- Describe the meaning of symbols and images in a work of art.
- Describe the visual qualities and content of works of art using appropriate art vocabulary.
- Employ the proper steps to set up and clean up a painting area.
- Explain the difference between abstract and realistic art and classify artworks accordingly.
- Use literary sources to generate ideas for works of art.
- Combine media to create art.
- Apply knowledge of the elements of art to create a work of art.
- Develop “seeing” skills by drawing from observation.

GRADE 2

- Demonstrate the safe use of art materials, including clean up procedures.
- Create a work of art using fantasy and imagination.
- Identify and use a variety of sources for art ideas, including nature, people, images, imagination, and resource materials.
- Manipulate clay to create a work of art.
- Classify artworks as landscape, still-life or portrait.
- Use shading to create the illusion of form.
- Develop an eye for observation and detail.
- Create artwork influenced by a particular artist and time period.

ELEMENTARY LIBRARY BATTLE PLAN



The elementary library is a place where students explore, learn, and grow through books, fostering a love of reading while deepening their understanding of God's world and His teachings.



KINDERGARTEN

- Learn basic finger placement using terminology such as home, upper, lower, and number rows.
- Understand the specific roles of each finger, noting that thumbs are used only for the space bar.
- Learn the basic computer terminology, including computer, keyboard, and mouse, to build foundational knowledge.
- Follow rules of personal privacy when using the internet.
- Learn how to properly treat books by handling them with care and returning them to their correct places.
- Know the different classifications of books: fiction, nonfiction, and biography and be able to select books based on interest and reading level.
- Discover new information by exploring books, pictures, and digital resources to learn and grow.

GRADE 1

- Type different letter combinations to improve proficiency and accuracy.
- Know the correct letter placement on the keyboard and understand the specific job of each finger and its role in typing.
- Identify and use basic computer parts (computer, keyboard, mouse) to strengthen technology skills.
- Use digital tools (computer, iPad) to create projects with simple designs.
- Follow basic rules of online privacy, such as not sharing personal information.
- Search for information using library tools while understanding the importance of honesty and fairness.
- Choose books that match interests and reading ability to enjoy and improve reading.
- Explore and gather new knowledge using books, images, and digital resources in meaningful ways.

GRADE 2

- Improve typing speed and accuracy using proper finger placement.
- Identify the location of punctuation keys on the keyboard and their proper use.
- Understand computer fundamentals, including hardware, software, and basic operations.
- Apply online privacy rules by identifying what information should and should not be shared.
- Recognize what cyberbullying is and learn strategies for addressing and preventing it.
- Recognize and use computer components (monitor, keyboard, mouse) effectively to complete tasks.
- Select books independently based on interests, reading level, classroom research, and specific learning goals.
- Locate and evaluate information using library tools while demonstrating honesty and responsibility.
- Investigate topics of interest by using books, images, and digital resources to gain deeper understanding.

ELEMENTARY MUSIC BATTLE PLAN



Music is central to the Christian faith, serving as a powerful means of worship, expressing devotion, teaching Scripture, and uniting believers in glorifying God.



KINDERGARTEN

- Follow and respond to basic cues and directions of a conductor with guidance.
- Explore various voices in music such as high/low, loud/soft, speaking, singing and whispering.
- Play a variety of classroom instruments with proper technique.
- Sing with head, voice, and proper posture, and move to music of various styles, composers, and cultures.
- Understand the difference between steady beat and rhythm.
- Identify the families of unpitched percussion (UPP) instruments: wood, metal, and skin.

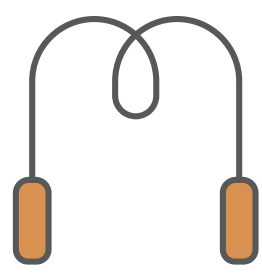
GRADE 1

- Independently follow and respond to basic cues and directions of a conductor.
- Sing using head voice and appropriate posture and move to music of various styles, composers and cultures with accurate pitch and rhythm.
- Maintain a steady beat independently against a different rhythm in singing, playing an instrument or body percussion.
- Recognize basic solfège tones and corresponding hand signals.
- Learn, perform, and repeat four-beat rhythms.
- Identify patterns/form/phrases in various music.

GRADE 2

- Sing using head voice and appropriate posture and move to music of various styles, composers, and cultures with accurate pitch and rhythm.
- Understand the difference between head and chest voice.
- Follow and respond to basic cues and directions of a conductor demonstrating introductory knowledge of dynamics.
- Begin to sing or play an instrument in a canon or round against a different rhythm.
- Recognize and create four-beat rhythm patterns.
- Identify same and different in musical phrases.
- Learn developmentally appropriate musical vocabulary.

ELEMENTARY PHYSICAL EDUCATION (PE) BATTLE PLAN



God has designed our bodies to be healthy and powerful, and through PE, students develop physical fitness, teamwork, and discipline, using their abilities to honor Him and care for the bodies He has entrusted to them.



KINDERGARTEN

- Demonstrate the skills of walking and running.
- Respond to music by starting and stopping movement.
- Follow instructions for various tag games while practicing safe tagging techniques.
- Collaborate effectively with peers in group activities.
- Throw a small ball against the wall and hit an intended target.
- Perform a variety of exercises, including jumping jacks, toe touch jumps, and scissors.

GRADE 1

- Demonstrate the skill of skipping.
- Move to the rhythm of music.
- Throw a ball with their strong hand while stepping with the opposite foot.
- Run within designated boundaries.
- Kick a ball.
- Catch a ball.

GRADE 2

- Throw a variety of objects accurately.
- Gallop with coordination and control.
- Follow and copy dance moves presented on the screen.
- Kick a ball as it rolls toward them.
- Create healthy habits through regular exercise.
- Hop on two feet into hula hoops with precision.

GRADE 3

- Understand the rules of various sports and games.
- Strike a rolling ball using his/her hands.
- Successfully hit a target with a ball.
- Catch with two hands without using his/her body for support.
- Balance on a beam while running through an obstacle course.
- Collaborate effectively in different games.

GRADE 4

- Throw objects at various speeds using proper technique.
- Collaborate to develop strategies for the games he/she plays.
- Identify healthy foods that are beneficial for our bodies.
- Catch a ball thrown in his/her direction.
- Aim at a small target and knock it down with a ball.
- Kick a moving ball.

ELEMENTARY SCIENCE TECHNOLOGY ENGINEERING (STEM) MATH BATTLE PLAN



God has given us the gift of curiosity and creativity, and through STEM, students explore and develop their problem-solving skills, work together in innovation, and use their knowledge to honor God by positively impacting the world.

KINDERGARTEN

- Know that coding is simply a set of directions given step-by-step or all at once.
- Code the Robot Mouse successfully to reach the cheese.
- Identify 2D shapes and create them using various building objects like Legos and blocks.
- Explore 3D shapes and attempt to create different structures using them.
- Demonstrate how a switch controls electricity using the Snap Circuit Junior.
- Identify the applied force as a push or pull during hands-on activities.
- Demonstrate ability and willingness to work with others and share throughout the different activities.

GRADE 1

- Master coding with the Robot Mouse and begin to understand color coding with Ozobots.
- Identify 3D shapes and make cylinders and cubes using different materials.
- Complete projects 1-6 in the Snap Circuit Junior, understanding that electricity is used to run a Direct Current Motor.
- Identify force, push, pull, and gravity.
- Demonstrate problem solving and engineer skills by designing and completing various hands-on activities.
- Demonstrate ability and willingness to work with others and share throughout the different activities.

GRADE 2

- Identify and explain what matter is or isn't.
- Describe matter by its different properties, including color and texture.
- Understand the different states of matter and observe the differences and how they can change states of matter through hands-on activities.
- Describe different types of matter through different materials.
- Demonstrate understanding of matter by conducting simple experiments.
- Demonstrate the importance of sharing while working with a partner.