

Scientific Thinking and Technology – Exploring, Scientific Inquiry, and Discovery

Civics and Government

PRINCIPLES AND DOCUMENTS OF GOVERNMENT 5.1

Civics and Government

A RULE OF LAW

- A State rules and their consequences. 5.1 PK.A
 - 1 Describe classroom rules . 5.1 PK.A.1
 - 2 Explain a consequence for breaking a classroom rule . 5.1 PK.A.2

F SYMBOLS

- F Identify basic American symbols. (e.g., American flag) 5.1 PK.F
 - 1 Discuss images, pictures or items that are symbols of America . 5.1 PK.F.1
 - 2 Identify the American flag . 5.1 PK.F.2
 - 3 Replicate the American flag using art materials . 5.1 PK.F.3

RIGHTS AND RESPONSIBILITIES OF CITIZENSHIP 5.2

A CIVIC RIGHTS AND RESPONSIBILITIES

- A Identify self- membership of a group such as the class or family. 5.2 PK.A
 - 1 Display awareness of role as member of a group . 5.2 PK.A.1
 - 2 Participate in group decision-making . 5.2 PK.A.2
 - 3 Participate in classroom and family responsibilities . 5.2 PK.A.3
 - 4 Talk about responsibilities at home . 5.2 PK.A.4
 - 5 Work cooperatively with other children to achieve an outcome . 5.2 PK.A.5

B CONFLICT AND RESOLUTION

- B** Identify a problem and discuss possible solutions with adult assistance. *See also 16.2 PK.D 5.2 PK.B
- 1 Identify one or two solutions to a problem . 5.2 PK.B.1
 - 2 Attempt to solve a conflict with a peer . 5.2 PK.B.2
 - 3 Work with a peer to develop a solution to a problem (e.g., ways to share the playdough when there isn't enough) . 5.2 PK.B.3
 - 4 Suggest simple solutions to conflict which are most often based upon own needs and desires . 5.2 PK.B.4

C LEADERSHIP AND PUBLIC SERVICE

- C** Identify classroom projects/activities that support leadership and service. 5.2 PK.C
- 1 Show interest in leadership opportunities . 5.2 PK.C.1
 - 2 Choose a leader for a classroom project . 5.2 PK.C.2
 - 3 Ask to be the line leader . 5.2 PK.C.3
 - 4 Request to help teacher . 5.2 PK.C.4

HOW GOVERNMENT WORKS 5.3

C GOVERNMENT SERVICES

- C** Identify community workers through their uniforms and equipment. 5.3 PK.C
- 1 Match descriptions of people's work in a community with picture illustrating the job . 5.3 PK.C.1
 - 2 Act out roles of community workers in dramatic play . 5.3 PK.C.2
 - 3 Relay personal experiences to describe the work that community workers do . 5.3 PK.C.3

F CONFLICT AND THE COURT SYSTEM

- F** Identify appropriate behaviors for responsible classroom citizens. 5.3 PK.F
- 1 Use inside voices while indoors and outside voices when outdoors . 5.3 PK.F.1
 - 2 Cooperate in both large and small group activities that are facilitated by adult . 5.3 PK.F.2
 - 3 Follow rules and routines in classroom . 5.3 PK.F.3
 - 4 Respond with empathy to others who are upset . 5.3 PK.F.4
 - 5 Recognize when someone needs help and offer assistance . 5.3 PK.F.5
 - 6 Respect another's attempts to complete tasks independently . 5.3 PK.F.6

SCARCITY AND CHOICE

6.1

A SCARCITY AND CHOICE

- A Identify how scarcity influences choice. 6.1 PK.A
 - 1 Understand that some resources are limited . 6.1 PK.A.1
 - 2 Notice when materials are running low (e.g., “We need more paper in the art area.”) . 6.1 PK.A.2
 - 3 Offer to share materials when materials are scarce (e.g., one shovel in sensory table) . 6.1 PK.A.3
 - 4 Show preference for one material/center, but choose a different material/center when materials are scarce or center is full 6.1 PK.A.4
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B LIMITED RESOURCES

- B Identify family wants and needs. 6.1 PK.B
 - 1 Identify what people need to survive . 6.1 PK.B.1
 - 2 Demonstrates awareness of one’s own preferences . 6.1 PK.B.2
 - 3 Identify personal wants . 6.1 PK.B.3
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D INCENTIVES AND CHOICE

- D Identify a choice based on individual interest. 6.1 PK.D
 - 1 Make a choice and explain the reason for the choice . 6.1 PK.D.1
 - 2 Provide a reason for choosing to play in a particular center that shows interest in specific materials or people . 6.1 PK.D.2
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MARKETS AND ECONOMIC SYSTEMS

6.2

C ADVERTISING AND MEDIA

- C Identify advertisements that encourage us to buy things. 6.2 PK.C
 - 1 Recognize logos (environmental print) from local businesses . 6.2 PK.C.1
 - 2 Discuss advertisements (e.g., radio, print, TV) 6.2 PK.C.2
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D PRICE DETERMINATION

- D Explain how money is used. 6.2 PK.D
 - 1 Identify that money is used to buy things . 6.2 PK.D.1
 - 2 State that money can be saved . 6.2 PK.D.2
 - 3 Use pretend money while engaging in dramatic play activities . 6.2 PK.D.3
 - 4 Practice exchanging play money for goods . 6.2 PK.D.4
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FUNCTIONS OF GOVERNMENT 6.3

D GOVERNMENT'S ROLE IN INTERNATIONAL TRADE

- D** Identify products produced locally. 6.3 PK.D
- 1 Name items that come from farms, factories, and/or businesses within the community. 6.3 PK.D.1
 - 2 Talk about products that can be found around their homes. 6.3 PK.D.2
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INCOME, PROFIT, AND WEALTH 6.5

A FACTORS INFLUENCING WAGES

- A** Differentiate between work and play. 6.5 PK.A
- 1 Respond that adults work to earn money. 6.5 PK.A.1
 - 2 Relate that work involves performing an activity that is chosen and directed by someone else, and has a specific goal. 6.5 PK.A.2
 - 3 Relate that play is a self-selected activity that may or may not have a specific purpose. 6.5 PK.A.3
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C TYPES OF BUSINESS

- C** Identify local businesses. 6.5 PK.C
- 1 Participate in role-play that is related to a local business (e.g., pet store, hair salon, restaurant). 6.5 PK.C.1
 - 2 Describe where customers go to acquire specific goods or services (e.g., food purchased at grocery store, hammer and nails purchased at hardware store). 6.5 PK.C.2
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Geography

Geography

BASIC GEOGRAPHIC LITERACY 7.1

A GEOGRAPHIC TOOLS

- A** Explain how a map is a representation of places. 7.1 PK.A
- 1 Use a simple map. 7.1 PK.A.1
 - 2 Use available materials (e.g., blocks) to represent buildings, roads, or houses. 7.1 PK.A.2
 - 3 Include representations of roads, bodies of water, and buildings in play. 7.1 PK.A.3
 - 4 Discuss tools used to locate places. 7.1 PK.A.4
 - 5 Use the term "map". 7.1 PK.A.5

B LOCATION OF PLACES AND REGIONS

- B** Describe the location of places in the home, school, and community to gain an understanding of relative location. 7.1 PK.B
- 1 Describe the location of items/areas in the classroom and at home . 7.1 PK.B.1
 - 2 Use directionality, size, and position (e.g., left, right, first, last, little, big, top, bottom) to describe location . 7.1 PK.B.2
 - 3 Place pictures of common household items in the proper rooms of a floor plan . 7.1 PK.B.3
 - 4 Listen to directions and retrieve items . 7.1 PK.B.4
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PHYSICAL CHARACTERISTICS OF PLACES AND REGIONS

7.2

A PHYSICAL CHARACTERISTICS

- A** Describe the characteristics of home and frequently visited locations to gain an understanding of physical features. 7.2 PK.A
- 1 Describe simple characteristics of home (e.g., type of dwelling, where located, what surrounds it) . 7.2 PK.A.1
 - 2 Identify familiar places in the neighborhood . 7.2 PK.A.2
 - 3 Describe simple characteristics of business or community structures (e.g., type of dwelling, where located, what surrounds it) . 7.2 PK.A.3
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History**History****HISTORICAL ANALYSIS AND SKILLS DEVELOPMENT** 8.1**A CONTINUITY AND CHANGE OVER TIME**

- A** Identify a sequence of events through a day. 8.1 PK.A
- 1 Demonstrate an understanding of past, present, and future (e.g., today is, yesterday was, and tomorrow will be, recall information from the immediate past, sequence pictures of self from birth to present) . 8.1 PK.A.1
 - 2 Describe the daily routine (e.g., what happens first, before lunch, after lunch, at end of day) . 8.1 PK.A.2
 - 3 Show anticipation for regularly-scheduled events . 8.1 PK.A.3
 - 4 Use words to describe time (e.g., yesterday, today, tomorrow, o'clock) . 8.1 PK.A.4
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C RESEARCH

- C** Understand that information comes from many sources such as books, computers, and newspapers. 8.1 PK.C
- 1 Label types of media and what information can be gained (e.g., recipes from a cookbook, prices from an advertisement) . 8.1 PK.C.1
 - 2 Locate information on identified topics using media (e.g., music, books, maps, TV programming, newspapers, magazines, movies, Internet, applications, advertising) 8.1 PK.C.2