Skills List

Language Arts:

- Use cursive handwriting: letters a, d, j, p, c, v, and m are introduced.
- Write in a journal.
- Learn new sight words.
- Look at an illustration and tell a story about the illustration, using a variety of descriptive words.
- Spell the sound of *-igh*.
- Use word recognition skills and strategies to read and comprehend text.
- Identify and use nouns and pronouns correctly.
- Use context clues to define a word.
- Identify root words, a prefix and a suffix.
- Use a graphic organizer to organize ideas and supporting details.
- Write in a variety of forms for different audiences and purposes.
 - Write and read a persuasive speech.
 - Write a paragraph or story about a designated topic.
- Identify nouns.
- Identify characters, setting, and plot.
- Recognize foreshadowing in a story.
- Recognize a homophone.
- Use a dictionary.
- Write a synonym.
- Recognize and write compound words.
- Understand story sequence.
- Create a comic strip.
- Apply spelling and phonics concepts through written practice.
- Develop memory skills.
- Identify the adjective that describes a noun.
- Recognize the sounds of *aw* and *au*, and understand the spelling rules for each.
- Demonstrate evidence of literal and inferential comprehension.
- Tell a story using a variety of descriptive words.
- Write an acrostic.

Mathematics:

- Identify today's date.
- Identify yesterday, today, and tomorrow.
- Recite the days of the week and the months of the year.
- Continue to develop calendar skills.
- Create patterns.
- Count by ones, twos, fives, and tens to one hundred. Count backwards.
- Identify and count by even and odd numbers.
- Add and subtract two-digit numbers with regrouping.
- Write a date in digital form.
- Tell time to the hour and half-hour.
- Write the numbers that Roman numerals represent.
- Understand and identify place value for each digit in numbers to 1,000.
- Draw symbols on a place value chart to represent three-digit numbers.
- Recall addition, subtraction, and multiplication facts.
- Use simple bar graphs, tables, and charts to solve problems and record information.

- Plot coordinates on a graph.
- Pay for items and make change.
- Compare the value of two sets of money using an inequality symbol.
- Read directions and follow a recipe including fractions.
- Use simple logic to develop a strategy.
- Find the median of a set of data.

Social Studies:

- Recite pledges.
- Recite home address.
- Play cooperatively.
- Understand the meaning of true friendship.
- Make a diorama.
- Design a poster to advertise an event.
- Develop an understanding of basic economic principles.
- Understand how people make economic choices.

Science:

- Learn about spiders.
 - Understand how spiders capture and eat food.
 - Draw a diagram of a spider, and label its body parts.
 - Learn the parts of a spider's leg.
 - Construct a model of an orb web.
 - Understand that God gives spiders instincts.
- Make observations, and describe the weather.
- Make a prediction.
- Evaluate data and identify patterns.
- Create a simple pendulum.
- Understand the forces that cause a pendulum to swing.
- Make predictions and draw conclusions based on patterns or evidence.
- Create a Venn diagram and use it to compare and contrast information.
- Recall the five senses.
- Understand that God gives animals survival instincts.
- Explore concepts through observation and experimentation.

Fine Arts:

- Use different mediums to make original art.
- Make a model of a spider.
- Build musical instruments, and play rhythms with the instruments.

Physical Development and Fitness:

- Demonstrate understanding of movement concepts and strategies as they apply to physical activities.
- Participate in regular physical activity.
- Large motor development: tossing

Character Development and Bible:

- Character trait development: friendship, humbleness
- Apply Bible verses to daily life events.
- Understand the meaning of true friendship.