

Kindergarten Curriculum Map

	Trimester 1	Trimester 2	Trimester 3
Bible	<i>The Jesus Storybook Bible</i> , stories 1-15: The Story of Creation; Adam and Eve; The Fall, Noah's Ark; The Tower of Babel; God's Promise to Abraham; The Stories of Isaac, Jacob, Rachel, and Leah; Joseph and His Brothers; Moses and the Exodus; The Ten Commandments; Joshua and the Battle of Jericho; The Story of David	<i>The Jesus Storybook Bible</i> , stories 16-30: The Story of Naaman and the Servant Girl, Prophecies from Isaiah; Daniel and the Lion's Den; Jonah and the Big Fish; Preparing for the Birth of Jesus from Nehemiah 8-10, Malachi 1, 3, and 4, Ezra 7; The Birth of Jesus; The Story of the Shepherds; The Story of the Three Wise Men; The Ministry of John the Baptist; The Ministry of Jesus; The Lord's Prayer; The Sermon on the Mount; Jesus Calms the Storm	<i>The Jesus Storybook Bible</i> , stories 31-44: The Feeding of the 5,000; The Parable of the Hidden Treasure; Jesus, the Friend of Little Children; The Story of Zacchaeus; The Prodigal Son; A Sinful Woman Anoints Jesus; The Last Supper; The Garden of Gethsemane; The Crucifixion; The Resurrection; The Ascension; Pentecost; The Conversion of Paul; A Story of Heaven
Math	Saxon 1, Lessons 1-45: Read a Calendar; Write Numbers 1-45; Identify Shapes; Use Pictographs and Read Graphs; Order Numbers from Least to Greatest; Identify Number of Sides and Angles of a Shape; Identify Fewest, Most, First, Last, Between, and First, Second, Third; Use Geoboards; Act Out, Draw, and Write Some and Some More and Some and Some Went Away Stories; Counting Pennies; Write Addition and Subtraction Number Sentences; Ordinal Position to Sixth; Memorize Doubles Addition Facts; Creating and Reading a Repeating Pattern; Add One to a Number; Estimating and Measuring Length Using Nonstandard Units; Weighing Objects using Nonstandard Units; Add Zero to a Number; Count by 10's to 100; Subtract by One	Saxon 1, Lessons 46-90: Writing Numbers 46-90; Memorize Addition Facts; Count Pennies and Dimes; Order Containers by Volume; Identify One-Cup Liquid Measure; Count by 2's and 10's; Tell Time to the Hour; Subtract Zero, Subtract a Number from Itself, Draw a Clock Face and Draw Time to the Hour on a Clock; Identify Even Numbers to 20; Identifying and Locating Numbers on a Hundred Number Chart; Identifying a Line of Symmetry; Identify One Half; Comparing and Ordering Two-Digit Numbers; Identify Odd and Even Numbers; Add Two to Even and Odd Numbers; Add Two to a Number; Write the Numbers 1-10 Using Words; Identifying Pairs; Identifying Ordinal Position to 26th, Work with Pattern Blocks, Write Money Amounts; Pay for Items Using Dimes and Pennies; Learn About Measurements; Memorize Addition and Subtraction Facts; Tallying; Count by 5's; Add Two-Digit Numbers Using Dimes and Pennies; Doubles Plus One Facts; Make Congruent Shapes; Group by 10's and 1's; Tell Time to the Half Hour; Divide a Square into Halves and Fourths; Count by 100's; Use a Ruler; Comparing Two-Digit Numbers; Place Value of Digits in a Two-Digit Number; Adding Ten to a Number	Saxon 1, Lessons 91-135: Write Numbers 91-135; Memorize addition and subtraction facts; Counting by 10's from a Single-Digit Number; Sums of 10; Identifying a Missing Addend; Count Nickels and Pennies; Subtracting a Number from 10; Count Dimes, Nickels, and Pennies; Identify Geometric Solids; Identify a Dozen and Half Dozen; Identify One Half, One Third, and One Sixth; Use Comparison Symbols; Identify a Quart, Gallon, and Liter; Identify Fractional Parts of a Whole; Write a Bar Graph; Add Three Single-Digit Numbers; Draw Polygons; Addition and Subtraction Facts; Identify and Count Quarters; Reading a Thermostat; Identify and Count Hundreds, Tens, and Ones; Represent Numbers to 500 Using Pictures
Literature	<i>The Hungry Caterpillar; The Tale of Squirrel Nutkin; The Tale of Benjamin Bunny; The Tale of Peter Rabbit; The Tale of Mr. Todd; Each Peach Pear Plum; Goldilocks and the Three Bears; The Little Red Hen</i> Practice good listening skills; Practice narrating and telling back the story; Identify character and setting; Logic of English Book A Readers 1-3	<i>The Three Little Pigs; Alexander and the Terrible, Horrible, No Good Very Bad Day; The Mitten; A. A. Milne's Winnie-the-Pooh; The Bee Tree; The Foot Book; Waiting is Not Easy</i> Practice narrating and telling back a story, Identify character and setting, Identify favorite part of a story and explain why; Logic of English Book A Readers 4-6; Logic of English Book B Readers 1-2	<i>The Boxcar Children Volume 1; Mouse Soup; Danny the Dinosaur; If You Give a Mouse a Cookie; Bread and Jam for Frances; Curious George; Frog and Toad are Friends;</i> Practice narrating and telling back a story, Identify character and setting, Identify favorite part of a story and explain why; Logic of English Book B Readers 3-8
Phonics and Spelling	Logic of English Foundations, Book A, Lessons 1-27: Segment and Blend Vowel Sounds and Consonant Sounds; Identify Beginning Sounds; Sort Vowels and Consonants; Identify Phonograms at the Beginning of Words; Practice Distinguishing Vowel Sounds; Practice Listening for Sounds at the End of Words; Segment and Blend Whole Words. Phonograms: a, d, g, c, o, qu, s, t, i, p, u, j, w, r, n, m.	Logic of English Foundations, Book A, Lessons 28-40: Practice listening for sounds and identifying phonograms at the end of the word; Practice consonant blends; Identify the vowel sound heard in the middle of words; Identify the beginning sound and match it to the phonogram; Create new words by changing the first sound; Blend multi-syllable words; Learn about short vowel sounds and how to mark them; Learn about long vowel sounds. Phonograms: e, l, b, h, k, f, v, x, y, z. Logic of English Foundations, Book B, Lessons 41-54: Count and Identify syllables; Review short and long vowels; Learn about schwa as the lazy vowel sound; Compare the sounds of <i>fl</i> and <i>vl</i> ; Make words plural; Learn to rhyme; Change the initial sound to form new words; Review and practice blending and segmenting. Phonograms: sh, th, ck, igh, ch, ee, er, wh, oi, oy, ai, ay.	Logic of English Foundations, Book B, Lessons 55-80: Identify silent final e; Broad vowels; Practice short, long, and broad vowel sounds; Practice strategies for reading phonograms with multiple sounds; More practice with rhyming skills; Demonstrate competency on multi-letter vowels and consonants; Syllable Review; Plural Review, Practice Rhyming Words. Phonograms: ng, ar, or, tch, ow, ou, ough, ea, oa.
Writing and Handwriting	Creative Writing Journals; Logic of English Book A Cursive: swing stroke, down stroke, roll stroke, drop-swoop stroke, drop-hook stroke, scoop stroke, cross stroke, circle stroke, dip stroke, bump stroke	Creative Writing Journals; Logic of English Book A Cursive: Learn to connect phonograms with the loop stroke, practice proper spacing of words. Logic of English Book B Cursive: Uppercase Letters and Review Previously Learned Lowercase Letters	Creative Writing Journals; Logic of English Book B Cursive: Uppercase Letters and Review Previously Learned Lowercase Letters
Science	About Me: A Study in the 5 Senses; The Four Seasons; Pumpkin and Apple Study	Hibernation; States of Matter; The Solar System; Landforms	Weather and Water Cycle; Plants; Insects
History	Beautiful Feet: Families; Native Americans; Pilgrims; The First Thanksgiving	Beautiful Feet: The Story of Jesus' Birth; American Revolution; Declaration of Independence; United States Constitution; The Office of the President of the United States of America	Beautiful Feet: George Washington; Abraham Lincoln; The Presidents' Song; Pledge of Allegiance; National Anthem; "America the Beautiful"; American Symbols
Memory	The Apostles' Creed; The Lord's Prayer; Scripture Memory Schedule	Scripture Memory Schedule	Books of the Bible; Scripture Memory Schedule
Character Development	Obedience; Honesty; Diligence; Self-control	Selflessness; Stewardship; Gentleness	Patience; Peacemaking; Humility
Latin	<i>Song School Latin 1</i>		
Physical Education	Introduction to locomotor and nonlocomotor movements, manipulative skills and striking. Moving in space: spatial awareness, direction and levels; chasing and fleeing games Sharing equipment, using equipment correctly and safely, taking turns and following rules during introductory games.		
Art	Artist Spotlight; Techniques and Mediums; Art History: Veritas Cards Projects that support Grade level curriculum (K-3 Ancient World, Egypt, Greek, Roman) Special Project: Stock Show Art Contest		
Music	<i>Music games, Learning basic rhythmic values, Drawing notes, Tapping the steady beat, Beginning solfège symbols, Echo singing, Distinguishing singing voice and speaking voice, Some listening.</i>		