

GRADE 1 BATTLE PLAN

Promotable skillsets for a Warrior moving from Grade 1 to Grade 2



ENGLISH LANGUAGE ARTS



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

READING

- Know and apply grade-level phonics and word analysis skills in decoding words.
- Read with accuracy and fluency to support comprehension of grade level passages.
- Demonstrate understanding main idea of a literature text.
- Describe characters, setting, and major events in a story using key details, and sequencing events.
- Ask and answers questions about key details in an informational text and literature text.
- Identify the main topic and retells key details in informational text.
- Describe the connection between two individuals, events, ideas, or pieces of information.

WRITING

- Write orderly opinion, informative/explanatory, and narratives pieces.
- Edit and revise writing pieces based on peer and teacher suggestions.
- Demonstrate command of capitalization, punctuation, and grammar usage.
- Use conventional spelling for words with common spelling patterns and frequently occurring sight words.

SPEAKING AND LISTENING

- Participate in partners, small and large group discussions and public speaking activities.
- Describe with visual displays people, places, things, or events with relevant details, expressing ideas and feelings clearly.

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.

- Recognize and write numbers 1-100.
- Add and subtract within 20, demonstrating fluency with various strategies.
- Solve one-step addition and subtraction word problems by using objects, drawings, and equations.
- Understand that two-digit numbers represent amounts of tens and ones and using that place value to add and subtract.
- Compare two-digit numbers based on meaning of tens and ones, using $>$, $=$, $<$.
- Measure lengths using nonstandard units and comparison of lengths.
- Tell and write time in hours and half-hours using analog and digital clocks.
- Identify pennies and dimes by name and value.
- Represent and interpret data including tally charts, picture graphs, and bar graphs.
- Distinguish differences between and compose 2 and 3-dimensional shapes.
- Divide shapes into equal parts and describe the parts as halves 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.

- Understand time can be divided into categories (past, present, future).
- Understand ways basic human needs are met have changed over time.
- Demonstrate maps can be used to locate and identify places that have distinctive physical and structural characteristics.
- Know families interact with the physical environment differently in different times and places.
- Understand individuals have responsibility to act toward the achievement of common goals in homes, schools, and communities.
- Know collaboration requires group members to respect the rights and opinions of others.
- Understand God's Word should guide rules and consequences for breaking rules.
- Comprehend wants are unlimited and resources are limited.
- People use currency to trade for goods and services they want.
- Know people produce and consume goods and services in the community.

SCIENCE



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

- Understand the designed relationship between the earth, water, and sun to provide for His creation.
- Know properties of objects and materials can change and move.
- Understand living things have basic needs that must be met from the physical environment provided by God.
- Understand living things survive only in environments that meet their needs.
- Research and observe God's creation and share our discoveries with peers.
- Understand we use the five senses that God has given us to observe His world.

BIBLE



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

- Know the plan of Salvation and that it is through Jesus Christ alone.
- Recognize salvation is a gift, not a reward.
- Understand the Bible is God's story of redemption
- Know God's Word is truth.
- Know God loves everyone.
- Understand Christlike character, evangelism, ministry, stewardship, and apologetics are all applications of spiritual growth.
- Recognize Bible study, prayer, and worship are disciplines for spiritual growth.
- Know and comprehend weekly Bible verses.



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.

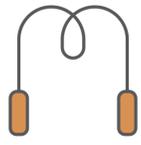
GRADE 1

- 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.