

KINDERGARTEN BATTLE PLAN

Promotable skillsets for a Warrior moving from Kindergarten to Grade 1



ENGLISH LANGUAGE ARTS



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

READING

- Identify all letters and sounds.
- Understand rhymes and syllables.
- Recognize common high-frequency words (red words).
- Decode (read) Consonant-Vowel-Consonant words.
- Ask and answer comprehension questions.
- Retell a story.

WRITING

- Encode (spell) Consonant-Vowel-Consonant words.
- Write a sentence that includes proper capitalization, spacing, and punctuation with complete thought.
- Write first and last name with proper capitalization.

SPEAKING AND LISTENING

- Participate in partners, small and large group discussions and public speaking activities.

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 1-20.
- Count to 100.
- Count objects to tell the number to 20.
- Compare numbers to 10.
- Demonstrate understanding of addition and subtraction.
- Understand and use graphs.
- Identify 2 dimensional and 3 dimensional shapes.
- Know the function of a calendar including the days of the week.
- Produce and continue a pattern.

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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.

- Recognize time can be measured using personal history, shared through stories, and pictures of the past and present.
- Understand heritage is reflected through diverse cultures and is shown through the arts, customs, traditions, family celebrations, and language.
- Recognize symbols and practices of the United States include the flag, Pledge of Allegiance, Christian flag and the Bible.
- Understand the purpose and use of a map.
- Recognize community helpers provide rules, safety, and security in the home, school, and community.
- Understand the difference between wants and needs and how these decisions impact our physical environment.

SCIENCE



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

- Observe the sun, moon, and stars created on day four as they move and change throughout the day.
- Recognize seasons and daily weather patterns.
- Understand the characteristics of the five senses as needed to explore the world around him/her.
- Understand God created all living things with unique traits, characteristics, and behaviors.

BIBLE



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

- Know the plan of salvation.
- Recognize salvation is a gift, not a reward.
- Understand the Bible is God's Word and that it is truth.
- Know Christ's birth, death, and resurrection.
- Know and understand 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.

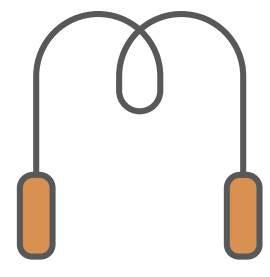
GRADE 1

- 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.