Fine Arts

Visual Arts

- Recognize various types of lines in given artwork and use lines in artwork.
- Locate shapes in given artwork and use shapes in artwork
- Awareness that artwork can be flat or have form (3-D)
- Identify the names of colors/hues and awareness that colors can be mixed to create other colors.
- Awareness that colors can also be light or dark.
- Distinguish between rough and smooth textures.
- Identify and create simple patterns (AB).
- Demonstrate eye/hand coordination when using art tools and materials safely to create artwork.
- Demonstrate the use of originality and imagination when creating artwork.
- Awareness that given artwork can convey a story and emotions.

<u>Music</u>

- Explore long and short sounds.
- Match simple emotions/expressions in a musical example.
- Demonstrate and/or imitate a steady beat.
- Identify common environmental sounds.
- Identify several different voices of children in the classroom.
- Demonstrate different uses of voice (e.g. singing, speaking, whispering, shouting.)
- Identify different types of voices (e.g. man, woman, child...)
- Sing songs of various cultures/holidays to a steady beat.
- Demonstrate simple call/response songs to a steady beat.

Hillsboro Community School District No. 3

Beckemeyer Elementary

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LEARNING STANDARDS

Coffeen Elementary

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Kindergarten



Learning Standards

The Hillsboro school district has learning standards and benchmarks in place for all students. The following kindergarten grade benchmarks represent a general outline of the content and skills taught. They provide parents and teachers with a common set of expectations for what students should know and be able to do. When parents and teachers work together as partners in the education process the children will have the best opportunity to learn and succeed in school.

Language Arts

- Listen and attend in a variety of situations
- Communicate information in a variety of ways
- Listen with understanding and follow directions
- Demonstrate phonological awareness (counting syllable, hearing rhyme, onset and rime) of sounds in words (Or can rhyme)
- Retell information from a story
- Predict what will happen next sequence
- Recognize capital and lowercase letters out of sequence
- Recognize letter sounds out of sequence
- Communicate ideas by using writing and drawing
- Expose to different forms of printed material that can be used for different purposes
- Recognize high frequency sight words from the reading series.
- Show an interest in reading related activities.
- Show interest in learning new information through active exploration.
- Use active exploration and prior knowledge to gain new information.

Math

• Count objects with one -to-one correspond-ence.



- Recognize geometric shapes in the environment.
- Sort and classify objects in a variety of ways.
- Recognize, copy, continue and create simple patterns.
- Match numerals to sets (1-10).
- Understand concepts of more and less.
- Compare sets.
- Recognize numerals 0-20 out of sequence.
- Incorporate estimating and measuring activities into play.

Social Science

- Follow directions.
- Play and share cooperatively.
- Respect and show concern for people and things.
- Accept and respond to teacher's authority.
- Respond to a story or event by recalling and answering questions.
- Take care of and clean up work materials.
- Work alone and in small groups.
- Wait for turn when speaking in a group.
- State name, address, birth, date, and phone number.
- Identify family members.
- Describe people and places in school.
- Explore community helpers and the services they provide.

Science

- Exhibit basic safety practices in the school environment.
- Use the five senses to explore the environment.
- Encourage inquiry about their environment.
- Classify observations based on the five senses.
- Identify basic needs of living things.
- Explore movement.
- Identify types of weather.
- Classify living and nonliving things.
- Use scientific tools (such as thermometers, balance scales and magnifying glasses) to explore environment.
- Use graphs and diagrams to compare observable objects.
- Observe changes in the earth and sky.

Physical Development

- Demonstrate different <u>locomotor</u> skills without falling or bumping into others.
- Demonstrate different <u>non-locomotor</u> skills on command.
- Safely move in various <u>directions</u> in response to a command.
- Safely move at various <u>speeds</u> on signal.
- Toss and catch an item without the item touching the floor.
- Kick a stationary ball with out falling.
- Demonstrate safe use of equipment.
- Demonstrate awareness of spatial location (over, under, behind, etc.)
- Demonstrate safe movement in general & personal space.
- Demonstrate ability to work cooperatively with a partner.